

## Pit Custom Enchant List(Work in Progress)

**Last Modified:** 10/26/18

**This Data has been accumulated thanks to:** 504 mystic items

If you have a mystic item and would like to help out, please send a screenshot of it in the Pit community official form or in a dm to me at StevenScrubWork #8516 on discord or Stevennetwork on minecraft.

**Now with 126/126 Obtainable Enchants!!!!**

*Please note if we counted Double Jump and Robinhood this would currently be at 128, but since both are currently unobtainable I have decided not to have them on the list tell me if you would like me to add them. Also if you are an owner of a Robin Hood item please tell me that way I don't have to spend as much time finding them when it is re released and updated.*

### 1.0 Mystic Items

Mysticism is a new perk that came out with Pit update v0.3.5 that allows players to find mystic items(upon killing other players). This renown perk can be upgraded up to tier X for a higher chance. You can also get mystic gear from care packages. This can be unlocked at prestige I.

You can also now find the mystic item of aqua pants by fishing exclusively with the new renown perk released in v0.3.6 Fishing Club which maxes out at Tier V. Aqua Pants also have 9 exclusive custom enchants. This perk can be unlocked at Prestige III and can be maxed at Prestige VII. Aqua pants can only be found once this perk is maxed at Tier V.

Mystic items will not be lost upon being killed unless they have been enchanted with the mystic well. Once enchanted, a mystic item will have a number of lives, a life of the weapon is lost if a specific enchant calls for the loss of a item's life, or the player dies with the weapon. Once the mystic item runs out of lives it disappears.

### 1.1 Mysticism Tiers Cost And Benefits

| Tier | Renown Cost | Percentage Boost + Unlocks                                |
|------|-------------|-----------------------------------------------------------|
| 1    | 10          | unlocks mystic well                                       |
| 2    | 5           | +30% base                                                 |
| 3    | 5           | +50% base                                                 |
| 4    | 10          | Can Now Find Pants. Can upgrade Swords and Bows to Tier 3 |
| 5    | 5           | +70% base                                                 |

|    |    |                                           |
|----|----|-------------------------------------------|
| 6  | 10 | +100% base                                |
| 7  | 15 | +125%                                     |
| 8  | 15 | +150%                                     |
| 9  | 20 | Unlocks ability to enchant and wear pants |
| 10 | 25 | +200% base                                |

## 1.2 Upgrade Costs For Mystic Items And Benefits

Mystic items can be upgraded in the mystic well(enchanting table) located at spawn. A Mystic item has infinite lives until it is enchanted but after it us upgrade it has a set amount of lives, though additional lives can be received through upgrading the item. A mystic item can be upgraded to tier 3, with each upgrade the item will receive more enchants and more lives. Missing lives from an item will carry over.

*It should also be noted that the process in which items gain lives when upgraded is up to chance and is like rolling a dice in the sense that there are several specific chances for each life gain and specific amounts of lives that can be gained. For instance, a perfect run, meaning you hit the upgrades perfectly without getting an artifact has been confirmed as being 60 lives, but this is very very unlikely. But so try and keep in mind that when lives are added they are only a certain number of options available, for instance if I was upgrading a tier one mystic item that started off with 4 lives I could hit a +5 or maybe a +7 but a +6 may not be an option, as there are very limited number of options(think about dice). Also please note that you will always gain lives from upgrading your mystic item.*

| <b>Tier</b> | <b>Upgrade Cost(Gold) + Other Items</b> | <b>Range of Lives</b>                                 | <b>Required Tier Mysticism</b>      |
|-------------|-----------------------------------------|-------------------------------------------------------|-------------------------------------|
| 1           | 1,000g                                  | 3-15                                                  | 1 for swords and bows, 9 for pants  |
| 2           | 4,000g                                  | 5-35                                                  | 1 for swords and bows, 9 for pants  |
| 3           | 8,000g + Fresh Pants of specific color  | 10-60(This range is with exception of artifact items) | 4 for swords and bows, 9 for pants. |

### 1.3 Mystic Prefixes

*Prefixes are special words identifying mystic items of reaching certain qualifications. Certain prefixes may take priority over others.*

**Artifact:**

Tier III Mythic items with 100 lives.

**Extraordinary:**

A mystic item with two or more rare enchants will have the prefix of “extraordinary”.

**Legendary:**

Take a sum of all enchants on your item.

Tier 1 = 1 point.

Tier 2 = 2 points.

Tier 3 = 3 points.

If the sum of the enchants on your item is 8 it will have the legendary prefix. This would require either 3 tier 3 enchants, or two tier 3 and one tier 2 enchant on one item.

**Miraculous:**

Artifact + 2 rare enchants on one mystic item = Miraculous.

**Bountiful:**

A mystic item with two resource related enchants. Any enchants that increase the percentage of items dropped or earned. (Examples: Lodbrog, Self-checkout, Negotiator, Pants Radar, Combo: XP, Gold Bump, etc.)

**Overpowered:**

Legendary + Artifact = Overpowered

### 1.4 Enchants Needed

*Please note that some of the following may have data down below with the following message above:  
(Officially unknown but we believe it is the following)*

If you see that and have a mystic item with that enchant or know that that tier does please contact me at the discord mentioned above, even if my assumption was right.

| Enchant Name | Tier's Needed | Items Enchant Are On. |
|--------------|---------------|-----------------------|
| NONE         | WHAT SO EVER  | ANYMORE               |

|           |            |             |
|-----------|------------|-------------|
| YOU GUYS  | ARE        | AMAZING     |
| THANK YOU | FOR ALL OF | THE SUPPORT |
| I         | LOVE       | YOU         |

## 1.5 Table of Enchants

### Key:

Please note that following colors may be highlighting some of the enchants down below, if so this means we are missing one, two or even three tiers of that enchant. Letters may also be present to represent rarity, and the section that each enchant can be found.

**No Highlight:** No Tiers of this enchant are currently missing, it is Complete!!!

**Green:** Only Missing one Tier.

**Orange:** Two Tiers are missing.

**Red:** All Tiers are missing, please send me screenshots.

R! = Rare!

A = Can be found on all mystic items excluding Aqua Pants.

AQP = Enchants found on Aqua Pants.

B = Can be found on Bows.

S = Can be found on Swords.

P = Can be found on Pants.

A combination of B/S/P = Found on two of the three items.

|                             |                             |                            |                                |
|-----------------------------|-----------------------------|----------------------------|--------------------------------|
| Arrow Armory: <b>B</b>      | Assassin: <b>R! P</b>       | Beat The Spammer: <b>S</b> | Berserker: <b>S</b>            |
| Billionaire: <b>R! S</b>    | Billy: <b>P</b>             | Boo-boo: <b>P</b>          | Bottomless Quiver: <b>B</b>    |
| Bounty Reaper: <b>S</b>     | Bruiser: <b>S</b>           | Bullet Time: <b>S</b>      | Chipping: <b>B</b>             |
| Club Rod: <b>AQP</b>        | Combo: Damage: <b>S</b>     | Combo: Heal: <b>S</b>      | Combo: Perun's Wrath: <b>S</b> |
| Combo: Stun: <b>S</b>       | Combo: Swift: <b>S</b>      | Combo: XP: <b>S</b>        | Counter-Janitor: <b>S</b>      |
| Counter-Offensive: <b>P</b> | Creative: <b>P</b>          | Cricket: <b>P</b>          | Critically Funk: <b>P</b>      |
| Critically Rich: <b>A</b>   | Crush: <b>S</b>             | Danger Close: <b>P</b>     | David and Goliath: <b>P</b>    |
| Devil Chicks: <b>R! B</b>   | Divine Miracle: <b>R! P</b> | Diamond Allergy: <b>P</b>  | Diamond Stomp: <b>S</b>        |

|                                    |                               |                               |                         |
|------------------------------------|-------------------------------|-------------------------------|-------------------------|
| Duelist: <b>S</b>                  | Eggs: <b>P</b>                | Electrolytes: <b>P</b>        | Escape Pod: <b>R! P</b> |
| Excess: <b>P</b>                   | Executioner: <b>R! S</b>      | Explosive: <b>B</b>           | Fancy Raider: <b>S</b>  |
| Faster than their Shadow: <b>B</b> | First Shot: <b>B</b>          | Fletching: <b>B</b>           | Gamble: <b>R! S</b>     |
| Gold and Boosted: <b>S</b>         | Gold Boost: <b>A</b>          | Gold Bump: <b>A</b>           | Golden Heart: <b>P</b>  |
| Gomraw's Heart: <b>R! P</b>        | Gotta Go Fast: <b>P</b>       | Grand Master: <b>AQP</b>      | Grasshopper: <b>S</b>   |
| Guts: <b>S</b>                     | Healer: <b>R! S</b>           | Hearts: <b>P</b>              | Hemorrhage: <b>P</b>    |
| Hunt the Hunter: <b>P</b>          | Instaboom: <b>R! P</b>        | Jump Spammer: <b>B</b>        | King Buster: <b>S</b>   |
| Knockback: <b>R! S</b>             | Last Stand: <b>P</b>          | Life Steal: <b>S</b>          | Lodbrok: <b>P</b>       |
| Lucky Shot                         | Luck of the Pond              | Martyrdom                     | McSwimmer               |
| Mega Longbow                       | Mirror                        | Mixed Combat                  | Moctezuma               |
| Negotiator                         | Pain Focus                    | Pants Radar: <b>A</b>         | Parasite: <b>B</b>      |
| Pebble                             | Peroxide                      | Phoenix                       | Pin Down                |
| Pit Blob                           | Pit Pocket                    | Prick                         | Protection              |
| Portable Pond                      | Pullbow                       | Punisher                      | Purple Gold: <b>P</b>   |
| Push Comes to Shove                | Respawn: Absorption: <b>P</b> | Respawn: Resistance: <b>P</b> | Revengeance             |
| Revitalize                         | Ring Armor                    | Rodback                       | Rogue                   |
| Self-checkout                      | Shark                         | Sharp                         | Sierra                  |
| Singularity                        | Sniper                        | Snowballs                     | Snowman Army            |
| Solitude                           | Spammer and Proud             | Speedy Hit                    | Speedy Kill             |
| Sprint Drain                       | Steaks                        | Stereo                        | Strike Gold             |
| Sweaty                             | Telebow                       | The Punch                     | TNT                     |
| Tough Crew                         | True Shot                     | Unite                         | Volley                  |
| Wasp                               | What Doesn't Kill You         | Wolf Pack                     | XP Boost                |
| XP Bump                            | "Not" Gladiator               |                               |                         |

## 2.0 Sword Custom Enchants

*Please Note that the Variable X will refer to something that changes based on tier of the enchant unless said otherwise as well as the term “unknown” refers to the fact that we have not received a screenshot of the specific enchant or tier of enchant.*

### **Beat The Spammer:**

Deal +X% damage vs. players holding a bow.

### **Beat the Spammer Tier I:**

Deal +8% damage vs. players holding a bow.

### **Beat the Spammer Tier II:**

Deal +15% damage vs. players holding a bow.

### **Beat the Spammer Tier III:**

Deal +40% damage vs. players holding a bow.

### **Berserker:**

You can now critically hit on the ground. X% chance to crit for 50% extra damage.

### **Berserker Tier I:**

You can now critically hit on the ground. 12% chance to crit for 50% extra damage.

### **Berserker Tier II:**

You can now critical hit on the ground. 20% chance to crit for 50% extra damage.

### **Berserker Tier III:**

You can now critically hit on the ground. 30% chance to crit for 50% extra damage.

### **Billionaire: (Rare!)**

Hits with this sword deal X times damage but cost Xg.

**Billionaire Tier I:**

Hits with this sword deal 1.33x damage but cost 100g.

**Billionaire Tier II:**

Hits with this sword deal 1.67x damage but cost 200g.

**Billionaire Tier III:**

Hits with this sword deal 2x damage but cost 350g.

**Bounty Reaper:**

Deal +X% damage vs. players with a bounty.

**Bounty Reaper Tier I:**

Deal +5% damage vs. players with a bounty.

**Bounty Reaper Tier II:**

Deal +10% damage vs. players with a bounty.

**Bounty Reaper Tier III:**

Deal +20% damage vs. players with a bounty.

**Bruiser:**

Blocking with your sword reduces received damage by X hearts.

**Bruiser Tier I:**

Blocking with your sword reduces damage received by 0.5 hearts.

**Bruiser Tier II:**

Blocking with your sword reduces received damage by 1 heart.

**Bruiser Tier III:**

Blocking with your sword reduces received damage by 2 hearts.

**Bullet Time:**

Blocking destroys arrows that hit you. Destroying arrows this way heals X hearts.

**Bullet Time Tier I:**

Blocking destroys arrows that hit you.

**Bullet Time Tier II:**

Blocking destroys arrows hitting you. Destroying arrows this way heals 1 heart.

**Bullet Time Tier III:**

Blocking destroys arrows hitting you. Destroying arrows this way heals 1.5 hearts.

**Combo: Damage:**

Every Xth strike deals +X% damage

**Combo: Damage Tier I:**

Every fourth strike deals +20% damage.

**Combo: Damage Tier II:**

Every third strike deals +30% damage.

**Combo: Damage Tier III:**

Every third strike deals +45% damage.

**Combo: Heal:**

Every fourth strike heals X hearts and grants X hearts absorption

**Combo: Heal Tier I:**

Every fourth strike heals 0.4 hearts and grants 0.4 hearts absorption.

**Combo Heal Tier II:**

Every fourth strike heals 0.8 hearts and grants 0.8 hearts absorption.

**Combo: Heal Tier III:**

Every fourth strike heals 1.2 hearts and grants 1.2 hearts absorption.

**Combo: Perun's Warth: (Rare!)**

Every Xth strike strikes your enemy with lightning for X hearts true damage.

**Combo: Perun's Wrath Tier I:**



Every fifth strike strikes your enemy with lightning for 1 hearts true damage.

**Combo: Perun's Wrath Tier II:**

Every fourth strike strikes your enemy with lightning for 2 hearts true damage.

**Combo: Perun's Wrath Tier III:**

Every fourth strike strikes your enemy with lightning for 3 hearts true damage.

**Combo Stun: (Rare!)**

The fifth strike on an enemy stuns them for X seconds.

**Combo: Stun Tier I:**

The fifth strike on an enemy stuns them for 0.5 seconds.

**Combo: Stun Tier II:**

The fifth strike on an enemy stuns them for 1 seconds.

**Combo: Stun Tier III:**

The fifth strike on an enemy stuns them for 1.5 seconds.

**Combo: Swift:**

Every Xth strike gain Speed X (Xs).

**Combo: Swift Tier I:**

Every fourth strike gain Speed I (3s)

**Combo: Swift Tier II:**

Every third strike gain Speed II (4s).

**Combo: Swift Tier III:**

Every third strike gain Speed II (5s)

**Combo: XP:**

Every fifth strike rewards +X XP.

**Combo: XP Tier I:**

Every fifth strike rewards +20 XP.

**Combo: XP Tier II:**

Every fifth strike rewards +28 XP.

**Combo: XP Tier III:**

Every fifth strike rewards +36 XP.

**Counter-Janitor:**

Gain Resistance I (Xs) on kill.

**Counter-Janitor Tier I:**

Gain Resistance I (2s) on kill.

**Counter-Janitor Tier II:**

Gain Resistance I (3s) on kill.

**Counter-Janitor Tier III:**

Gain Resistance I (5s) on kill.

**Critically Rich:**

Earn +Xg per critical strike.

**Critically Rich Tier I:**

Earn +2g per critical strike.

**Critically Rich Tier II:**

Earn +4g per critical strike.

**Critically Rich Tier III:**

Earn +6g per critical strike.

**Crush:**

Strikes apply Weakness X (Xs). (2s cooldown).

**Crush Tier I:**

Strikes apply Weakness V (0.2s). (2s cooldown).

**Crush Tier II:**

Strikes apply Weakness VI (0.4s). (2s cooldown).

**Crush Tier III:**

Strikes apply Weakness VII (0.5s) (2s cooldown)

**Diamond Stomp:**

Deal +X% damage vs. players wearing diamond armor.

**Diamond Stomp Tier I:**

Deal +6% damage vs. players wearing diamond armor.

**Diamond Stomp Tier II:**

Deal +12% damage vs. players wearing diamond armor.

**Diamond Stomp Tier III:**

Deal +25% damage vs. players wearing diamond armor.

**Duelist:**

Blocking two hits from the same players empower your next strike against them for +X% damage and gives Speed I (Xs).

**Duelist Tier I:**

Blocking two hits from the same players empower your next strike against them for +20% damage and gives Speed I (2s).

**Duelist Tier II:**

Blocking two hits from the same players empower your next strike against them for +40% damage and gives Speed I (4s).

**Duelist Tier III:**

Blocking two hits from the same player empower your next strike against them for +75% damage and gives Speed I (6s)

**Executioner: (Rare!)**

Hitting an enemy below X hearts instantly kills them.

**Executioner Tier I:**

Hitting an enemy below 1.5 hearts instantly kills them.

**Executioner Tier II:**

Hitting an enemy below 1.5 hearts instantly kills them.

**Executioner Tier III:**

Hitting an enemy below 2 hearts instantly kills them.

**Fancy Raider:**

Deal +X% damage vs. players wearing leather armor.

**Fancy Raider Tier I:**

Deal +5% damage vs. players wearing leather armor.

**Fancy Raider Tier II:**

Deal +9% damage vs. players wearing leather armor.

**Fancy Raider Tier III:**

Deal +16% damage vs. players wearing leather armor.

**Gamble: (Rare!)**

50% chance to deal X hearts of true damage to whoever hit you or yourself.

**Gamble Tier I:**

50% chance to deal 1 heart true damage to whoever hit you or yourself.

**Gamble Tier II:**

50% chance to deal 2 hearts true damage to whoever hit you or yourself.

**Gamble Tier III:**

50% chance to deal 3 hearts true damage to whoever hit you or yourself.

**Gold and Boosted:**

Deal +X% damage when you have absorption hearts.

**Gold and Boosted Tier I:**

Deal +5% damage when you have absorption hearts.

**Gold and Boosted Tier II:**

Deal +9% damage when you have absorption hearts

**Gold and Boosted Tier III:**

Deal +15% damage when you have absorption hearts

**Gold Boost:**

Earn +X% gold (g) from kills.

**Gold Boost Tier I:**

Earn +15% gold (g) from kills.

**Gold Boost Tier II:**

Earn +30% gold (g) from kills.

**Gold Boost III:**

Earn +45% gold (g) from kills.

**Gold Bump:**

Earn +Xg per kill.

**Gold Bump Tier I:**

Earn +4g per kill.

**Gold Bump Tier II:**

Earn +8g per kill.

**Gold Bump Tier III:**

Earn +12g per kill.

**Grasshopper:**

Deal +X% damage when you or your victim are standing on grass.

**Grasshopper Tier I:**

Deal +5% damage when you or your victim are standing on grass.

**Grasshopper Tier II:**

Deal +9% damage when you or your victim are standing on grass.

**Grasshopper Tier III:**

Deal +15% damage when you or your victim are standing on grass.

**Guts:**

Heal X hearts on kill.

**Guts Tier I:**

Heal 0.25 hearts on kill.

**Guts Tier II:**

Heal 0.5 hearts on kill.

**Guts Tier III:**

Heal 1 heart on kill.

**Healer: (Rare!)**

Hitting player heals both you and them for X hearts.

**Healer Tier I:**

Hitting player heals both you and them for 1 heart.

**Healer Tier II:**

Hitting player heals both you and them for 2 hearts.

**Healer Tier III:**

Hitting player heals both you and them for 3 hearts.

**Hemorrhage: (Rare!)**

Strikes bleed enemies for 4s stopping them from gaining absorption hearts and slowing them. (Xs cooldown)

**Hemorrhage Tier I:**

Strikes bleed enemies for 4s stopping them from gaining absorption hearts and slowing them. (6s cooldown)

**Hemorrhage Tier II:**

Strikes bleed enemies for 4s stopping them from gaining absorption hearts and slowing them. (4s cooldown)

**Hemorrhage Tier III:**

Strikes bleed enemies for 5s stopping them from gaining absorption hearts and slowing them. (2s cooldown).

**King Buster:**

Deal +X% damage vs. Players above 50% HP.

**King Buster Tier I:**

Deal +7% damage vs. players above 50% HP.

**King Buster Tier II:**

Deal +13% damage vs. players with above 50% HP.

**King Buster Tier III:**

Deal +20% damage vs. players above 50% HP.

**Knockback: (Rare!)**

Increase knockback taken by enemies by X blocks.

**Knockback Tier I:**

Increase knockback taken by enemies by 3 blocks.

**Knockback Tier II:**

Increase knockback taken by enemies by 6 blocks.

**Knockback Tier III:**

Increase knockback taken by enemies by 9 blocks.

**Lifesteal:**

Heal X% of damage dealt.

**Lifesteal Tier I:**

Heal 4% of damage dealt.

**Lifesteal Tier II:**

Heal for 8% damage dealt.

**Lifesteal Tier III:**

Heal 13% of damage dealt.

**Moctezuma:**

Earn +Xg on kill (assists excluded).

**Moctezuma Tier I :**

Earn +7g on kill (assists excluded)

**Moctezuma Tier II:**

Earn +14g on kill (assists excluded).

**Moctezuma Tier III:**

Earn +21g on kill (assists excluded)

**Pain Focus:**

Deal +X% damage per heart you're missing.

**Pain Focus Tier I:**

Deal +1% damage per heart you're missing.

**Pain Focus Tier II:**

Deal +2% damage per heart you're missing.

**Pain Focus Tier III:**



Deal +5% damage per heart you're missing.

**Pants Radar:**

Pants, golden swords and enchanted bows drop +X% more frequently.

**Pants Radar Tier I:**

Pants, golden swords and enchanted bows drop +30% more frequently.

**Pants Radar Tier II:**

Pants, golden swords and enchanted bows drop +60% more frequently.

**Pants Radar Tier III:**

Pants, golden swords and enchanted bows drop 90% more frequently.

**Pit Pocket:**

Steal Xg on melee hit (Xs cooldown)

**Pit Pocket Tier I:**

Steal 15g on melee hit (25s cooldown).

**Pit Pocket Tier II:**

Steal 20g on melee hit (20s cooldown).

**Pit Pocket Tier III:**

Steal 25g on melee hit (13s cooldown).

**Punisher:**

Deal +X% damage vs. players below 50% HP.

**Punisher Tier I:**

Deal +6% damage vs. players below 50% HP.

**Punisher Tier II:**

Deal +12% damage vs. players below 50% HP.

**Punisher Tier III:**

Deal +18% damage vs. players below 50% HP.

**Revengeance:**

Deal +X% vs. the last player who killed you.

**Revengeance Tier I:**

Deal +8% damage vs. the last player who killed you.

**Revengeance Tier II:**

Deal +15% damage vs. the last player who killed you.

**Revengeance Tier III:**

Deal +25% damage vs. the last player who killed you.

**Shark:**

Deal +X% damage per other player below 6 hearts in 12 block radius.

**Shark Tier I:**

Deal +2% damage per other player below 6 hearts in 12 block radius.

**Shark Tier II:**

Deal +4% damage per other player below 6 hearts in 12 block radius.

**Shark Tier III:**

Deal +7% damage per other player below 6 hearts within 12 block radius.

**Sharp:**

Deal +X% melee damage.

**Sharp Tier I:**

Deal +4% melee damage.

**Sharp Tier II:**

Deal +7% melee damage.

**Sharp Tier III:**

Deal +12% melee damage.

**Sierra:**

Earn +Xg per diamond pieces your victims wear.

**Sierra Tier I:**

Earn +20g per diamond pieces your victims wear.

**Sierra Tier II:**

Earn +40g per diamond pieces your victim wears.

**Sierra Tier III:**

Earn +60g per diamond pieces your victims wear.

**Speedy Hit: (Rare!)**

Gain speed I for Xs on hit (Xs cooldown)

**Speedy Hit Tier I:**

Gain speed I for 5s on hit (3s cooldown)

**Speedy Hit Tier II:**

Gain speed I for 7s on hit (2s cooldown).

**Speedy Hit Tier III:**

Gain speed I for 9s on hit (1s cooldown)

**Speedy Kill:**

Gain Speed I (Xs) on kill.

**Speedy Kill Tier I:**

Gain Speed I (4s) on kill.

**Speedy Kill Tier II:**

Gain Speed I (7s) on kill.

**Speedy Kill Tier III:**

Gain Speed I (12s) on kill.

**Sweaty:**

Earn +X% XP from streak XP bonus and +X% max XP per kill.

**Sweaty Tier I:**

+20% XP from streak XP bonus.

**Sweaty Tier II:**

Earn +40% XP from streak XP bonus and +50% max XP per kill.

**Sweaty Tier III:**

Earn +60% XP from streak XP bonus and +100% max XP per kill.

**The Punch: (Rare!)**

Hitting a player launches them into the air. (Xs cooldown).

**The Punch Tier I:**

Hitting a player launches them into the air. (30s cooldown.)

**The Punch Tier II:**

Hitting a player launches them into the air. (25s cooldown.)

**The Punch Tier III:**

Hitting a player launches them into the air. (20s cooldown).

**XP Boost:**

Earn +X% XP from kills.

**XP Boost Tier I:**

Earn +10% XP from kills.

**XP Boost Tier II:**

Earn 20% XP from kills.

**XP Boost Tier III:**

Earn +30% XP from kills.

**XP Bump:**

Earn +(X)XP from kills.

**XP Bump Tier I:**

Earn +2XP from kills.

**XP Bump Tier II:**

Earn +4XP from kills.

**XP Bump Tier III:**

Earn +6 XP from kills.

### 3.0 Bow Custom Enchants

*Please Note that the Variable X will refer to something that changes based on tier of the enchant unless said otherwise.*

*\*Robinhood is currently unobtainable until fixed\**

**Arrow Armory:**

Deal +X% damage but uses X arrows per shot, if available.

**Arrow Armory Tier I:**

Deal +12% damage but uses 3 arrows per shot, if available.

**Arrow Armory Tier II:**

Deal +25% damage but uses 5 arrows per shot, if available.

**Arrow Armory Tier III:**

Deal +60% damage but uses 8 arrows per shot, if available.

**Bottomless Quiver:**

Get X arrows on arrow hit.

**Bottomless Quiver Tier I:**

Get 1 arrow on arrow hit.

**Bottomless Quiver Tier II:**

Get 3 arrows on arrow hit.

**Bottomless Quiver Tier III:**

Get 8 arrows on arrow hit.

**Chipping:**

Deals X hearts extra true damage.

**Chipping Tier I:**

Deal 0.5 hearts extra true damage.

**Chipping Tier II:**

Deal 1.0 hearts extra true damage.

**Chipping Tier III:**

Deal 1.5 hearts extra true damage.

**Critically Rich:**

Earn +Xg per critical strike.

**Critically Rich Tier I:**

Earn +2g per critical strike.

**Critically Rich Tier II:**

Earn +4g per critical strike.

**Critically Rich Tier III:**

Earn +6g per critical strike.

**Devil Chicks: (Rare!)**

Arrows spawn with explosive chickens.

**Devil Chicks Tier I:**

Arrows spawn with explosive chicken.

(As this description which is the official description is not really descriptive, here is what the owner explains what happens:  
When arrows hits ground or enemy chicken named “Devil” spawns that lasts for 1 second then explodes.)

**Devil Chicks Tier II:**

Arrows spawn many explosive chickens.

**Devil Chicks Tier III:**

Arrows spawn too many explosive chickens.

**Explosive: (Rare!)**

Arrows go X (Xs cooldown).

**Explosive Tier I:**

Arrows go POP! (5s cooldown)

**Explosive Tier II:**

Arrows go BANG! (3s cooldown).

**Explosive Tier III:**

Arrows go BOOM! (5s cooldown).

**Faster Than Their Shadow:**

Hitting X shots without missing grants Speed X (Xs).

**Faster than their shadow Tier I:**

Hitting 3 shots without missing grants Speed II (4s).

**Faster than their shadow Tier II:**

Hitting 2 shots without missing grants Speed III (4s)

**Faster than their shadow Tier III:**

Hitting 2 shots without missing grants Speed IV (4s).

**First Shot:**

First arrow hit on a player does +X% damage.

**First Shot Tier I:**

First arrow hit on a player does +10% damage

**First Shot Tier II:**

First arrow hit on a player does +10% damage

**First Shot Tier III:**

First arrow hit on a player deals +25% damage.

**Fletching:**

Deal +X% bow damage.

**Fletching Tier I:**

Deal +7% bow damage.

**Fletching Tier II:**

Deal +12% bow damage

**Fletching Tier III:**

Deal +20% bow damage.

**Gold Boost:**

Earn +X% gold (g) from kills.

**Gold Boost Tier I:**

Earn +15% gold (g) from kills.

**Gold Boost Tier II:**

Earn +30% gold (g) from kills.

**Gold Boost Tier III:**

Earn +45% gold (g) from kills.

**Jump Spammer:**

Deal +X% damage while mid air on arrow hit. While mid air receive -X% damage from melee and ranged attacks.



**Jump Spammer Tier I:**

Deal +10% damage while mid air on arrow hit.

**Jump Spammer Tier II:**

Deal +16% damage while mid air on arrow hit. While mid air receive -10% damage from melee and ranged attacks.

**Jump Spammer Tier III:**

Deal +24% damage while mid air on arrow hit. While mid air receive -20% damage from melee and ranged attacks.

**Lucky Shot: (Rare!):**

X% chance for a shot to deal quadruple damage.

**Lucky Shot Tier I:**

2% chance for a shot to deal quadruple damage.

**Lucky Shot Tier II:**

5% chance for a shot to deal quadruple damage.

**Lucky Shot III:**

10% chance for a shot to deal quadruple damage.

**Mega Longbow: (Rare!)**

This bow always acts as fully drawn. Grants Jump Boost X (Xs) when shooting.

**Mega Longbow Tier I:**

This bow always acts as fully drawn. Grants Jump Boost II (3s) when shooting.

**Mega Longbow Tier II:**

One shot per second, this bow is automatically fully drawn and grants Jump Boost III (3s).

**Mega Longbow Tier III:**

One shot per second, this bow is automatically fully drawn and grants Jump Boost IV (5s).

**Mixed Combat:**

Shooting an enemy empowers your next melee strike against them for +X% extra damage.

**Mixed Combat Tier I:**

Shooting an enemy empowers your next melee strike against them for +10% extra damage.

**Mixed Combat Tier II:**

Shooting an enemy empowers your next melee strike against them for +20% extra damage.

**Mixed Combat Tier III:**

Shooting an enemy empowers your next melee strike against them for +30% extra damage.

**Moctezuma:**

Earn +Xg on kill (assists excluded).

**Moctezuma Tier I :**

Earn +7g on kill (assists excluded)

**Moctezuma Tier II:**

Earn +14g on kill (assists excluded).

**Moctezuma Tier III:**

Earn +21g on kill (assists excluded)

**Pants Radar:**

Pants, golden swords and enchanted bows drop X% more frequently.

**Pants Radar Tier I:**

Pants, golden swords and enchanted bows drop +30% more frequently.

**Pants Radar Tier II:**

Pants, golden swords and enchanted bows drop +60% more frequently.

**Pants Radar Tier III:**

Pants, golden swords and enchanted bows drop 90% more frequently.

**Parasite:**

Heal X hearts on arrow hit.

**Parasite I:**

Heal 0.25 Hearts on arrow hit.

**Parasite Tier II:**

Heal 0.5 hearts on arrow hit.

**Parasite Tier III:**

Heal 1 heart on arrow hit.

**Pin Down:**

Fully charged shots pin the victim down, preventing them from gaining Speed or Jump Boost (Xs)

**Pin Down Tier I:**

Fully charged shots pin the victim down, preventing them from gaining Speed or Jump Boost (3s)

**Pin Down Tier II:**

Fully charged shots pin the victim down, preventing them from gaining Speed or Jump Boost (5s)

**Pin Down Tier III:**

Fully charged shots pin the victim down, preventing them from gaining Speed or Jump Boost (10s)

**Pullbow: (Rare!)**

Hitting a player pulls them and nearby players towards you. (Xs cooldown per player).

**Pullbow Tier I:**

Hitting a player pulls them towards you. (8s cooldown per player).

**Pullbow Tier II:**

Hitting a player pulls them and nearby players towards you. (5s cooldown).

**Pullbow Tier III:**

Hitting a player pulls them and nearby players towards you. (8s cooldown).

**Push Comes to Shove:**

Every 3rd shot on a player has Punch X and deals X hearts extra damage.

**Push Comes to Shove Tier I:**

Every 3rd shot on a player has Punch III.

**Push comes to shove Tier II:**

Every 3rd shot on a player has Punch V and deals +0.5 hearts extra damage

**Push comes to shove Tier III:**

Every 3rd shot on a player has Punch VII and deals 1 heart extra damage.

**Sniper:**

Deal +X% damage when shooting from over 24 blocks.

**Sniper Tier I:**

Deal +9% damage when shooting from over 24 blocks.

**Sniper Tier II:**

Deal +18% damage when shooting from over 24 blocks.

**Sniper Tier III:**

Deal +30% damage when shooting from over 24 blocks.

**Spammer and Proud:**

Deal +X% damage when shooting within 8 blocks.

**Spammer and Proud Tier I:**

Deal +9% damage when shooting within 8 blocks.

**Spammer and Proud Tier II:**

Deal +15% damage when shooting within 8 blocks.

**Spammer and Proud Tier III:**

Deal +21% damage when shooting within 8 blocks.

### **Sprint Drain:**

Arrow shots grant you Speed X (Xs) and apply Slowness X (Xs)

### **Sprint Drain Tier I:**

Arrow shots grant you Speed I (5s).

### **Sprint Drain Tier II:**

Arrow shots grant you Speed I (5s) and apply Slowness I (3s)

### **Sprint Drain Tier III:**

Arrow shots grant you Speed II (7s) and apply Slowness I (3s).

### **Strike Gold:**

Earn +Xg per hit. (1s cooldown).

### **Strike Gold Tier I:**

Earn +1g per hit. (1s cooldown)

### **Strike Gold Tier II:**

Earn +2g per hit (1s cooldown).

### **Strike Gold Tier III:**

Earn +3g per hit (1s cooldown).

### **Sweaty:**

Earn +X% XP from streak XP bonus and +X% max XP per kill.

### **Sweaty Tier I:**

+20% XP from streak XP bonus.

### **Sweaty Tier II:**

Earn +40% XP from streak XP bonus and +50% max XP per kill.

### **Sweaty Tier III:**

Earn +60% XP from streak XP bonus and +100% max XP per kill.

**Telebow:** (Rare!)

Sneak to shoot a teleportation arrow. (Xs cooldown). Cooldown reduced by 3s per bow hit.

**Telebow Tier I:**

Sneak to shoot a teleportation arrow. (90s cooldown). Cooldown reduced by 3s per bow hit.

**Telebow Tier II:**

Sneak to shoot a teleportation arrow. (45s cooldown). Cooldown reduced by 3s per bow hit.

**Telebow Tier III:**

Sneak to shoot a teleportation arrow. (20s cooldown). Cooldown reduced by 3s per bow hit.

**True Shot:** (Rare!)

Deal +X% +X or X% hearts of your arrow damage as true damage (ignores armor).

**True Shot Tier I:**

Deal 15% of arrow damage as true damage(ignores armor).

**True Shot Tier II:**

Deal 25% + 0.25 hearts of your arrow damage as true damage (ignores armor).

**True Shot Tier III:**

Deal 35% +0.25 hearts of your arrow damage as true damage (ignores armor).

**Volley:** (Rare!)

Shoot X arrows at once.

**Volley Tier I:**

Shoots 3 arrows at once.

**Volley Tier II:**

Shoots 4 arrows at once.

**Volley Tier III:** (Rare!)

Shoot 5 arrows at once.

**Wasp:**

Apply Weakness X (Xs) on hit.

**Wasp Tier I:**

Apply Weakness II (6s) on hit

**Wasp Tier II:**

Apply Weakness III (11s) on hit.

**Wasp Tier III:**

Apply Weakness IV (16s) on hit.

**What Doesn't Kill You:**

Shooting yourself heals you X hearts.

**What doesn't kill you Tier I:**

Shooting yourself heals you 1.5 hearts.

**What doesn't kill you Tier II:**

Shooting yourself heals you 2.5 hearts.

**What doesn't kill you Tier III:**

Shooting yourself heals you 3.5 hearts.

**XP Boost:**

Earn +X% XP from kills.

**XP Boost Tier I:**

Earn +10% XP from kills.

**XP Boost Tier II:**

Earn 20% XP from kills.

**XP Boost Tier III:**

Earn +30% XP from kills.

## 4.0 Pants Custom Enchants

It should be noted that according to our research the color of the pants does not affect the enchants it may receive other than aqua pants which are mentioned down below. It is also as strong as iron and unbreakable.

*\*Doublejump is currently unobtainable\**

***Please Note that the Variable X will refer to something that changes based on tier of the enchant unless said otherwise.***

### **Assassin:** (Rare!)

Sneaking teleports you behind your attacker. (Xs cooldown)

#### **Assassin Tier I:**

Sneaking teleports you behind your attacker. (10s cooldown)

#### **Assassin Tier II:**

Sneaking teleports you behind your attacker. (5s cooldown)

#### **Assassin Tier III:**

Sneaking teleports you behind your attacker. (5s cooldown)

### **Billy:**

Receive -X% damage when you have a 5000g bounty.

#### **Billy Tier I:**

Receive -5% damage when you have a 5000g bounty.

#### **Billy Tier II:**

Receive -10% damage when you have a 5000g bounty.

#### **Billy Tier III:**

Receive a -15% damage when you have a 5000g bounty



**Boo-boo:**

Passively regain 1 heart every X seconds.

**Boo-boo Tier I:**

Passively regain 1 heart every 5 seconds.

**Boo-boo Tier II:**

Passively regain 1 heart every 4 seconds.

**Boo-boo Tier III:**

Passively regain 1 heart every 3 seconds.

**Counter-Offensive:**

Gain Speed II (Xs) when hit X times by a player.

**Counter-Offensive Tier I:**

Gain Speed II (3) when hit 4 times by a player.

**Counter-Offensive Tier II:**

Gain Speed II (5s) when hit 3 times by a player.

**Counter-Offensive Tier III:**

Gain Speed II (7s) when hit 2 times by a player.

**Creative:**

Spawn with X planks. Wood remains for 30 seconds. Gain +X blocks on kill.

**Creative Tier I:**

Spawn with 16 planks. Wood remains for 30 seconds. Gain +6 blocks on kill.

**Creative Tier II:**

Spawn with 32 planks. Wood remains for 30 seconds. Gain +12 blocks on kill.

**Creative Tier III:**

Spawn with 48 planks. Wood remains for 30 seconds. Gain +18 blocks on kill.

**Cricket:**

Receive -X% damage when you or your victim are standing on grass.

**Cricket Tier I:**

Receive -5% damage when you or your victim are standing on grass.

**Cricket Tier II:**

Receive -7% damage when you or your victim are standing on grass.

**Cricket Tier III:**

Receive -15% damage when you or your victim are standing on grass.

**Critically Funky:**

Critical hits against you deal 35% of the damage they normally would and empower your next strike for +X% damage.

**Critically Funky Tier I:**

Critical hits against you deal 65% of the damage they normally would.

**Critically Funky Tier II:**

Critical hits against you deal 65% of the damage they normally would and empower your next strike for +14% damage.

**Critically Funky Tier III:**

Critical hits against you deal 40% of the damage they normally would and empower your next strike for +30% damage.

**Critically Rich:**

Earn +Xg per critical strike.

**Critically Rich Tier I:**

Earn +2g per critical strike.

**Critically Rich Tier II:**

Earn +4g per critical strike.

**Critically Rich Tier III:**

Earn +6g per critical strike.

**Danger Close:**

Gain Speed III (Xs) when reaching X hearts (10s cooldown).

**Danger Close Tier I:**

Gain Speed III (3s) when reaching 3 hearts (10s cooldown).

**Danger Close Tier II:**

Gain Speed III (6s) when reaching 4 hearts (10s cooldown).

**Danger Close Tier III:**

Gain Speed III (9s) when reaching 4 hearts (10s cooldown).

**David and Goliath:**

Receive -X% damage from players with a bounty.

**David and Goliath Tier I:**

Receive -15% damage from players with a bounty.

**David and Goliath Tier II:**

Receive -25% damage from players with a bounty.

**David and Goliath Tier III:**

Receive -40% damage from players with a bounty.

**Diamond Allergy:**

Receive -X% damage from diamond weapons.

**Diamond Allergy Tier I:**

Receive -10% damage from diamond weapons.

**Diamond Allergy Tier II:**

Receive -20% damage from diamond weapons.

**Diamond Allergy Tier III:**

Receive -30% damage from diamond weapons.

**Divine Miracle: (Rare!)**

X% chance retain the lives on your items on death.

**Divine Miracle Tier I:**

25% chance retain the lives on your items on death.

**Divine Miracle Tier II:**

50% chance retain the lives on your items on death.

**Divine Miracle Tier III:**

75% chance retain the lives on your items on death.

**Eggs:**

Spawn with X eggs, gain +X eggs on kill.

**Eggs Tier I:**

Spawn with 8 eggs, gain +4 eggs on kill.

**Eggs Tier II:**

Spawn with 8 eggs, gain +8 eggs on kill.

**Eggs Tier III:**

Spawn with 16 eggs, gain +16 eggs on kill.

**Electrolytes:**

If you have speed on kill, add Xs to its duration. (Halved for Speed II+, max Xs).

**Electrolytes Tier I:**

If you have speed on kill, add 2s to its duration. (Halved for Speed II+, max 18s).

**Electrolytes Tier II:**

If you have speed on kill, add 4s to its duration. (Halved for Speed II+, max 24s).

**Electrolytes Tier III:**

If you have Speed on kill, add 6 seconds to its duration. (Halved for Speed II+, max 30s).

**Escape Pod: (Rare!)**

When hit below 2 hearts, launch into the air dealing X hearts of damage to nearby enemies and gaining regen X (Xs), Can launch once per life.

**Escape Pod Tier I:**

When hit below 2 hearts, launch into the air dealing 1 hearts of damage to nearby enemies and gaining regen II (20s), Can launch once per life.

**Escape Pod Tier II:**

When hit below 2 hearts, launch into the air dealing 2 hearts of damage to nearby enemies and gaining regen III (25s), Can launch once per life.

**Escape Pod Tier III:**

When hit below 2 hearts, launch into the air dealing 3 hearts of damage to nearby enemies and gaining regen IV (30s), Can launch once per life.

**Excess:**

Can hold +X healing items.

**Excess Tier I:**

Can hold +1 healing item.

**Excess Tier II:**

Can hold +2 healing items.

**Excess Tier III:**

Can hold +3 healing items.

**Gold Bump:**

Earn +Xg per kill.

**Gold Bump Tier I:**

Earn +4g per kill.

**Gold Bump Tier II:**

Earn +8g per kill.

**Gold Bump Tier III:**

Earn +12g per kill.

**Golden Heart:**

Gain +X absorption hearts on kill. (Max X hearts).

**Golden Heart Tier I:**

Gain +0.5 absorption hearts on kill (max 4 hearts).

**Golden Heart Tier II:**

Gain +1 absorption hearts on kill (max 5 hearts).

**Golden Heart Tier III:**

Gain +2 absorption hearts on kill. (max 6 hearts).

**Gomraw's Heart: (Rare!)**

Regain all hearts when out of combat. Gain Regen IV (Xs) when entering combat.

**Gomraw's Heart Tier I:**

Regain all hearts when out of combat.

**Gomraw's Heart Tier II:**

Regain all health when out of combat. Regen IV (1s) when entering combat.

**Gomraw's Heart Tier III:**

Regain all health when out of combat. Regen IV (2s) when entering combat.

**Gotta Go Fast:**

Move X% faster at all times.

**Gotta Go Fast Tier I:**

Move 4% faster at all times.

**Gotta Go Fast Tier II:**

Move 10% faster at all times.

**Gotta Go Fast Tier III:**

Move 20% faster at all times.

**Hearts:**

Increase your max health by X hearts.

**Hearts Tier I:**

Increase your max health by 0.25 hearts.

**Hearts Tier II:**

Increase your max health by 0.5 hearts.

**Hearts Tier III:**

Increase your max health by 1 heart.

**Hunt the Hunter:**

Player using the Bounty Hunter perk deal -X% bonus damage against you. (May also have additional X ability at tier III.)

**Hunt the Hunter Tier I:**

Players using the Bounty Hunter perk only deal half their bonus damage against you.

**Hunt the Hunter Tier II:**

Players using the Bounty Hunter perk do not deal bonus damage against you.

**Hunt the Hunter Tier III:**

Players using the Bounty Hunter perk do not deal bonus damage against you. You take -20% damage from players using bounty hunter.

**Instaboom: (Rare!)**

Spawn with X Instaboom TNT. It explodes instantly and deals X hearts to enemies in a 4 block radius. Gain +X Instaboom TNT on kill.

**Instaboom Tier I:**

Spawn with 1 Instaboom TNT. It explodes instantly and deals 0.25 hearts to enemies in a 4 block radius.  
Gain +1 Instaboom TNT on kill.

**Instaboom Tier II:**

Spawn with 3 instaboom TNT. It explodes instantly and deals 0.5 hearts to enemies in a 4 block radius.  
Gain +2 Instaboom TNT on kill.

**Instaboom Tier III:**

Spawn with 5 instaboom TNT. It explodes instantly and deals 0.75 hearts to enemies in a 4 block radius.  
Gain +3 Instaboom TNT on kill.

**Last Stand:**

Gain Resistance X (Xs) when reaching 3 hearts.

**Last Stand Tier I:**

Gain Resistance I (3s) when reaching 3 hearts.

**Last Stand Tier II:**

Gain Resistance II (4s) when reaching 3 hearts.

**Last Stand Tier III:**

Gain Resistance III (4 seconds) when reaching 3 hearts.

**Lodbrok:**

Increases the chance for armor pieces to drop to X% (normally 30%)

**Lodbrok Tier I:**

Increase the chance for armor pieces to drop to 40% (normally 30%)

**Lodbrok Tier II:**

Increases the chance for armor pieces to drop to 55% (normally 30%)

**Lodbrok Tier III:**

Increases the chance for armor pieces to drop to 75% (normally 30%)



**Martyrdom:** (Rare!)

Leave X of creepers behind on death.

**Martyrdom Tier I:**

Leave a handful of creepers behind on death.

**Martyrdom Tier II:**

Leave lots of creepers behind on death.

**Martyrdom Tier III:**

Leave a ridiculous amount of creepers behind on death.

**McSwimmer:**

Receive -X% melee damage while swimming in water or lava.

**McSwimmer Tier I:**

Receive -25% melee damage while swimming in water or lava.

**McSwimmer Tier II:**

Receive -40% melee damage while swimming in water or lava.

**McSwimmer Tier III:**

Receive -60% melee damage while swimming in water or lava.

**Mirror:**

You are immune to true damage. Instead reflect X% of it to your attacker.

**Mirror Tier I:**

You are immune to true damage.

**Mirror Tier II:**

You do not take true damage and instead reflect 25% of it to your attacker.

**Mirror Tier III:**

You do not take true damage and instead reflect 50% of it to your attacker.

**Moctezuma:**

Earn +Xg on kill (assists excluded).

**Moctezuma Tier I :**

Earn +7g on kill (assists excluded)

**Moctezuma Tier II:**

Earn +14g on kill (assists excluded).

**Moctezuma Tier III:**

Earn +21g on kill (assists excluded)

**Negotiator:**

Earn +X% gold from contracts.

**Negotiator Tier I:**

Earn +30% gold from contracts.

**Negotiator Tier II:**

Earn +60% gold from contracts.

**Negotiator Tier III:**

Earn +100% gold from contracts.

**“Not” Gladiator:**

Receive -X% damage per nearby player (max 10 players).

**“Not” Gladiator Tier I:**

Receive -1% damage per nearby player (max 10 players).

**“Not” Gladiator Tier II:**

Receive -1.5% damage per nearby player (max 10 players).

**“Not” Gladiator Tier III:**

Receive -2% damage per nearby player (max 10 players).

**Pants Radar:**

Pants, golden swords and enchanted bows drop +X% more frequently.

**Pants Radar Tier I:**

Pants, golden swords and enchanted bows drop +30% more frequently.

**Pants Radar Tier II:**

Pants, golden swords and enchanted bows drop +60% more frequently.

**Pants Radar Tier III:**

Pants, golden swords and enchanted bows drop 90% more frequently.

**Pebble:**

Picked up gold rewards +Xg.

**Pebble Tier I:**

Picked up gold rewards +5g.

**Pebble Tier II:**

Picked up gold rewards +10g.

**Pebble Tier III:**

Picked up gold rewards +15g.

**Peroxide:**

Gain Regen X (Xs) when hit.

**Peroxide Tier I:**

Gain Regen I (5s) when hit.

**Peroxide II:**

Gain Regen I (8s) when hit.

**Peroxide III:**

Gain Regen II (8s) when hit.

**Phoenix: (Rare!)**

Lethal attacks against you consume 1 life of this item. Instead of dying, regenerate to full health and gain an attacking +X% damage (Xs) buff.

**Phoenix Tier I:**

Lethal attacks against you consume 1 life of this item. Instead of dying, regenerate to full health.

**Phoenix Tier II:**

Lethal attacks against you consume 1 life of this item. Instead of dying, regenerate to full health and gain an attacking +10% damage (10s) buff.

**Phoenix III:**

Lethal attacks against you consume 1 life of this item. Instead of dying, regenerate to full health and gain an attacking +15% damage (10s) buff.

**Pit Blob:**

Kills respawn The Blob. This slimy pet will follow you around and kill your enemies. The Blob grows and gains health with every enemy you kill.

**Pit Blob Tier I:**

Kills respawn The Blob. This slimy pet will follow you around and kill your enemies. The Blob grows and gains health with every enemy you kill.

**Pit Blob Tier II:**

Kills respawn The Blob. This slimy pet will follow you around and kill your enemies. The Blob grows and gains health with every enemy you kill.

**Pit Blob Tier III:**

Kills respawn The Blob. This slimy pet will follow you around and kill your enemies. The Blob grows and gains health with every enemy you kill.

**Prick:**

Enemies hitting you receive X hearts true damage.

**Prick Tier I:**

Enemies hitting you receive 0.25 hearts true damage.

**Prick Tier II:**

Enemies hitting you receive 0.375 hearts true damage.

**Prick Tier III:**

Enemies hitting you receive 0.5 hearts true damage.

**Protection:**

Receive -X% damage.

**Protection Tier I:**

Receive -4% damage.

**Protection Tier II:**

Receive -6% damage.

**Protection Tier III:**

Receive 10% damage.

**Purple Gold:**

Gain +Xg from breaking obsidian.

**Purple Gold Tier I:**

Gain +10g from breaking obsidian.

**Purple Gold Tier II:**

Gain +14g from breaking obsidian.

**Purple Gold Tier III:**

Gain +20g from breaking obsidian.

**Respawn: Absorption:**

Respawn with X hearts absorption.

**Respawn: Absorption Tier I:**

Respawn with 5 hearts absorption.

**Respawn: Absorption Tier II:**

Respawn with 10 hearts absorption.

**Respawn: Absorption Tier III:**

Respawn with 15 hearts absorption.

**Respawn: Resistance:**

Respawn with Resistance I (Xs)

**Respawn: Resistance Tier I:**

Respawn with Resistance I (20s)

**Respawn: Resistance II:**

Respawn with Resistance I (30s)

**Respawn: Resistance Tier III:**

Respawn with Resistance II (40s)

**Revitalize:**

Gain Speed X (Xs) and Regen X (Xs) when reaching 3 hearts (Xs cooldown).

**Revitalize Tier I:**

Gain Speed I (5s) and Regen II (3s) when reaching 3 hearts (45s cooldown).

**Revitalize Tier II:**

Gain Speed II (5s) and Regen III (3s) when reaching 3 hearts (45s cooldown).

**Revitalize Tier III:**

Gain Speed II (7s) and Regen III (5s) when reaching 3 hearts (45s cooldown).

**Ring Armor:**

Receive -X% damage from arrows.

**Ring Armor Tier I:**

Receive -20% damage from arrows.

**Ring Armor Tier II:**

Receive -40% damage from arrows.

**Ring Armor Tier III:**

Receive -60% damage from arrows.

**Self-checkout:**

Upon reaching a 5,000g bounty, clear it and gain +X,000g. Consumes 1 life of this item.

**Self-checkout Tier I:**

Upon reaching a 5,000g bounty, clear it and gain +2,000g. Consumes 1 life of this item.

**Self-checkout Tier II:**

Upon reaching a 5,000g bounty, clear it and gain 3,000g. Consumes 1 life of this item.

**Self-checkout Tier III:**

Upon reaching a 5,000g bounty, clear it and gain 5,000g. Consumes 1 life of this item.

**Singularity: (Rare!)**

The most damage that can be dealt to you in a single hit is limited to X hearts.

**Singularity Tier I:**

The most damage that can be dealt to you in a single hit is limited to 3 hearts.

**Singularity Tier II:**

The most damage that can be dealt to you in a single hit is limited to 2 hearts.

**Singularity Tier III:**

The most damage that can be dealt to you in a single hit is limited to 1.5 hearts.

**Snowballs: (Rare!)**

Spawn with X snowballs. Gain +X snowballs on kill. Snowballs apply Slowness X (Xs) and deal X true damage after X hits in a row.

**Snowballs Tier I:**

Spawn with 8 snowballs. Gain +8 snowballs on kill. Snowballs apply Slowness I (3s) and deal 1 true damage after 5 hits in a row.

**Snowballs Tier II:**

Spawn with 8 snowballs. Refill on kill. Snowballs apply Slowness I (4s) and deal 1 true damage after 4 hits in a row.

**Snowballs Tier III:**

Spawn with 16 snowballs. Refill on kill. Snowballs apply Slowness I (5s) and deal 1 true damage after 3 hits in a row.

**Snowman Army: (Rare!)**

Spawn with 3 scoops. Gain +X scoops on kill. Placing the scoop will consume 3 of them to spawn a Snowman defending you for X seconds. Can hold up to X scoops.

**Snowman Army Tier I:**

Spawn with 3 scoops. Gain +1 scoops on kill. Placing the scoop will consume 3 of them to spawn a Snowman defending you for 30 seconds. Can hold up to 6 scoops.

**Snowman Army Tier II:**

Spawn with 3 scoops. Gain +2 scoops on kill. Placing the scoop will consume 3 of them to spawn a Snowman defending you for 60 seconds. Can hold up to 9 scoops.

**Snowmen Army Tier III:**

Spawn with 3 scoops. Gain +3 scoops on kill. Placing the scoop will consume 3 of them to spawn a Snowman defending you for 90 seconds. Can hold up to 12 scoops.

**Solitude: (Rare!)**

Receive -X% damage when only X other players are within 7 blocks.

**Solitude Tier I:**

Receive -40% damage when only one other player is within 7 blocks.

**Solitude Tier II:**

Receive -50% damage when only two or less players are within 7 blocks.

**Solitude Tier III:**

Receive -60% damage when two or less players are within 7 blocks.



### **Steaks:**

Gain a steak instead of golden apples on kill. Steaks are tasty and have good fibers for your muscles. Can hold up to X steaks.

#### **Steaks Tier I:**

Gain a steak instead of golden apples on kill. Steaks are tasty and have good fibers for your muscles. Can hold up to 8 steaks.

#### **Steaks Tier II:**

Gain a steak instead of golden apples on kill. Steaks are tasty and have good fibers for your muscles. Can hold up to 10 steaks.

#### **Steaks Tier III:**

Gain a steak instead of golden apples on kill. Steaks are tasty and have good fibers for your muscles. Can hold up to 12 steaks.

### **Strike Gold:**

Earn +Xg per hit. (1s cooldown).

#### **Strike Gold Tier I:**

Earn +1g per hit. (1s cooldown)

#### **Strike Gold Tier II:**

Earn +2g per hit (1s cooldown).

#### **Strike Gold Tier III:**

Earn +3g per hit (1s cooldown).

### **Sweaty:**

Earn +X% XP from streak XP bonus and +X% max XP per kill.

#### **Sweaty Tier I:**

+20% XP from streak XP bonus.

#### **Sweaty Tier II:**

Earn +40% XP from streak XP bonus and +50% max XP per kill.

**Sweaty Tier III:**

Earn +60% XP from streak XP bonus and +100% max XP per kill.

**TNT:**

Spawn with X TNT, TNT explodes after 1.5 seconds and deal X hearts in a 3 block radius. Gain +X TNT on kill.

**TNT Tier I:**

Spawn with 1 TNT, TNT explodes after 1.5 seconds and deal 1 heart in a 3 blocks radius. Gain +1 TNT on kill.

**TNT Tier II:**

Spawn with 2 TNT, TNT explodes after 1.5 seconds and deal 1.5 hearts in a 3 blocks radius. Gain +2 TNT on kill.

**TNT Tier III:**

Spawn with 3 TNT, TNT explodes after 1.5 seconds and deal 2 hearts in a 3 block radius. Gain +3 TNT on kill.

**Wolf Pack: (Rare!)**

Spawn a Wolf on every Xth kill, Can have up to X wolves at once.

**Wolf Pack Tier I:**

Spawn a Wolf on every fourth kill. Can have up to 5 wolves at once.

**Wolf Pack Tier II:**

Spawn a Wolf on every third kill. Can have up to 7 wolves at once.

**Wolf Pack Tier III:**

Spawn a Wolf on every third kill. Can have up to 9 wolves at once.

**XP Boost:**

Earn +X% XP from kills.

**XP Boost Tier I:**

Earn +10% XP from kills.

**XP Boost Tier II:**

Earn 20% XP from kills.

**XP Boost Tier III:**

Earn +30% XP from kills.

**XP Bump:**

Earn +(X)XP from kills.

**XP Bump Tier I:**

Earn +2XP from kills.

**XP Bump Tier II:**

Earn +4XP from kills.

**XP Bump Tier III:**

Earn +6 XP from kills.

## 4.4 Aqua Pants Special Enchants

Aqua Pants can only be found by fishing with the renown perk Fishing club. All tier 1 Aqua Pants automatically come with the “Club Rod” enchant which gives you a fishing rod automatically, thus opening up one of your perk slots while fishing. There are nine exclusive enchants for aqua pants. All fishing enchants are tier I.

**Club Rod:**

Spawn with a fishing rod.

**Grandmaster:**

Deal 0.5 hearts true damage on rod hit.

**Luck of the Pond:**

Fish +10% faster.

**Portable Pond:**

Spawn with a water bucket. It can pour up to 4 buckets of water, but can't pick it up. Water lasts 30 seconds.

**Rodback:**

Your fishing rod hooks knock back players.

**Rogue:**

Deal +25% and receive -10% damage vs. players wearing aqua pants.

**Stereo: (Rare!)**

You play a tune while cruising around.

**Tough Crew:**

Receive -15% damage if there are at least 3 players wearing aqua pants near you.

**Trophy:**

Fish +2 ingots at a time.

**Unite:**

You don't deal damage to players wearing aqua pants.