

Enchantment	Description	Applies to	Rarity	Max Level
Abiding	Weapons with this enchant become unbreakable	Weapons	Legendary	1
Aegis	Chance to gain speed when taking fall damage.	Boots	Ultimate	3
Allure	Your attack pulls mobs towards you.	Swords	Elite	3
Ambit	Damages mobs within a radius that increases with the level of enchant.	Swords, Axes	Ultimate	7
Angelic	Heals health when damaged.	Armor	Ultimate	5
Auto Reel	Automatically reels in the fishing rod when it gets a bite.	Fishing Rods	Ultimate	4
Aqua	Deal double damage while in water.	Boots	Legendary	4
Aquatic	Breathe underwater.	Helmets	Simple	1
Archer	Increases damage dealt with bows.	Bow	Ultimate	4
Armored	Decreases damage from enemy swords by 2% per level.	Armor	Legendary	4
Arrow Break	Chance for arrows to bounce off you while holding item with this enchant.	Axe	Ultimate	6
Arrow Deflect	Chance to prevent enemy arrow from dealing damage.	Armor	Ultimate	4
Axe of Spirits	Chance to get more souls from killing players.	Axes	Fabled	3
Bait	Chance to receive double fishing drops.	Fishing Rod	Legendary	3
Barbarian	Chance to inflict more axe damage.	Axes	Legendary	4
Beastslayer	Increases damage dealt to Hostile Mobs.	Swords, Axes	Legendary	4
Berserk	Chance of strength and mining fatigue.	Swords, Axes	Unique	5
Blacksmith	Repair your weapon in exchange for dealing less damage.	Axe	Legendary	5
Bleed	Make your opponent bleed.	Axes	Ultimate	6
Blind	A chance of causing blindness when attacking.	Swords	Elite	3
Block	A chance to negate an attack and deal up to 4 damage back.	Swords	Ultimate	3
Blunt Force	Chance to strike with great force.	Axes	Elite	4
Bone Crusher	Increases damage dealt to Skeletons.	Swords, Axes	Simple	3
Bowmaster	Multiplies damage against players who are wielding a Sword at the time they are hit.	Bow, Crossbow, Trident	Elite	5

Carrot Planter	Plant carrots in a 3x3 area by shift+right-clicking.	Hoes	Simple	3
Chaos	Deal weakness and wither effects.	Trident	Legendary	5
Chunky	Chance to receive less damage.	Chestplates	Legendary	6
Cleave	Damages players within a radius that increases with the level of enchant.	Axes	Ultimate	7
Confuse	Chance to give nausea effect.	Swords	Ultimate	4
Convulse	Chance to throw your attackers into the air.	Boots	Legendary	6
Creeper Armor	Chance to be immune to explosive damage, at higher levels you have a chance to heal.	Armor	Ultimate	3
Critical	Increase damage done with critical hit.	Swords	Elite	3
Curse	Chance to give your enemy mining fatigue.	Armor	Elite	2
Deadshot	Headshots with tridents deal double damage.	Trident	Legendary	5
Death Punch	Increases damage dealt to Zombies.	Swords, Axes	Simple	5
Decapitation	Chance to have opponents head drop on death.	Swords, Axes	Simple	3
Deranged	Strike lightning at nearby players.	Swords	Legendary	3
Devour	Chance to restore food while killing mobs.	Weapons	Unique	3
Diminish	Chance to give your enemy mining fatigue.	Axes	Ultimate	1
Diploid	Chance to multiply mob drops. Costs 5 souls / activation.	Swords	Fabled	5
Disappear	Chance to become invisible when low on health.	Armor	Ultimate	4
Disarm	Chance to disarm opponent.	Swords	Fabled	3
Disarmor	Chance of unequipping random armor piece from your opponent.	Sword	Legendary	8
Disintegrate	Chance to deal extra durability damage to all enemy armor with every attack.	Swords	Ultimate	4
Distance	Chance to distance yourself from your enemies and gain regeneration.	Weapons	Ultimate	4
Divert	Chance of poisoning opponent and gaining regeneration.	Armor	Legendary	5
Dodge	Chance to dodge physical enemy, chance increases when sneaking.	Armor	Ultimate	5
Double Strike	A chance to strike twice.	Swords	Legendary	3

Ender Slayer	Increases damage dealt to Enderman and Ender dragons.	Weapons	Elite	5
Endmaster	Double damage to mobs in End.	Swords	Ultimate	3
Epicness	Display particles on attack.	Swords	Simple	3
Exalted	A chance of removing bad potion effects.	Swords	Ultimate	4
Experience	Chance to get more experience from ores.	Tools	Simple	5
Explosive	Chance for arrows to explode.	Bow	Unique	5
Explosive Demise	Summon creepers as your guards when near death.	Leggings	Unique	8
Extinguish	Chance to extinguish yourself when on fire.	Leggings	Elite	3
Famine	A chance to give your opponent the hunger effect.	Weapons	Unique	4
Featherweight	Chance to get a burst of haste.	Swords, Axes	Unique	3
Forcefield	Chance to push away your opponent.	Swords	Simple	5
Frenzy	Chance for arrows to explode.	Crossbow	Unique	5
Frozen	Can cause slowness to attacker when defending.	Armor	Elite	3
Fire Hook	The hook is on fire.	Fishing Rod	Elite	3
Fuddle	Disorganize opponent's hotbar.	Swords	Ultimate	3
Fumble	Chance to explode enemy when hit by their arrows.	Chestplate	Legendary	3
Gears	Added speed when equipped.	Boots	Legendary	3
Glowing	Gives permanent night vision.	Helmet	Simple	1
Greatsword	Multiplies damage against players who are wielding a Bow at the time they are hit.	Sword	Elite	5
Guardians	A chance to spawn iron golems to assist you and watch over you.	Armor	Ultimate	10
Hardened	Chance to recover durability when damaged by players.	Armor	Legendary	3
Haste	Allows you to swing your tools faster.	Tools	Fabled	3
Hasten	Chance to gain Haste after breaking blocks.	Tools	Simple	3
Heavy	Decreases damage from enemy bows by 2% per level.	Armor	Ultimate	5
Hellfire	Arrows turn into fireballs.	Bow	Ultimate	5
Hook	Get more exp from fishing.	Fishing Rod	Elite	3
Hook	Chance to increase luck while fishing.	Fishing Rod	Ultimate	3
Hunter	Increases damage dealt to Passive Mobs.	Bow, Crossbow, Trident	Unique	4

Ice Aspect	A chance of causing the slowness effect on your enemy.	Swords	Ultimate	3
Immolate	Increases damage dealt to Spiders.	Swords, Axes	Elite	3
Immolation	Set all mobs in radius on fire.	Swords	Ultimate	3
Immortal	Chance to prevents your armor from taking durability damage.	Armor	Fabled	4
Impact	Chance to double dealt damage.	Trident	Elite	4
Implants	Chance to restore food every few seconds.	Helmets	Ultimate	3
Infernal	Explosive fire effect.	Swords, Axes	Elite	3
Inflame	Set all players in radius on fire.	Axes	Legendary	3
Inquisitive	Chance to increase EXP drops from mobs.	Swords	Legendary	4
Interrupt	Chance to give your enemy mining fatigue.	Swords	Ultimate	2
Jelly Legs	Chance to negate fall damage.	Boots	Ultimate	3
Judgement	Chance of poisoning opponent and gaining regeneration.	Elytra	Legendary	5
Kill Aura	Chance to kill multiple\nmonsters in radius.	Swords	Legendary	5
Launch	Launch yourself by right-clicking.	Swords	Legendary	3
Lava Walker	Walk on Lava.	Boots	Legendary	1
Lifesteal	A chance to steal health when attacking.	Swords	Legendary	5
Longbow	Greatly increases damage dealt to enemy players that have a bow in their hands.	Bow	Ultimate	4
Lucid	Chance to cure blindness and gain night vision when hit.	Armor	Legendary	3
Magnet	Your attack pulls players towards you.	Swords	Elite	3
Marksman	Increases damage dealt with Crossbows.	Crossbow	Elite	4
Missile	Arrows turn into fireballs.	Crossbow	Elite	5
Molten	Chance of setting your attacker ablaze.	Armor	Unique	4
Momentum	Chance to gain speed boost with fireworks.	Elytra	Elite	3
Multiplication	Chance to multiply ore drops. Costs 5 souls / activation.	Pickaxe	Fabled	5
Nether Slayer	Increases damage dealt to nether mobs.	Weapons	Elite	5
Netherling	Double damage to mobs in Nether.	Swords	Ultimate	3
Neutralize	Chance to disarm opponent.	Bow, Crossbow	Fabled	2
Night Owl	Deal more damage to mobs at night.	Swords	Ultimate	1
Nightwalker	Freeze mobs at night.	Swords	Elite	3

Nulify	Chance to reflect attack and multiply damage. Costs 40 souls / activation.	Leggings	Fabled	3
Obsidianshield	Gives permanent fire resistance.	Armor	Ultimate	1
Overload	Unlocks additional hearts.	Armor	Legendary	3
Paralyze	Gives lightning effect and a chance for slowness and slow swinging.	Swords, Axes	Elite	4
Patch	Chance to recover durability when damaged by mobs.	Armor	Legendary	3
Perish	A chance to give the wither effect.	Bow, Crossbow, Trident	Unique	5
Permafrost	Chance slow and bleed opponents.	Swords	Ultimate	5
Phoenix	Chance to revive yourself when killed.	Chestplates	Fabled	3
Piercing	Inflicts more damage.	Bows	Ultimate	5
Planter	Plant seeds in a 3x3 area by shift+right-clicking.	Hoes	Ultimate	3
Plummet	Deal damage to nearby mobs when taking fall damage.	Boots	Ultimate	3
Poison	A chance of giving poison effect.	Swords, Axes	Elite	3
Poisoned Hook	Poisons the hook.	Fishing Rod	Elite	3
Poisoned	Chance to give poison to your attacker.	Armor	Elite	4
Poseidon	Increases damage dealt with Tridents.	Trident	Elite	4
Potato Planter	Plant potatoes in a 3x3 area by shift+right-clicking.	Hoes	Simple	3
Ragdoll	Chance to be pushed back when getting hit.	Armor	Ultimate	4
Ravenous	Chance to regain hunger while fighting.	Swords, Axes	Unique	4
Reaper	A chance to give your opponent the Wither and Blindness effects while dealing damage	Axe	Elite	4
Rebound	Gain some health back after kills.	Weapons	Legendary	3
Rebreather	Chance to regain air when mining under water.	Pickaxe	Simple	2
Reflect	Absorb enemy damage and reflect it back.	Armor	Unique	5
Reforged	Protects weapons and tools durability, items will be take longer to break.	Weapons and tools	Elite	10
Reinforced	Reduces damage dealt to you.	Elytra	Ultimate	4
Replanter	Replants crops when harvested	Hoes	Unique	1
Replenish	Chance to restore food while mining.	Pickaxes	Elite	3

Restore	Upon breaking, item has a chance to lose this enchantment and repair half of its durability.	Tools	Fabled	4
Rocket Escape	Blast off into the air at low HP.	Boots	Elite	3
Rush	Chance of speed boost when taking off with elytra. Costs 10 souls / activation.	Elytra	Fabled	3
Safeguard	Chance to gain Damage Resistance when defending.	Armor	Ultimate	2
Scare	Chance to replace your opponents helmet into a pumpkin for a short time.	Weapons	Fabled	5
Shatter	Chance to deal extra durability damage to all enemy armor with every attack.	Axes	Ultimate	4
Sharpness Hook	Deal damage with the hook.	Fishing Rod	Ultimate	1
Shockwave	Chance to push back your attacker when your health is low.	Chestplates	Elite	5
Slayer	Increases damage dealt to Passive Mobs.	Swords, Axes	Unique	4
Slingshot	Boost yourself into flight by right-clicking.	Elytra	Legendary	3
Smelting	Chance to smelt mined blocks.	Pickaxes	Simple	3
Smoke Bomb	When you are near death, you will spawn a smoke bomb to distract your enemies.	Helmet	Elite	8
Snap	Pull hit entity towards you.	Fishing Rod	Elite	3
Snare	Chance to slow and fatigue enemies with projectiles.	Bows	Elite	4
Sniper	Headshots with bows deal double damage.	Bow	Ultimate	5
Soulbound	A chance to keep item on death.	Weapons + Tools + Bows	Fabled	3
Soulgrind	Chance to get souls by killing mobs.	Swords	Fabled	3
Soulless	Increases damage dealt to Hostile Mobs.	Bow, Crossbow, Trident	Unique	4
Soulminer	Chance to get souls by mining.	Pickaxe	Fabled	3
Spark	Light opponents on fire.	Trident	Elite	3
Spiritmaster	Chance to get more souls from killing players.	Swords	Fabled	3
Spirits	Chance to spawn guard blazes.	Armor	Ultimate	10
Springs	Gives jump boost.	Boots	Elite	3
Strife	Increases Trident melee damage.	Trident	Legendary	3
Strike	Chance to strike lightning at the opponent.	Swords, Bow, Crossbow, Trident	Simple	3
Striker	Rain arrows over opponent.	Bow	Ultimate	3
Suspend	Chance to cause no knockback to mobs.	Swords	Elite	3

Swordsman	Chance to reduces incoming damage while wielding a sword by up to 22% at max level.	Armor	Ultimate	5
Tank	Chance to decreases damage from enemy axes by 2% per level.	Armor	Ultimate	4
Telepathy	Automatically places blocks broken by tools in your inventory.	Tools	Unique	4
Thunderlord	Strike monsters with lightning every 3 consecutive hits.	Weapons	Legendary	3
Timber	Chance to break a tree in one hit	Axes	Ultimate	3
Trench	Chance to break in 3x3 area.	Pickaxes, Shovels	Ultimate	9
Trickster	When hit you have a chance to teleport directly behind you opponent.	Armor	Elite	8
Turmoil	Chance to prevent opponents guards from spawning.	Armor	Legendary	3
Twinge	Make your enemy bleed, if hit using melee attack.	Trident	Legendary	4
Unbreakable	Tools with this enchant become unbreakable	Tools	Fabled	1
Undead Ruse	When hit you have a chance to spawn zombie hordes to distract and disorient your opponents.	Boots	Elite	10
Unholy	Defend with weakness and wither effects.	Armor	Legendary	5
Vampire	A chance to heal you for up to 3hp a few seconds after you strike.	Swords	Elite	3
Vein Miner	Mine entire vein of ores	Pickaxes	Elite	3
Virus	A chance of giving poison effect.	Bow, Crossbow, Trident	Unique	3
Voodoo	Gives a chance to deal weakness.	Armor	Elite	6
Ward	A chance to absorb enemy damage	Armor	Unique	4
Water Walker	Walk on Water.	Boots	Legendary	1
Wings	Allows flying when worn.	Boots	Legendary	1
Wither	A chance to give the wither effect.	Armor	Elite	5