Reworked Hypixel UHC

Just to clarify, this entire document was built from the perspective of a long time player of this gamemode. It does not benefit everyone equally, but it benefits the users that keep the gamemode alive. These changes will bring back the YouTubers and the known players that advertise the gamemode and keep people interested in it. Last time you lost sight of how important that is, the gamemode died entirely. Benefitting newer players or less known ones doesn't keep a gamemode alive if you can't maintain YouTubers to continually advertise it. We didn't quit for Fortnite because we love the game, merely because this game seemingly stopped caring about us. Maybe I should have posted this sooner instead of just making fun of the people that hurt the game, that was irresponsible and obnoxious of me. Either way, I'd like to see the game alive again, and these are my suggestions for how it can be done. I would also like to add that considering how massive these changes are, players would likely need to just be given back ALL of their coins and have their shops cleared, so that they can re-buy things accordingly.

Features:

a. Modified Features:

i. Teams max out at 2, if you don't have a teammate when scattering, you receive a random solo as your teammate. You add players to your team via /team [IGN] and they have to accept your team request in order to join the team. Solo and teams of 3 mode no longer exist. The stats for each mode, however, remain viewable through the website.

ii. If a player eats a head, the players each receive 4 hearts of regen-3 [regeneration speed +50% faster than regen-2. If only 1 player is left alive on the team, they receive 6 hearts of regen instead of 4 from heads.

iii. The day-night cycle is 7 minutes of day then 3 minutes of night. Mobs die to fire 5x faster than in vanilla. This causes mobs to be able to spawn on the surface if you're up in time, but they don't linger for too long during the day. Once the game is 5 minutes away from deathmatch, it becomes a state of permanent daytime.

iv. Mobs that burn to death do not drop items.

v. Oceans, ice plains, and mesas are automatically replaced with a randomly selected approved biome- IE plains, forest, extreme hills, etc.

vi. 0,0 is always a plains or desert. In addition, there are no rivers, lakes, or mountains at 0 0. It's always fairly flat without water to interfere. Surface lava pools are also slightly more common, it's very likely for one to be within 100 blocks of 0 0.

vii. The rate of getting a flint from a piece of gravel is static at exactly 35%

viii. The rate of getting an apple from breaking a leaf or one decaying is static at exactly 1.5%

ix. If the border shrinks to the point where you get stuck outside of it, it immediately teleports you to the surface level 3 blocks inside of the border, but almost at your exact current coordinates. It doesn't suffocate you, and you can't just run outside of it to prevent players from getting your items. When scattered, you can only be a maximum of 850 blocks in each direction from 0 0. In addition, the border can't "eat" items. Items are pushed inwards by the border as it shrinks, like players.

x. Items on the ground despawn after 3 minutes, significantly longer than the current amount of time. They despawn too quickly, from what I remember.

xi.   12 minutes into the game, PvP enables. This may sound like a controversial change, but just hear me out. Almost nobody is prepared to fight exactly at 10 minutes, which leaves people in a serious disadvantage if they'd like to snowball but get a slightly bad start, for example getting bad coordinates at their spawn. Giving an extra 2 minutes could solve that problem completely without making PvP take TOO long to enable.

xii.   After 50 minutes pass, the deathmatch force starts.

xiii.   Once 15 players are left alive, it begins an 8 minute countdown until deathmatch.

xiv.   Once 10 players are left alive, the countdown automatically decreases to 5 minutes.

xv.   If only 6 players remain, it begins a 2 minute countdown before deathmatch forces.

xvi.   Alter how the spawning of diamonds and gold function. Make their spawn rate decreased by 75% outside of caves, leaving people to be able to use normal X-Ray much less. As for regular diamond/gold spawns, you guys were sort of on the right track with the cave finder solution, but there's a better way of executing it. Make it so that the ores originally show up as stone, but upon making direct eye contact with the ore with your crosshair, it becomes the ore. So you have to see it normally in order to see that it's a diamond or gold ore at all. In addition, because this makes ores a lot harder to find, you'd need to multiply the normal spawn rates for them by about 2.5x.

xvii.   All diamond veins are a minimum of 2, no 1-veins.

xviii.   Deathmatch block placement functions a tad differently. If you place a block, it disappears exactly 1 second later. This way you can block off water, but you aren't able to outright build. In addition, the chests function a little differently as well. Rather than 2 spawning in the middle, 1 spawns in the middle, and another 1 spawns at the far end of each primary cardinal direction. The items are also changed up a little bit. It can either have a golden apple, 5 diamonds, or a splash instant health 2 potion. Each chest also has 32 arrows as a guaranteed static item. Furnaces are added to the deathmatch arena map as well.

xix.   If a player dies, the last enemy player to deal damage to them receives the kill. Even if the last time a player was hit was 10 minutes earlier and they die of fall damage, the last damaging player will receive the kill no matter what. This includes if a player kills themselves with their bow or an

explosion, or if they're killed by their teammate's explosion. The last enemy player to damage them receives the kill without fail.

xx. Players cannot burn their items. If a player dies from fire-related damage, the items spawn in a chest right where the player dies. If items are thrown into lava or fire, they are sort of teleported and frozen one block above the fire/lava and can be seen unburnt. Throwing items into a cactus does not destroy them either. You can only burn items if you've killed a player in the last 60 seconds, since often times players need to burn extra stuff after kills. Upon throwing out an item, it will despawn after 2 minutes and 30 seconds exactly, so you can get rid of items simply by throwing them out.

xxi. Upon putting a golden pressure plate in the crafting menu, it crafts 2 golden ingots.

xxii. Killing a chicken has a 10% chance of dropping 0 feathers, a 30% chance of dropping 2 feathers, and a 60% chance of dropping 1 feather.

xxiii. You can gift coins, but it only gives them 75% of what you send. For example, you can use /giftcoins Pikachu 1000, and you will lose 1000 coins for it, but Pikachu will only gain 750. This is only a smart worthwhile choice when gifting to newer players and if you have plenty. This could help less experienced players get into the game when they have friends that play it.

xxiv. Simply logging in to the server grants a coin boost. If you join a Hypixel UHC match and win or die in the game, you can gain a boost of 5,000 coins per day from it. I know a big part of the reward to playing this game is that you get coins from doing WELL in games, but this isn't friendly to newer players at all. I have an almost maxed out shop, but I wouldn't mind if most regular players could achieve that as well. Definitely worth it for the game itself to actually be able to start.

xxv. Blaze's spawn rate is increased back to what it used to be. In the most recent update, you guys decreased their spawn rate without consulting us, and nobody really WANTED you to do that. Put it back please. Frankly, putting it even HIGHER than what it used to be would be great too. It's a good thing to be able to dip in and out of nether and grab your blaze materials.

xxvi. You cannot place blocks within 3 blocks of a lit nether portal

xxvii. The star rating system is modified. Rather than having an 11-15 star, a prestige star system would be implemented instead. 11-15 stars? Seriously? It just looks ugly, and nobody actually liked that system. Instead, make it so that upon hitting 10 stars, the player receives an

opportunity to "prestige" their rating. Upon doing so, they're reset to 1 star, but as a different color. This process could be repeated 4 times before receiving a sort of "master prestige" rating where it's a star but with no number next to it, and it's a bigger and bold star of a new cooler color that can no longer rank up.

xxviii. Squids can spawn in any body of water. It doesn't have to be an ocean but can also be a river, lake, or even just placed water. However, it has to be at least 3 blocks deep, and has a reasonably low chance of spawning.

xxix. If a combination in an anvil cost more than 24 levels, it's automatically reduced and set to 24 levels even.

xxx. Renaming items costs exactly 1 level, no matter what, and doesn't add a tag to the item.

xxxi. Strength-1 increases melee damage by 15%, strength-2 increases by 25%. Strength is currently worthless, which is ridiculous.

xxxii. Poison from witches caps at 4 hearts of total damage, poison from cave spiders caps at 2 hearts of total damage.

xxxiii. Start recording kill records as a stat. People care about them, and we'd love to see EXACTLY who is a kill record holder on the server. It'd end a lot of debates and interest a lot of people.

xxxiv. Mob rates are consistent throughout **all** games. Hostile mobs spawn at a rate that's reasonable, so that players can get enough drops, but not so much that they're too easy to obtain. Skeleton rates are decreased, spider rates are increased.

xxxv. Damage dealt by bowshots is nerfed by 15%. Some people might not be a big fan of this, but remember what I said at the beginning. These changes are to bring the gamemode back to life, not to be perfectly fair to everyone on the server.

xxxvi. If a hacker gets banned and they dealt damage to you, you automatically receive one golden apple for every 5 hearts of damage you took from the hacker, rounded up.

xxxvii. Items have pickup priority. If you're surrounded by items, you'll automatically pick up heads first, followed by diamond armor, golden apples, diamond swords, golden ingots, diamonds, bows, fishing rods, exp bottles, and everything else has no priority.

xxxviii. Heads drop at the player rather than the death location. This is to make the game more fair to bow players. If you kill a player with a bowshot, the other player being able to steal the head is unfair at best, and bad game design at worst.

xxxix. Upon shearing a sheep, there's exactly a 20% chance of it dropping 1 string.

xl. While suffocating, you receive haste-10. I know some people might not be a fan of obby trapping being virtually impossible, but everything about it was bad. It's extremely easy to do and doesn't take any skill, and it can guarantee you a kill on a player no matter what their gear is if you trap someone with it. If you do it before PvP, it's basically an iPvP kill which has been prevented in other methods for a reason.

xli. Ender pearl damage is on, but nerfed to only deal 1 heart. This damage is static and not affected by feather falling or perks.

xlii. If you die to a player who's banned for cheating in that game, it removes the death from your stats.

xliii. When there are 25 players in the lobby, it begins a 7 minute countdown for the game to start. Once it hits 35 players, that countdown decreases to 5 minutes. Once it hits 50 players, the countdown decreases to 3 minutes. Once it hits 60 players, the countdown decreases to 1 minute and 30 seconds. Once it hits 80 players, the countdown decreases to 45 seconds. Once it hits 90 players, it decreases to 15 seconds. The games max out at 100 players. This way, games can start even if there are pretty few players on. On the other hand, if more people are on, games start a lot faster. This incentivizes full games, but doesn't mandate them.

xliv. Dummy system: If you don't have a teammate and don't want to be paired with a random player, you can substitute with a dummy. Do /team dummy (kitname) and next to you will spawn a dummy player with a Steve skin with its eyes crossed, and it will have the items of the kit (the items would be whatever you have unlocked for that kit. If you have archer kit at tier-3 and select archer kit, the items for the dummy would be tier-3 archer items.) that you can choose. You can kill this dummy as soon as the game has started, and it will drop a player head and the kit items. Killing a dummy doesn't count as an in-game kill.

Kit Changes:

-First of all, a second prestige upgrade is added to kits. In addition, the items and perks for almost all of them is heavily modified.

Leather-
Base-Tier: Full set of unenchanted leather armor
Tier-2: Full set of dyed red protection 1 leather armor
Tier-3: Full set of dyed yellow protection 2 unbreaking 1 leather armor
Tier-4: Full set of dyed orange protection 3 unbreaking 3 leather armor, with thorns 1 on the chestplate and feather falling 2 on the boots
Prestige Upgrade: While wearing a full suit of leather armor, melee hits deal 25% more damage, and bow hits deal 15% more damage. The armor also becomes dyed blue.
Second Prestige Upgrade: The leather pants become protection 5, the chestplate becomes protection 5, and the helmet gains aqua affinity and respiration and becomes projectile protection 5, the boots become feather falling 3 and projectile protection 5, and the full set loses the unbreaking enchantment in lieu of infinite durability. In addition, all of the armor becomes dyed purple.

Enchanter-
Base-Tier: 2 books and 7 bottles of enchanting
Tier-2: 4 books and 10 bottles of enchanting
Tier-3: 8 books and 13 bottles of enchanting
Tier-4: 16 books and 16 bottles of enchanting and 1 obsidian
Prestige Upgrade: Upon mining an ore that doesn't drop in ore form, there's a 10% chance of it dropping an exp bottle
Second Prestige Upgrade: You spawn with 5 levels and the 16 books become 8 bookshelves and it becomes 2 obsidian instead of 1.

Archer-
Base-Tier: 3 string and 4 feathers
Tier-2: 4 string and 6 feathers
Tier-3: 5 string and 8 feathers
Tier-4: 6 string and 10 feathers and a projectile protection 1 book
Prestige Upgrade: You take 10% less damage from bowshots
Second Prestige Upgrade: You spawn with a bone and 12 feathers instead of 10, plus 6 flint. The projectile protection 1 book also becomes projectile protection 2.

Toolkit-

Base-Tier: set of efficiency 1 wood tools

Tier-2: set of efficiency 1 unbreaking 2 gold tools

Tier-3: set of efficiency 2 stone tools

Tier-4: set of efficiency 2 iron tools

Prestige Upgrade: Upon mining a diamond ore, there's a 15% chance it will drop an extra diamond. This is unrelated to fortune, so if you have a fortune pickaxe, the extra diamond only adds on. Assume you mined a diamond ore with fortune-3 and it was going to drop 3 diamonds, it would drop 4 if it got this extra diamond effect stacked on it.

Second Prestige Upgrade: The pick becomes efficiency 3, the shovel gains fortune-1, and the full set becomes unbreaking 1. A pair of shears is also added to the kit.

Lunchbox-

Base-Tier: 3 steak and an apple

Tier-2: 5 steak and 2 apples and 1 gold ingot

Tier-3: 7 steak and 3 apples and 2 gold ingots

Tier-4: 10 steak, 4 apples, and 4 gold ingots

Prestige Upgrade: Upon eating a piece of any food, it automatically restores full hunger and provides two minutes of the saturation effect. In addition, the player is immune to the hunger effect caused by zombie flesh and raw chicken.

Second Prestige Upgrade: You spawn with two golden carrots, 16 of each mushroom, and 1 bone meal (see where these items come in to play with the added/modified professions)

Looter-

Base-Tier: 1 bone and 1 slimeball

Tier-2: 2 bones, 2 slimeballs, and 1 gunpowder

Tier-3: 3 bones, 2 slimeballs, a gunpowder, and a spider eye

Tier-4: 3 bones, 2 slimeballs, 2 gunpowder, 2 spider eyes, and a rotten flesh

Prestige Upgrade: Upon killing any mob, there's a 20% chance of it dropping a random mob drop (list with rates here- https://pastebin.com/cqJxgXDr) in addition to whatever its normal drops are. For example, killing a skeleton might drop you 2 bones, an arrow, and a slimeball for its secondary drop. On the contrary, a cow might drop 2 leather, 2 beef, and a bone as its secondary drop. These drops are unaffected by looting.

Second Prestige Upgrade: Spawns with a completely random mob spawn egg

Ecologist-

Base-Tier: 8 logs and 2 lilypads

Tier-2: 12 logs and 4 lilypads

Tier-3: 16 logs and 6 lilypads and 4 vines

Tier-4: 24 logs and 12 lilypads and 1 apple and 8 vines

Prestige Upgrade: While holding an axe, the user has haste 3. In addition, axes deal 15% more damage.

Second Prestige Upgrade: Spawns with a diamond axe, and the vines are increased to 10. A cauldron and 1 slimeball is also added to the kit.

Horseman and Farmer kit should probably just be removed entirely, and players who had them bought should be re-compensated their coins. Either that, or they need some heavy modification that even I couldn't be bothered to come up with.

Professions:

Professions too have been changed. The layout of them is now totally different. As opposed to 1 starter craft, 2 middle crafts, 1 final craft, and a perk throughout it, it's been changed. It is now TWO starter crafts, two middle crafts, one final craft, and TWO separate perks that grow through it. In addition, a massive amount of items are modified. This is a pretty much total rework. Some professions, crafts, and perks are even removed, added, or have new names. Still look at items that remain, however, as they likely have a new crafting recipe.

Engineering-
First Craft 1/2: Light Anvil remains the same
First Craft 2/2: Light enchant table
Perk 1/2: "Hastey Boys"- upon mining an ore, you receive 9 seconds of haste (each upgrade adds 3 more seconds to it, maxing at 24)
Perk 2/2: "Hot Pick"- upon mining an ore or piece of sand while crouched, it drops in its ingot/glass form and gives exp for the first 30 ores you mine (each upgrade adds 4 more ores to it, maxing at 54)
Second Craft 1/2: Heelies (unenchanted unanvillable diamond boots)
Second Craft 2/2: Obsidian (the craft is interchangeable- works both ways)
Final Craft: Philosopher's Pickaxe remains the same.
1st Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)-
2nd Prestiging (10 ores added to hot pick perk, maxing out at 64, and hastey boys becomes haste 2 instead of haste 1)

Hunter-
First Craft 1/2: Golden Head (head that gives 6 hearts of regeneration-3 and 5 minutes of 3 hearts of absorption to both teammates. If there is only one player on the team, the regeneration increases to 8 hearts. Speed effects still apply, like for normal heads.)
First Craft 2/2: Warrior's Blade (iron sword with smite3 and looting1)
Perk 1/2: "Anti-Clean"- upon getting a kill, you receive a second of strength and your bow deals 30% more damage for two seconds. (each upgrade adds half a second to both perks, maxing at 4 seconds for strength and 5 for the bow buff)
Perk 2/2: "Grave Robber"- upon you or your teammate getting a kill, 3 golden nugget drops with their inventory (each upgrade adds 1 golden nugget, maxing at 8 per team player. It adds as a cumulative though so if one teammate has it upgraded to 5 and one has 4, the enemy would drop 9 nuggets upon death, so the maximum is 16)
Second Craft 1/2: Sharpness Book
Second Craft 2/2: Pandora's Box (spawns a chest replacing the workbench with a random item from the following list https://pastebin.com/vrtQ0Yaa)
Final Craft: Achilles Blade (Functions the same as a Dragon Sword does right now.)

Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)
2nd Prestiging (1 second added to anti-clean maxing out at 5 seconds of strength and 6 of boosted bow damage, and 3 nuggets added to grave robber, maxing out at 10 nuggets per player.)

Armorsmithing-
First Craft 1/2: Leather Stretcher
First Craft 2/2: Warrior's Cap (chain prot1 unbreaking1 helmet)
Perk 1/2: "Defensive Recovery"- Upon getting a kill, you receive two seconds of resistance (each upgrade adds a second to it, maxing at 7 seconds)
Perk 2/2: "Tough Skin"- Damage from hostile mobs is decreased by 5% (each upgrade adds 5% to it, maxing at 30%)
Second Craft 1/2: Protection Book
Second Craft 2/2: Projectile Protection Book
Final Craft: Achilles Armor (diamond chestplate that adds one level of protection and one level of projectile protection to its own enchant. For example, if it's prot3, it'll protect as if it were prot4 and proj1. If it were proj2, it'd protect as if it were prot1 and proj3.)
Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)
2nd Prestiging (3 seconds added to defensive recovery maxing out at 10 seconds, and 10% added to tough skin maxing out at 40%)

Cooking-
First Craft 1/2: Luck of the Irish (works in any formation in the workbench.)
First Craft 2/2: Rye Bread
Perk 1/2: "Vitamins"- gives you 4 hearts of absorption for the first 3 minutes of the game (each upgrade adds 60 seconds, maxing out at 8 minutes)
Perk 2/2: "Blood Sugar"- upon eating a head, you gain 6 seconds of speed-2 from eating a player head (each upgrade adds 2 seconds, maxing out at 18 total) [The name for head speed was changed, because this one sounds way cooler.]
Second Craft 1/2: Hearty Stew (mushroom stew that heals 1.5 heart as you insta-eat it)
Second Craft 2/2: Split Stem
Final Craft: Light Golden Apple
Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)
2nd Prestiging (2 hearts added to vitamins resulting in 6 absorption hearts plus it's lengthened to last until 5 seconds before PvP enables, and blood sugar gains 3 more seconds.)

Specialist-
First Craft 1/2: Filet Mignon
First Craft 2/2: Barbeque

Perk 1/2: "Fast Learner"- gains 5% more exp from mobs and ores (increases by 5% per upgrade, maxing out at 30%)

Perk 2/2: "Arrow Retrieval"- upon getting a kill, 6 arrows drop from the player's dead body in addition to their inventory (each upgrade adds 2 arrows to it, maxing at 16)

Second Craft 1/2: Saddle

Second Craft 2/2: Exp Bottles

Final Craft: Springed Boots (diamond boots with prot2 and proj2 that negates fall damage, cannot be anvilled or it loses the effects)

Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)

2nd Prestiging (4 arrows added to arrow retrieval maxing out at 20, and 10% added to fast learner maxing out at 40%)

Farmer-

First Craft 1/2: Speedy Growth

First Craft 2/2: Watahmalone

Perk 1/2: "Plucking"- When killing a chicken, there's a 6% chance of it dropping 3 feathers (increases by 3% per upgrade, maxing at 21%)

Perk 2/2: "Lumberjack"- Upon breaking the bottom log of a tree, there's a 2% chance of all above logs dropping as well, sort of like timber mod (increases by 2% per upgrade, maxing out at 12%)

Second Craft 1/2: Netherwart

Second Craft 2/2: Carrot

Final Craft: Blaze Rod

Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)

2nd Prestiging (4% added to plucking maxing at 25% and 3% added to lumberjack maxing at 15%)

Ranger-

First Craft 1/2: Arrowsmith

First Craft 2/2: Frostburn- (a snowball that lights the ground on fire where it lands, or lights the player on fire for four fire ticks if it hits one)

Perk 1/2: "Bowmerang" Upon landing a bowshot, there's a 5% chance of getting your arrow back (increases by 3% per upgrade, maxing at 20%)

Perk 2/2: "Carefulness"- Reduces fall damage by 5% (increases by 5% with each upgrade, totalling 30%)

Second Craft 1/2: Power Book

Second Craft 2/2: Super Rod- (fishing rod with luck of the sea 1 unbreaking 1)

Final Craft: Achilles Bow- (anvillable bow that deals the damage of the enchant above it. For example, if it has power 2, it deals the damage of having power 3.)

Prestiging (4th craft added to first and middle crafts, 2nd craft added to final craft)
2nd Prestiging (You no longer take damage from 4 block falls and 5% is added to bowmerang maxing out at 25%)

Extra Ultimates:

Like everything else, there's quite a rework for extra. However, unlike the others, this is a FULL rework. None of the previous extras remain, they're all completely new. I honestly don't think any of the current extras are well balanced but still good, and that these are better. However, just adding some of these would be a good change. If you do plan to keep the current extras in place, there are a lot of rebalances that would be necessary to implement, which I'd happily suggest as well if asked.

Dice Of God: automatically turns into a random extra ultimate. There is an exactly even chance for it to craft ANY other extra ultimate, with no odds whatsoever.

Christian's Inferno: stone sword with fire aspect 1 that gains 1 level of sharpness every time a player gets a kill with it. It maxes out at tier 6, so sharpness 6 fire aspect 1 is the final enchant it has, but reaching that takes 6 melee kills with that weapon. The damage is almost equivalent to a sharpness-4 fire-1 diamond sword at that point.

Destiny's Dessert: cake that upon being eaten (after being placed) has a 30% chance of doing nothing, a 20% chance of fully healing you, a 20% chance of giving you 2 minutes of strength2 and speed2, a 20% chance of giving you a potion that gives you 10 absorption hearts (lasts 3 minutes), and a 10% chance of dealing 12 hearts of damage. It can be eaten 3 times before being used up.

The Backpack: ender chest that can't be placed but when you right click it, it opens a backpack inventory with 30 extra slots. The inventory has a big red X in the corner kind of like when you're in creative mode and can shift click it to clear your inventory. If you click on it, it automatically creates a chest with all of the items in it and places it on the ground, emptying your backpack. Obviously, this is great for looting.

Muddy: Donkey with speed-2 and 30 hearts and resistance-1, but you can't shoot a bow or hit players in melee while riding it, cannot be healed. It's linked to a lead in that when you right click with the lead, Muddy disappears completely. Upon right clicking with the lead again, Muddy spawns once again. It remains at the same health it was at when you despawned it. Muddy cannot regen in any way. The main purpose of it would be to go after running players.

Grappling Hook- (fishing rod that upon left clicking, it teleports you to the highest Y-Level block above you. For example, if you're directly beneath one block at y-50 and another block at y-100, it teleports you on top of the block at Y-100. This item can be used 5 times before automatically breaking itself.)

The Ninja's Blade: Iron Sword that deals the damage of sharpness 3 but has no enchantment glint, upon being held it grants 1 second of speed-1.5 (speed value halfway between speed-1 and 2) and will repeatedly loop itself if continuously held. This one, is my personal favorite. It's a better version of anduril, really. It helps a lot for players trying to come across as undergeared or low skill, since there isn't an enchantment glint.

The Midas Potion: You drink it and it lasts 20 seconds. Every time you hit a player while the potion is active, it adds to a tally. When the potion ends, you get one gold ingot for every heart of damage you dealt to players during it. For example, if you dealt 10 hearts of damage to one player and 15 hearts to another player during the potion's activity, you'd gain 25 gold in your inventory when it ended- or it'd drop on the ground where you stand if your inventory is full.

The Assign Sign: It's a sign and when you place it, you type in any item you want, and it gives it to you. For example, if you did this you'd receive a golden apple http://prntscr.com/dwyszb (caps doesn't matter. I made a mistake in the screenshot, remove the space by the way.) If you go for a potion, it only gives the unlengthened tier-1 version. For example, if you do this you'd receive a 3 minute strength1 potion http://prntscr.com/dwytm2 (but without the space) The only outlawed items are: enchanted books, god apples, diamond blocks, diamond armor, spawn eggs, nether stars, regen potions, portal frames, bedrock, and invis potions. If you attempt to do an outlawed item, it gives you back the sign and tells you to try again and use a different item. If you attempt to do an item but incorrectly format it (for example, adding a space in the word like doing golden apple and not goldenapple), it does the same thing but tells you the item doesn't exist.

Picatrix: It's a enchanted book with two parts on it. One enchant will be tier-3, whereas the other will be tier-1. Based on that, you can get anything from this list.

Dragon's Bow: It's a bow that has infinity 1 but deals no damage. It automatically teleports you to whoever you land the bowshot with, including teammates. There's a cooldown, so you can only shoot with the bow every 5 seconds.

Achilles Heel: It's diamond boots with enough durability to be hit 20 times before breaking, and until it breaks, all hits you take deal no damage. It functions as invincibility until it breaks.