

Exclusive Sigil Set #1

Pharaoh Helmet Ability name: Pharaoh's Curse Ability Description: When hitting someone wearing this helmet has a percent chance to proc 'Pharaoh's Curse' this ability will cover the attackers player model in sand and stun them completely, revoking the ability to move or look around for the set duration, it will go up to level V, We will begin Lvl V as a 3% chance to proc with a 3 second stun duration, Lvl IV with a 2.5% chance to proc with a 2.5 second stun duration, Lvl III with a 2% chance to proc with a 2% stun duration, Lvl II with a 1.5% chance to proc with a 1.5% second stun duration, and lastly lvl I with a 1% chance to proc with a 1 second stun duration

Pharaoh Chestplate ability name: Sandstorm Ability Description: Whilst attacking a player has a percent chance to proc 'Sandstorm' when sandstorm is proc'd a sand aura will shoot out of you in a circular radius, any enemy players caught in this aura will receive a negative status effect called 'Pharaoh's Mark' the Pharaoh's mark effect will reduce effected players movement speed by 25%. it will go up to Lvl V, We will begin Lvl V with a 5% chance to proc giving the mark for 5 seconds, Level IV a 4% chance to proc giving the mark for 5 seconds, Level III a 3% chance to proc giving the mark for 5 seconds, Level II a 2% chance to proc giving the mark for 5 seconds and Level I with a 1% chance to proc giving the mark for 5 seconds (Radius of sand aura will have to be discussed in call but will also start higher at max level and reduce per level)

Pharaoh Leggings Ability name: Royal Bolster Ability Description: Bindable ability with a 2 minute cooldown (for every level), when used user gains absorption hearts and takes a percent less of incoming damage for a set duration also their player model will shimmer blue when this ability is active, It will go up to lvl 5, beginning with lvl V we will have 3 absorption hearts gained whilst taking 25% less damage for 5 seconds, Level IV 2 absorption hearts gained whilst taking 20% less damage for 5 seconds, Level III 2 Absorption hearts gained whilst taking 15% less damage for 5 seconds, Lvl II 1 absorption heart gained whilst taking 10% less damage for 5 seconds, and finally Lvl I with 1 absorption heart gained whilst taking 5% less damage for 5 seconds

Pharaoh boots Ability name: Quick Sand Ability Description: Bindable ability with a cooldown depending on level when proc'd summon a small circle of red sand blocks below you, each hit will pull the player being hit towards you, when enemy player is touching summoned red sand will receive slowness only whilst standing on the blocks will go up to lvl V, beginning with lvl V it will have a 2 minute cooldown, pull players 1 block towards your player model per hit, inflict slowness 3 on red sand and duration of ability 4

seconds, lvl IV it will have a 2 minute 30 second cooldown, pull players 1 block towards your player model per hit, inflict slowness 2 on red sand and duration of ability 4 seconds, lvl III it will have a 3 minute cooldown, pull players 1 block towards your player model per hit, inflict slowness 2 on red sand and duration of ability 4 seconds, lvl II it will have a 3 minute 30 second cooldown, pull players 1 block towards your player model per hit, inflict slowness 1 on red sand and duration of ability 4 seconds, lvl I it will have a 4 minute cooldown, pull players 1 block towards your player model per hit, inflict slowness 1 on red sand duration of ability 4 seconds

Pharaoh Sword Ability name: Rulers Hand Ability description: when attacking with this sword enemy players who are effected by the 'Pharaoh's Mark' status effect will have a percent chance to proc rulers hand which will explode and make receiving player take a percent more damage and receive wither status effect, it will be a sandy kind of explosion (we can give examples of this in call for the effects and how it will look), will go up to lvl V, starting at Lvl V it will have a 10% chance to proc, 30% more damage on proc, and wither 3 for 5 seconds also 3% chance to inflict Pharaoh's Mark for 5 seconds, Lvl IV will have 8% chance to proc, 25% more damage on proc and wither 2 for 5 seconds also 2.5% chance to inflict Pharaoh's Mark for 5 seconds, Lvl III will have a 6% chance to proc, 20% more damage and wither 2 for 5 seconds also 2% chance to inflict Pharaoh's Mark for 5 seconds, lvl II will have a 4% chance to proc, 15% more damage and wither 1 for 5 seconds also 1.5% chance to inflict Pharaoh's Mark for 5 seconds, Lvl I will have a 2% chance to proc, 10% more damage and wither 1 for 5 seconds also 1% chance to inflict Pharaoh's Mark for 5 seconds

Pharaoh Axe Ability name: Royal Guard Ability Description: Bindable ability cooldown 2 minutes, When procced summon 2 mummified zombies which will be able to take damage but will be considerably hard to kill before their duration is dead (just give them all like 50 health to start with) have the movement speed of a typical baby zombie in vanilla minecraft, these zombies will target the player selected/targeted when in bind menu, each hit of one of these zombies will have a percent chance to inflict Pharaoh's Mark or Pharaoh's curse onto receiving player, will start at lvl V, beginning with lvl V, Zombies will last 10 seconds and have a 25% chance to inflict Pharaoh's Mark for 5 seconds and a 5% chance to inflict Pharaoh's Curse V, level IV Zombies will last 8 seconds, and have a 20% chance to inflict Pharaoh's Mark for 5 seconds and a 4% chance to inflict Pharaoh's curse IV, Lvl III Zombies will last 6 seconds and have a 15% chance to inflict Pharaoh's mark for 5 seconds, and a 3% chance to inflict Pharaoh's Curse III, Lvl II Zombies will last 4 seconds and have a 10% chance to inflict Pharaoh's mark for 5 seconds and a 2% chance to inflict Pharaoh's Curse II, Lvl I Zombies will last 2 seconds and have a 5% chance to inflict Pharaoh's Mark for 5 Seconds and a 1% chance to inflict Pharaoh's Curse I

Pharaoh Pickaxe

Ability name: Ancient Break

Ability Description when mining blocks has a percent chance to give player haste effect, going up lvl V, Lvl V 5% chance to receive haste 5 for 10 seconds, lvl IV 4% chance to receive haste 4 for 10 seconds, lvl III 3% chance to receive haste 3 for 10 seconds, lvl II 2% chance to receive haste 2 for 10 seconds, lvl I 1% chance to receive haste 1 for 10 seconds

all the tools are gonna be pretty simple abilities dont worry

tools arent supposed to be too crazy

Pharaoh Shovel

Ability Name: Ra's Blessing

Ability Description: when holding this item in your hand have a chance to receive speed potion effect, starting at Lvl V, Lvl V 2.5% chance to receive speed 5 for 10 seconds, lvl IV, 2% chance to receive speed 4 for 8 seconds, lvl III, 1.5% chance to receive speed 3 for 6 seconds, lvl II, 1% chance to receive speed 2 for 4 seconds, lvl I, 0.5% chance to receive speed 1 for 2 seconds

Pharaoh Rod

Ability Name: King's Jewel

Ability Description: when fishing has a chance to uncover a item called 'Sigil Fragment' (these fragments will be used to make what complex calls hidden treasures which upgrade a level of a vanilla or sigil enchant when obtained this can be made later down the line), will go up to lvl X, Lvl X 10% chance to uncover 4-8 fragments (random chance), lvl IX 9% chance to uncover 4-7 fragments, LVL VIII 8% chance to uncover 4-6 fragments, Lvl VII 7% chance to uncover 3-6 shards, Lvl VI 6% chance to uncover 3-5 fragments, lvl V 5% chance to uncover 2-4 fragments, lvl IV 4% chance to uncover 2-3 fragments, lvl III 3% chance to uncover 1-3 fragments, lvl II 2% chance to uncover 1-2 fragments, Lvl I 1% chance to uncover 1 fragment

Pharaoh Bow Ability Name: Horus's Arrow Ability Description: When shooting a player has a % chance to give them Pharaoh's Mark for a extended duration starting at lvl V, 15% chance to give the mark for 10 seconds, lvl IV, 12.5% chance to give the mark for 8 seconds, lvl III 10% chance to give them the mark for 6 seconds, lvl II 7.5% chance to give them the mark for 4 seconds, lvl I 5% chance to give them the mark for 2 seconds

Pharaoh Crossbow Ability Name: Cursed Pillar Ability Description: Bindable ability with a 3 minute cooldown when proc'd a custom entity that will look like some sort of pylon or pillar very small i will find the cosmetic for it whatever prob need item added for it anyways any enemy players in a 3 block vicinity to this pillar will receive weakness status effect only whilst being in the vicinity, pillar will last for 10 seconds before disappearing, will go up to lvl V, Lvl V Weakness 5 Inflicted, Lvl IV, Weakness 4 inflicted, Lvl III weakness 3 inflicted, Lvl II weakness 2 inflicted, Lvl I, weakness 1 inflicted