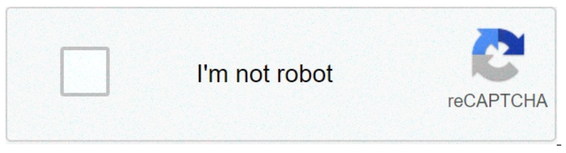

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How to get efficiency 10 in minecraft bedrock

Requires creative mode or operator power on a multiplayer server. On a single player game (survival or hardcore), you will need "cheats" enabled to move into creative mode. Don't forget to leave creative mode when done. These items might be stupid. Be prepared to repair the country-side. These commands will create: 2 Diamond Pickaxes, both with Unbreaking CCLV (255) and Efficiency CCLV. Additionally, one will have Silk Touch, and the other Fortune C (100). 2 Diamond Shovels, both with Unbreaking CCLV and Efficiency CCLV. Additionally, one will have Silk Touch, the other Fortune C. 1 Diamond Axe with Unbreaking CCLV and Efficiency CCLV. 1 Diamond Hoe with Unbreaking CCLV. 1 pair of Shears with Unbreaking CCLV and Efficiency CCLV. 1 Diamond Sword with: Sharpness CCLV Smite CCLV Bane of Arthropods CCLV Fire Aspect CCLV Looting C Unbreaking CCLV The enchantments on these items are (much) higher than the game really "allows" but mostly work correctly. The Fortune and Looting enchantments are set to 100 because 255 produces a huge amount of items. Take note that the game doesn't know how to display these levels. Unbreaking CCLV, for example, shows as Unbreaking enchantment.level.255. Give yourself a command block: /give @p minecraft:command_block 1 0 Place 8 command blocks. In each command block, paste one of the following lines: /give @p minecraft:diamond_pickaxe 1 0 {ench:[{id:32,lvl:255},{id:34,lvl:255},{id:35,lvl:100}],display:{Name:"Ultimate Diamond Pickaxe of Fortune",Lore:["Fortune favors the brave"]}} /give @p minecraft:diamond_pickaxe 1 0 {ench:[{id:34,lvl:255},{id:32,lvl:255},{id:33,lvl:255}],display:{Name:"Ultimate Diamond Pickaxe of the Silk Touch"}} /give @p minecraft:diamond_axe 1 0 {ench:[{id:32,lvl:255},{id:34,lvl:255}],display:{Name:"Ultimate Diamond Axe"}} /give @p minecraft:diamond_shovel 1 0 {ench:[{id:32,lvl:255},{id:34,lvl:255},{id:35,lvl:100}],display:{Name:"Ultimate Diamond Shovel of Fortune"}} /give @p minecraft:diamond_shovel 1 0 {ench:[{id:32,lvl:255},{id:34,lvl:255},{id:33,lvl:1}],display:{Name:"Ultimate Diamond Shovel of the Silk Touch"}} /give @p minecraft:diamond_hoe 1 0 {ench:[{id:34,lvl:255}],display:{Name:"Unbreakable Diamond Hoe"}} /give @p minecraft:shears 1 0 {ench:[{id:32,lvl:255},{id:34,lvl:255}],display:{Name:"Ultimate Shears"}} /give @p minecraft:diamond_sword 1 0 {ench:[{id:16,lvl:255},{id:17,lvl:255},{id:18,lvl:255},{id:20,lvl:255},{id:21,lvl:100},{id:34,lvl:255}],display:{Name:"Excaliber",Lore:["This brings us to number 278","of the 1,000 provisions you","must observe. I hate carrots.","Never even think about putting","them in my food, you get it?"]}} Activate each command block once (by button, for example). Using a Single Command Block This command places a chest containing the items (also includes bow, fishing rod, and diamond armor): setblock ~ ~1 ~ minecraft:chest 0 replace {Items:[{Slot:0,Count:1,id:276,tag:{ench:[{id:16,lvl:255},{id:17,lvl:255},{id:18,lvl:255},{id:20,lvl:255},{id:21,lvl:100},{id:34,lvl:255}],display:{Name:"Excaliber",Lore:["This brings us to number 278","of the 1,000 provisions you","must observe. I hate carrots.","Never even think about putting","them in my food, you get it?"]}}},{Slot:1,Count:1,id:278,tag:{ench:[{id:32,lvl:255},{id:34,lvl:255},{id:35,lvl:100}],display:{Name:"Unbreaking Diamond Pickaxe of Fortune",Lore:"Fortune favours the brave"}}},{Slot:2,Count:1,id:278,tag:{ench:[{id:32,lvl:255},{id:33,lvl:1},{id:34,lvl:255}],display:{Name:"Unbreaking Diamond Pickaxe of the Silk Touch"}}},{Slot:3,Count:1,id:277,tag:{ench:[{id:32,lvl:255},{id:34,lvl:255},{id:35,lvl:100}],display:{Name:"Unbreaking Diamond Shovel of Fortune"}}},{Slot:4,Count:1,id:277,tag:{ench:[{id:32,lvl:255},{id:33,lvl:1},{id:34,lvl:255}],display:{Name:"Unbreaking Diamond Shovel of the Silk Touch"}}},{Slot:5,Count:1,id:279,tag:{ench:[{id:32,lvl:255},{id:34,lvl:255}],display:{Name:"Unbreaking Diamond Axe"}}},{Slot:6,Count:1,id:293,tag:{ench:[{id:34,lvl:255}],display:{Name:"Unbreaking Diamond Hoe"}}},{Slot:7,Count:1,id:359,tag:{ench:[{id:32,lvl:255},{id:34,lvl:255}],display:{Name:"Unbreaking Shears"}}},{Slot:8,Count:1,id:310,tag:{ench:[{id:0,lvl:255},{id:5,lvl:255},{id:6,lvl:255},{id:7,lvl:255},{id:34,lvl:255}],display:{Name:"Spiked Diamond Helmet of the Water"}}},{Slot:9,Count:1,id:311,tag:{ench:[{id:0,lvl:255},{id:7,lvl:255},{id:34,lvl:255}],display:{Name:"Spiked Diamond Chestplate"}}},{Slot:10,Count:1,id:312,tag:{ench:[{id:0,lvl:255},{id:7,lvl:255},{id:34,lvl:255}],display:{Name:"Spiked Diamond Leggings"}}},{Slot:11,Count:1,id:313,tag:{ench:[{id:0,lvl:255},{id:2,lvl:255},{id:7,lvl:255},{id:34,lvl:255}],display:{Name:"Spiked Diamond Boots of Feather Falling"}}},{Slot:12,Count:1,id:261,tag:{ench:[{id:34,lvl:255},{id:48,lvl:255},{id:49,lvl:255},{id:50,lvl:255},{id:51,lvl:1}],display:{Name:"Infinite Bow of the Flame"}}},{Slot:12,Count:1,id:346,tag:{ench:[{id:34,lvl:255},{id:61,lvl:255},{id:62,lvl:255}],display:{Name:"Unbreaking Fishing Rod of Luring"}}}]} Efficiency is an enchantment that increases the player's mining speed. Obtaining[] Wooden, golden, iron and netherite tools can receive up to Efficiency V through the enchantment table. Diamond and stone tools can only receive up to level IV through the enchantment table, but can be given Efficiency V by combining 2 items with Efficiency IV in an anvil. Diamond tools with efficiency V can also be found in end city and bastion remnant chests. Usage[] The proper tool for a block must be used in order to receive the speed benefit; the enchantment has no effect if the block is mined with the incorrect tool. See Breaking § Speed for details on mining speed. The speed increase applies to all blocks that drop an item when mined. Efficiency applied to an axe increases the chance that the axe may stun a shield, with the base chance being 25% and a 5% increase for each level of efficiency.[Java Edition only] Chance for a shield to be temporarily disabled by an axe[Java Edition only] Level Percentage increase I +25% II +30% III +35% IV +40% V +45% Data values[] ID[] Java Edition: NameNamespaced IDTranslation keyEfficiencyefficiencyenchantment.minecraft.efficiency Bedrock Edition: NameNamespaced IDNumeric ID Translation keyEfficiencyefficiency15enchantment.digging History[] Issues[] Issues relating to "Efficiency" are maintained on the bug tracker. Report issues there. See also[] Enchantments The glint animation applied to an enchanted iron pickaxe. Enchanting is a mechanic that augments armor, tools, weapons, and books with one or more of a variety of "enchantments" that improve an item's existing abilities or imbue them with additional abilities and uses. A special "glint" animation appears on items that are enchanted. Enchanting equipment[] Name Icon Usage Enchanting Table Used for enchanting items Bookshelf Each bookshelf (up to 15) increases the level of the enchantments given by the enchanting table Lapis Lazuli Required to power the enchanting table Anvil Used to combine enchanted items (tools, armor, weapons), add enchantments from books, or repair an enchanted item while preserving enchantments Grindstone Used to remove all non-curse enchantments on an item (returning a small amount of experience), and optionally repair an item (for no experience) Enchanted Book Can be combined with another item through an anvil to add enchantments to the item Enchanting methods[] An enchanting table surrounded by bookshelves. There are three ways to enchant an item in Survival mode: Through an enchanting table in exchange for experience points and lapis lazuli. Only unenchanted items may be enchanted this way. Through an anvil, combining an enchanted book with an item. Through an anvil, combining two of the same item with different existing enchantments into a single item that has the enchantments of both. A player may also obtain items already enchanted: Through a villager, who may trade some enchanted items for emeralds. Through fishing, which gives a chance of obtaining enchanted items. Through a zombie, drowned, husk, piglin, skeleton, stray, wither skeleton, and zombified piglin – if they have enchanted items and the player kills them, it has an 8.5% chance of them dropping each said item. Through finding them in end cities and other assorted treasure chests, such as shipwrecks, mineshafts, dungeons, desert temples, jungle temples, woodland mansions, ocean ruins, strongholds, ruined portals, and bastion remnants. Bartering offers an enchanted book or iron boots. Through killing pillagers and vindicators in raids.[Bedrock Edition only] Server operators and players in singleplayer worlds with cheats enabled can also enchant items using commands such as /enchant. When enchanted with the /give command, the maximum enchantment level is 2,147,483,647[Java Edition only]. In Creative mode, items can be enchanted via an anvil and enchanted books, with no experience points required. Enchanted books are available in the Creative mode inventory, with individual book displays for the highest level of each enchantment and other levels available via the "Search" tab. Enchanting table[] Main article: Enchantment mechanics Enchanting table interface. Top: Without item. Bottom: With item, hovering over the third line. An item can be enchanted by using an enchanting table and placing the item in the input slots and 1–3 Lapis Lazuli in its dedicated slot. Upon placing the item, three (pseudo)randomized options appear on the right of the GUI. The glyphs here do not affect the enchantment, but hovering over a presented enchantment shows one enchantment to be applied (on mobile devices, the player can tap an enchantment before putting in the lapis lazuli or hold the enchantment before release). The only choices available have a level requirement equal to or below the player's current level and a lapis lazuli requirement equal to or below the number of lapis lazuli placed in the table. Each option imbues the item with a randomized set of enchantments that are dependent on the number of experience levels required (e.g. a level 10 enchantment can give a pickaxe the "Efficiency II" enchantment); the actual level cost and the number of lapis lazuli required have no effect. Although the player must have at least the level requirement to get an enchantment, the number of levels that the player is charged is the same as the lapis lazuli requirement. For example, if the third enchantment listed is a level 30-50 enchantment, the player must have at least 30 levels, pays only 3 levels and 3 lapis lazuli. The level requirement influences the quantity, type, and level of enchantments instilled in the item, with a higher experience level generally resulting in more and/or higher-level enchantments. Nevertheless, there is a significant random factor, and even a level 30 enchantment (the maximum) doesn't guarantee more than one enchantment, or even that enchantments are "maximum strength" — a level 30 enchantment can still yield Fortune II or Efficiency III alone, for example. To increase the enchantment level, bookshelves can be placed next to the enchanting table while keeping one block of air between them. To gain access to the previously mentioned level 30 enchantments, a total of 15 bookshelves need to be placed around the enchanting table. See the enchantment mechanics page for more detailed information on this. Enchanting a book produces an enchanted book, which does nothing on its own, but effectively "saves" the enchantment for later application to another item with an anvil. Unlike with an anvil, using the enchanting table while on Creative still costs experience. However, if the player doesn't have enough experience, then experience reduces to zero and the enchantment still works, even when using the enchanting table while already at level zero. Affecting offered enchantments[] Enchanting any item at any enchantment level changes the player's enchantment seed, which changes the possible enchantments for every item at every enchantment level. Thus, if none of the available enchantments for a tool are desired, 1 lapis lazuli and 1 level could be spent to enchant a book or a different tool to refresh the list. The possible enchantments depend on the player's enchantment seed, the item type, and material, and the enchantment level (1–30). Removing the item and putting it back in, clicking on the item slot with a different item, using a different item of the same type and material, replacing or moving the table (but keeping the same number of bookshelves), using a different table with the same number of bookshelves, or replacing or rearranging the bookshelves without changing their total number does not affect the possible enchantments. Changing the enchantment levels offered by adding, removing, or blocking bookshelves alters the enchantments shown, but does not change possible enchantments; using another enchanting table with the previous bookshelf number still shows the previous enchantments. The enchantments for a particular enchantment level (with the same seed and item) do also differ depending on which row they appear in, but they are not "better" or "worse" based on the row despite the different resource costs. Anvil combinations[] Main article: Anvil mechanics An anvil can be used to combine the enchantments of two items, sacrificing one of them and repairing the other. The items must be compatible; they must either be the same type and material (such as two iron swords) or an item and an enchanted book with an applicable enchantment (such as a bow and an Infinity enchanted book). Combining two enchanted items, books or one of each with the same enchantment at the same level produces an item or book with the next higher level of that enchantment up to the maximum allowed in survival mode; for example, a book with Thorns I and Unbreaking II combined with a book with Unbreaking II produces a book with Thorns I and Unbreaking III. To combine items, the player places the target item in the anvil's first slot and the sacrifice item in the second slot. If the combination is allowed, the resulting enchanted item appears in the anvil's output slot and an experience level cost, labeled "Enchantment Cost", appears below (green if the player has enough experience levels, red if they don't). To complete the enchanting, the player removes the enchanted item from the anvil's output slot, and their experience level is reduced accordingly. The experience cost depends on the enchantments, with highly enchanted items costing more. If the target item is also being repaired, that costs more as well. The target item can also be renamed, at additional cost. There is also an accumulating surcharge for prior work done on anvils. In Survival mode, work that costs more than 39 levels of experience is refused although it may still be possible to perform the same work in steps. For example, a damaged enchanted bow may be repaired on an anvil with an ordinary bow, and then another enchanted bow may be used to combine enchantments with the repaired bow. Enchanted books[] Main article: Enchanted Book Enchanted books can be made by using an enchanting table to enchant a book. (They can also be found in generated chests, purchased with emeralds from a villager librarian, or looted by fishing rod.) The book can receive multiple enchantments of any type, but only enchantments appropriate to a given item type may be applied to that item. For example, the same book may receive Respiration and Power enchantments, but the Respiration enchantment is lost if the book is applied to anything but a helmet, and the Power enchantment is lost if the book is applied to anything but a bow. Enchanted books are used on an anvil to add enchantments to items, including other books. They can apply some enchantments to items that cannot be enchanted from an enchanting table, such as applying Thorns to boots. In Creative mode, books can enchant any item with any enchantment, such as a stick having Knockback II.[JE only] However, mutually-exclusive enchantments, such as Infinity and Mending, cannot be applied this way or via /enchant (though are still available via /give). The experience costs for using books are considerably less than for combining items with similar enchantments since the books themselves cost levels to create. However, it's still an extra cost, and enchanting items directly has a chance to get multiple enchantments. The advantage of books is that they can be stockpiled for use on an item of choice and allow for controlled combinations. For example, a Silk Touch book can be used on an axe, pickaxe, or shovel, and the player can decide which item receives which enchantment. Disenchanting[] The only way to disenchant items is via the grindstone or by repairing the items via the crafting grid. Using the grindstone removes all enchantments (except Curse of Binding and Curse of Vanishing) and gives experience back based on the level of the enchantment(s) and their value. Summary of enchantments[] See also: Enchanting/Levels Each enchantment in the table below includes attributes that are possible for the player to acquire legitimately in Survival mode. Other combinations are possible in creative mode or with cheats, mods, or third-party software. Max Level: Maximum levels for enchantments vary, but the game can comprehend up to 32-bit integer values (−231 to 231−1). Exceeding this value results in an overflow, and eventually resets itself to 0. Primary Items: The items that can receive the enchantment legitimately in Survival mode by using an enchanting table. Items of any material can be enchanted (some more easily than others – see Enchantment mechanics). Secondary Items: Items that, in Survival mode, cannot receive the enchantment from an enchanting table but can from an enchanted book with an anvil. Weight: Relative probability of the enchantment being offered. The table may be inaccurate and is subject to change. Summary of enchantments Name Summary IncompatibleWith MaxLevel PrimaryItems SecondaryItems Weight Aqua Affinity Increases underwater mining speed. I 2 Bane of Arthropods Increases damage and applies Slowness IV to arthropod mobs (spiders, cave spiders, silverfish, endermites and bees). Smite, Sharpness V [BE only] [JE only] 5 Blast Protection Reduces explosion damage and knockback. Fire Protection, Protection, Projectile Protection IV 2 Channeling Trident "channels" a bolt of lightning toward a hit entity. Functions only during thunderstorms and if target is unobstructed with opaque blocks. Riptide I 1 Cleaving [upcoming: JE Combat Tests] Increases damage and shield stunning. Sharpness, Bane of Arthropods, Smite III Curse of Binding Items cannot be removed from armor slots, except in Creative mode or due to death or breaking. I 1 Curse of Vanishing Item destroyed on death. I 1 Depth Strider Increases underwater movement speed. Frost Walker III 3 Efficiency Increases tool speed. When applied to an Axe it increases the chance that the axe may stun a shield, with the base chance being 25% and a 5% increase for each level of efficiency. V 10 Feather Falling Reduces fall damage. IV 5 Fire Aspect Sets target on fire. II 2 Fire Protection Reduces fire damage and burn time.Mutually exclusive with other protections. Blast Protection, Protection, Projectile Protection IV 5 Flame Arrows set the target on fire, and ignite TNT if hit. I 2 Fortune Increases certain block drops. Higher levels increase chances. Silk Touch III 2 Frost Walker Turns water beneath the player into frosted ice and prevents the damage the player would take from standing on magma blocks. Depth Strider II 2 Impaling Trident deals additional damage to mobs that spawn naturally in the ocean. In Bedrock Edition, having impaling on a trident also deals extra damage to players or mobs in water or rain. V 2 Infinity Shooting consumes no regular arrows. Does not include Tipped Arrows or Spectral Arrows. Mending I 1 Knockback Increases knockback. II 5 Looting Increases mob loot. Higher levels increase loot dropped. III 2 Loyalty Trident returns after being thrown. Higher levels reduce return time. Riptide III 5 Luck of the Sea Increases rate of good loot (enchanting books, etc.). Higher Levels Increase chance. III 2 Lure Decreases wait time until fish/junk/loot "bites". Higher Levels decrease wait time. III 2 Mending XP orbs gained are used to repair the item instead of adding experience to bar. Infinity I 2 Multishot Shoot 3 arrows in a spread at the cost of one; only one arrow can be recovered. Piercing I 2 Piercing Arrows pass through multiple entities and Shields; arrows can be recovered after passing through entities. *Available only to the crossbow. Multishot IV 10 Power Increases arrow damage. V 10 Projectile Protection Reduces projectile damage such as damage from arrows, thrown tridents, ghast and blaze fireballs, etc. Protection, Blast Protection, Fire Protection IV 5 Protection Reduces most types of damage by 4%[JE only] (or 5%[BE only]) for each level. Blast Protection, Fire Protection, Projectile Protection IV 10 Punch Increases arrow knockback. II 2 Quick Charge Decreases crossbow charging time. III 5 Respiration Extends underwater breathing time. Stacks with a Turtle Shell III 2 Riptide Trident launches player with itself when thrown. Functions only in water or rain. Channeling, Loyalty III 2 Sharpness Increases damage for melee weapons. Bane of Arthropods, Smite V [BE only] [JE only] 10 Silk Touch Mined blocks drop themselves, with a few exceptions. Fortune I [BE only] 1 Smite Increases damage to undead mobs. Bane of Arthropods, Sharpness V [BE only] [JE only] 5 Soul Speed Increases walking speed on Soul Sand or Soul Soil, but damages the Boots overtime III 1 Sweeping Edge[Java Edition only] Increases sweeping attack damage. III 2 Thorns Reflects some of the damage taken when hit, at the cost of reducing durability with each proc. III 1 Unbreaking Reduces the chance of an item taking damage. Higher levels reduce the chance further. III 5 Summary of enchantments by item[] Enchantments that have multiple levels are shown with their maximum level numbers. Mutually exclusive enchantments can be combined using commands (e.g., /give @s bow{Enchantments:[{id:infinity,lvl:1},{id:mending,lvl:1}]} 1). Also, a player can exceed the maximum levels of enchantments (e.g., /give @s netherite_sword{Enchantments:[{id:fire_aspect,lvl:10}]} 1). Item Any combination of Only one from each column Helmet Mending, Unbreaking III, Respiration III, Aqua Affinity, Thorns III Protection IV,Projectile Protection IV,Fire Protection IV,Blast Protection IV Turtle Shell Chestplate Mending, Unbreaking III, Thorns III Leggings Boots Mending, Unbreaking III, Feather Falling IV, Soul Speed III, Thorns III Depth Strider IIIFrost Walker II Sword Mending, Unbreaking III, Fire Aspect II, Looting III, Knockback II, Sweeping Edge III[JE only] Sharpness V,Smite V,Bane of Arthropods V Axe Mending, Unbreaking III, Efficiency V Fortune III,Silk Touch Sharpness VSmite VBane of Arthropods VCleaving III[upcoming: JE Combat Tests] Pickaxe Shovel Hoe Bow Unbreaking III, Power V, Punch II, Flame Infinity,Mending Fishing Rod Mending, Unbreaking III, Lure III, Luck of the Sea III Trident Mending, Unbreaking III, Impaling V Channeling Loyalty III Riptide III [note 1] Crossbow Mending, Unbreaking III, Quick Charge III Piercing IV,Multishot Shears Mending, Unbreaking III, Efficiency V, Silk Touch[BE only] Shield Mending, Unbreaking III Elytra Flint and Steel Carrot on a Stick Warped Fungus on a Stick ↿ Channeling and Loyalty can be used together but neither can be used with Riptide. The tables below summarize the enchantments that can be given to specific items in Bedrock Edition and in Survival mode in Java Edition. (Creative mode in Java Edition allows any item to have any enchantment.) Enchantments that can be applied to both hand slot items and armor slot items are listed in both tables. An enchanting table indicates the item can receive the enchantment legitimately in Survival mode by using an enchanting table. An anvil indicates the item cannot receive the enchantment legitimately in Survival mode by using an enchanting table (an enchanting table never offers the enchantment for the item), but can receive the enchantment by another method (for example, using an anvil to combine the item with an enchanted book or another enchanted item; note the enchanting table could still apply the enchantment to the item as a random additional enchantment). Maximum effective values for enchantments[] This section is missing information about a better lead section with a better summary. Please expand the section to include this information. Further details may exist on the talk page. A table shows the effective limits for enchantments (found also here). Enchantment Stackable Effective min Effective max Notes Aqua Affinity Largest on first in armor 1 1 Bane of Arthropods Adds Single:-2147483648Stacked:-52241757371157708 Single:2147483647Stacked:52241757371157708 Adds 2.5 * level damageAffects arthropods with slowness amplifier 3 for 1 + random(0, level / 2) seconds Blast Protection Adds 1 255 Reduces damage by a factor of min(20, level * 2) / 25Reduces explosion knockback by a factor of level * 0.15Higher levels are treated as 255 Channeling First 1 1 Curse of Binding First 1 1 Curse of Vanishing First 1 1 Depth Strider Largest on first in armor 1 3 Higher levels are treated as 3 Efficiency First 1 255 Increases mine speed by level² + 1Higher levels are treated as 255 Feather Falling Adds 1 7 Reduces damage by a factor of min(20, level * 3) / 25 Fire Aspect First 1 255 Sets mobs on fire for level * 4 secondsHigher levels are treated as 255 Fire Protection Adds for damage reductionLargest of first in armor for duration reduction 1 10 Reduces damage by a factor of min(20, level * 2) / 25Reduces fire duration by a factor of level * 0.15 Flame First 1 1 Fortune First 1 255 Anything that uses the apply_bonus loot table function works like thisHigher levels are treated as 255 Frost Walker First 1 14 Higher levels are treated as 14 Impaling Adds Single:-2147483648Stacked:-52241757371157708 Single:2147483647Stacked:52241757371157708 Adds 2.5 * level damage Infinity First 1 1 Knockback First 1 255 Adds level knockback strengthHigher levels are treated as 255 Looting First 1 255 Higher levels are treated as 255 Loyalty First 1 127 Increases return speed by 0.05 * levelHigher levels are treated as 0 Luck of the Sea First 1 255 Adds level luckHigher levels are treated as 255 Lure First 1 5 Reduces lure time by 5 * level secondsHigher levels prevent fish from appearing Mending First 1 1 Multishot First 1 1 Piercing First 1 127 Higher levels are treated as 0 Power First 1 255 Increases damage by 0.5 * level + 0.5Higher levels are treated as 255 Projectile Protection Adds 1 10 Reduces damage by a factor of min(20, level * 2) / 25 Protection Adds 1 20 Reduces damage by a factor of min(20, level) / 25 Punch First 1 255 Adds level * 0.6 knockback strengthHigher levels are treated as 255 Quick Charge First 1 5 Reduces draw time by 0.25 * level secondsHigher levels prevent charging of crossbow Respiration Largest of first in armor 1 255 Causes a level / (level + 1) chance not to decrease air levelHigher levels are treated as 255 Riptide First 1 1 Sharpness Adds 0 Single:2147483647Stacked:36028799149670399 Adds 0.5 * max(0, level - 1) + 1 damage Silk Touch First 1 1 Smite Adds Single:-2147483648Stacked:-52241757371157708 Single:2147483647Stacked:52241757371157708 Adds 2.5 * level damage Soul Speed First 1 255 Increases speed by 0.03 + (level * 0.0105)Higher levels are treated as 255 Sweeping Edge First 1 255 Increases sweeping damage by a factor of level / (level + 1) times the hit's damageHigher levels are treated as 255 Thorns Individual Procs 1 2147483647 Chance of hitting is 0.15 * levelDeals level - 10 damage if level is 11 or greater, otherwise deals random(0, 3) + 1 Unbreaking First 1 255 Items have a 1 in level + 1 chance to skip damage. Armor has a 0.6 chance to take damage even if it would otherwise skip it.Higher levels are treated as 255 Item data[] tag: The item's main tag. Enchantments: Contains enchantments on this item that affect the way the item works. : A single enchantment. id: The name of the enchantment. lvl: The level of the enchantment, where 1 is level 1. Values are clamped between 0 and 255 when reading. StoredEnchantments: Contains enchantments for enchanted books. : A stored enchantment, identical structure to each enchantment in Enchantments. RepairCost: Number of experience levels to add to the base level cost when repairing, combining, or renaming this item with an Anvil. Videos[] History[] Java Edition October 1, 2011The first images of the enchantment screen are revealed, with enchantments written in the Standard Galactic Alphabet. The first enchantment translates into "Well Played Internets You Are Good", the second translates into "These Names Will Be Random And Confusing", and the third translates to "Each Spell Costs Experience Levels". The Standard Galactic Alphabet or SGA was originally created by Tom Hall for use in the Commander Keen series of computer games. October 3, 2011The first images of a player wearing enchanted armor are revealed. 1.0.0Beta 1.9 Prerelease 3The basics of enchanting have been added. Enchantment tables do not require bookshelves to get maximum enchantments.Enchantments are to be labeled in the enchantment table as random words written in the Standard Galactic Alphabet. Beta 1.9 Prerelease 4A bug where all enchantments would show up as Feather Falling I has been fixed. Enchanting has been now properly enabled in multiplayer. Previously, if a player attempted to enchant an item, it appeared enchanted for the client, but updated with the un-enchanted status once the player logged out and then back in again. 1.2.112w05aEnchanting no longer requires experience in creative mode. 12w06aBows and golden swords now have a small chance of being already enchanted when dropped by their respective mobs. ?Enchanting always gives the highest level available for the 3rd enchant, instead of randomly choosing a level (requiring clicking the item in and out (or attempting to insert a non-enchantable item over the item to be enchanted) many times to get level 50 enchants) 1.3.112w22aThe maximum enchantment power has been lowered from 50 to 30. Experience is now collectable with mining and smelting in a furnace. 12w23aGlint (animated glow effect) on enchanted tools and armor is now visible on multiplayer. 1.4.212w41aEnchantments can now be combined using anvils, allowing some high level enchantments to be applied where they were not previously possible. 1.4.4preEnchantments can now be applied using /enchant. However, Protection is unavailable due to a bug. 1.4.612w49a/enchant now works with ID 0, meaning it can be used to apply Protection. The player can now enchant books to then be used to enchant a tool. 1.7.213w36aThe fishing rod can now be enchanted without the use of books. 1.814w02aEnchanting has received a major overhaul where there is now a secondary cost, which is lapis lazuli. When enchanting an item, one enchantment now appears in the tooltip when selecting an enchantment (e.g Looting III?...).Levels are now hard to obtain again (like pre-1.3 settings.)Level 5 enchants (Sharpness, Power, Smite and Bane of Arthropods) can now be applied without the use of an anvil.Villager trading has been revamped: clerics no longer enchant items, while blacksmiths trade enchanted items. 1.915w42aEnchantments with max 1 level no longer displays the level, e.g. "Infinity" rather than "Infinity I". 15w47bShears can no longer be enchanted with Silk Touch. 15w47cShears now harvest cobweb without requiring Silk Touch. 1.11.1Anvils no longer allow enchanted books to apply to items, if no change in enchantments would take effect. This can occur if all enchantments on the book are incompatible with existing enchantments on the item – or if the enchanted book has no enchantments. 1.1317w47aHoes can now be enchanted. 1.1519w42aEnchanted items now glow in the dark. ?Due to a rewrite of the rendering engine, the enchanting animation was changed. 1.1620w10aHoes can now be enchanted with Efficiency, Fortune and Silk Touch. Pocket Edition Alpha v0.12.1build 1Added the enchanting system. Bedrock Edition 1.4.0beta 1.2.13.11When Experimental Gameplay is enabled, tridents can now be enchanted. 1.16.0beta 1.16.0.57Hoes can now be enchanted with Efficiency, Fortune and Silk Touch. Legacy Console Edition TU7CU1 1.0 Patch 11.0.1Added the enchanting system. TU31CU19 1.22 Patch 3Enchanting now consumes lapis lazuli. Enchanting has been re-balanced. Enchanted Books can now receive multiple enchantments at once. New Nintendo 3DS Edition 0.1.0Added enchantments. Issues[] Issues relating to "Enchanting" are maintained on the bug tracker. Report issues there. See also[] Gallery[] A sword with 4 enchantments on it. A diamond pickaxe with multiple high-level enchantments, right after enchanting. Enchanting table enchanting window. Place 15 bookshelves around an enchanting table to get the highest level enchantments. A bow that has four enchantments. A screenshot of the enchanting interface. Note that only 2 enchantment levels have been unlocked. Table of enchantment probabilities for books. The GUI of the enchantment table in Pocket Edition while the Pocket UI Profile is activated (top = no item, bottom = with item hovering on the second line). Underwater, with and without the Respiration enchantment comparison. (Removed in 1.13) Gameplay

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