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Minecraft enchant table craft

Enchanting is the way to make magic armor, weapons or tools. To enchant an item, you need to gain experience levels. The more levels you have, the stronger the enchantments you can do, but you won't know exactly what you're getting until after it's done! Enchantable Items You can enchant all kinds of armour, swords, bows and tools including shears, fishing rods and flint-and-steel. Enchantments There are many types of enchantments: see the full list here. How to Enchant Items Get some experience points Enchanting works by trading in experience levels (the green number above your toolbar) for enchantments. You get experience points (XP) in several ways, the main ones being killing mobs and from cooking or smelting things in furnaces. Build an enchantment table You will need obsidian, two diamonds and a book (made from paper, which is made from sugar cane, and leather, for which you will have to kill a cow or some rabbits). Enchant your item The final things you will need are an item to enchant, and some Lapis Lazuli - the blue ore that you can find when mining. Right-click on the enchantment table to bring up the enchanting interface. Place the item you wish into the slot, and three potential enchantments will be offered. The number in green on the right is how many levels you need to have to be able to do the enchantment. However, doing the enchantment will not cost you all of those levels. The top enchantment will cost you 1 level and 1 piece of Lapis Lazuli; the middle one will cost you 2 of each and you will need 3 levels and 3 pieces of Lapis lazuli for the bottom enchantment. In this example, the middle enchantment says 13. I would need to have more than 13 levels to do this enchantment, but it would only actually cost me 2 levels (leaving me with 11 levels after I did the enchantment). Place 1, 2, or 3 pieces of Lapis Lazuli in the slot and the enchantments you have enough levels to perform will light up. Choose your enchantment and click! The mysterious characters can be decoded, but they are not helpful. If you mouse over the enchantments, you can see one of the enchantments you will get on your item. There may or may not be additional enchantments, but you will only find out after you perform the enchantment. Generally, the more levels you need to do the enchantment, the better the enchantments you will get, and the more of them there will be. If you don't want any of the enchantments offered (perhaps you wanted to spend a particular number of levels), you will need to enchant a different type of item, or maybe a book, and then you will get a different set of 3 choices next time. Higher Level Enchantments A basic Enchantment Table will only allow enchantments up to 8 levels. For more powerful enchantments, you will need to build bookshelves and place them near the enchantment table. Each bookshelf increases the maximum available enchantment by 1 or 2 levels, up to a maximum of 30 levels (15 bookcases). Bookshelf placement Bookshelves should be 2 blocks away from the table, on the same level or one higher. There must be nothing between the bookshelf and the table. Enchanted Books Instead of enchanting an item, you can enchant a book instead. The enchantment can be saved for later, and applied to an item using an Anvil. Why would you want to do this? Maybe you have a lot of experience levels but don't have anything to enchant at the moment. Maybe you really want a Fortune enchanted pickaxe and don't want to waste diamonds on yet another Silk Touch tool. Combining Enchantments Once an item is enchanted, it can't be further enchanted using an Enchanting Table. However, you can combine two enchanted items, or add a second enchantment from an enchanted book, using an Anvil. Repairing Enchanted Items You can repair enchanted items with an Anvil. "Enchantment Table" redirects here. For the book variant, see Enchanted Book. For the mechanic that augments powers on tools, armor, weapons, and books, see Enchant. For discussion of enchanting mechanics, see enchanting mechanics. An enchanting table[a] is a block that allows players to spend their experience point levels to enchant tools, weapons, books, armor, and certain other items. Obtaining[] Breaking[] An enchanting table requires a pickaxe to be mined, in which case it drops itself. If mined without a pickaxe, then the mining is slower and it drops nothing. Block Enchanting Table Hardness 5 Tool Breaking time[A] Default 25 Wooden 3.75 Stone 1.9 Iron 1.25 Diamond 0.95 Netherite 0.85 Golden 0.65 1 Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see Breaking § Speed. Crafting[] Ingredients Crafting recipe Book +Diamond +Obsidian Usage[] One-block tall maximal enchanting library 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 should be placed next to the enchanting table while keeping one block of air between them. Placing any block between the enchantment table and the bookshelves - even transparent one like torches - will block the table from connecting with the shelves. 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. The enchanting table is 34 blocks high. If an enchanting table is placed on ice, the player slides on it as though it is an ice block, just like with slabs.[Java Edition only][verify] Despite comprising largely of obsidian, they are not immune to destruction by the ender dragon, which Mojang Studios has confirmed to be intentional.[1] Enchanting[] Enchanting interface. The enchanting table's main purpose is to enchant items. The table can enchant all tools, armor and gear except [Bedrock Edition only] shears, flint and steel, carrot on a stick, warped fungus on a stick, shield, carved pumpkin, mob head, lead and horse armor; all of these (excluding leads and horse armor) can instead be enchanted using an anvil and an appropriate enchanted book. When a bookshelf is placed next to an enchanting table (with one block of air in between) it increases the maximum enchantment level. There must be 15 bookshelves around the enchanting table in order to obtain the maximum enchantment level of 30. See enchantment mechanics for more specific details. Light source[] This feature is exclusive to Bedrock Edition. Enchanting tables emit a light level of 12[until BE 1.17.20]. In 1.17.20[upcoming], enchanting tables emit a light level of 7. Standard Galactic Alphabet[] Glyphs flowing from the bookshelves animation. The arcane glyphs that float from bookshelves to the enchanting table and the cryptic runes in the enchanting table's interface are written in the Standard Galactic Alphabet, which is a simple alphabet substitution cipher used in the Commander Keen series of computer games. The arcane glyphs cannot be seen if "particles" in the video settings is set to "minimal". The cryptic runes seen in the interface are randomly constructed from the following list of words: air animal baguette ball beast berata bless cold creature cthulhu cube curse darkness demon destroy dry earth elder elemental embiggen enchant fhtagn fiddle fire free fresh galvanize grow hot humanoid ignite imbue inside klaatu light limited mental mglwnafh nktu of other phnglui physical range rlyeh scrolls self shorten shrink snuff sphere spirit stale stretch the towards twist undead water wet wgahmagl yzzzy Three to five words are chosen from the list and appended to each other, then displayed in the Standard Galactic Alphabet. Although sometimes the words chosen accidentally refer to mobs like Blazes and Elder Guardians, the words chosen are random and purely cosmetic; they have no relation to the enchantments to be applied to the item and are not saved on the enchanted item (meaning they say nothing about the spell's identity), and they are displayed only in the enchanting table. Only the cost and one of the enchantments are known. Custom name[] By default, the GUI of an enchanting table is labeled "Enchant", but this name can be customized by naming the enchanting table in an anvil before placing it or by changing the CustomName tag using the /data command[Java Edition only]. Note Blocks[] Enchanting tables can be placed under note blocks to produce "bass drum" sounds. Piston interactivity[] Enchanting tables cannot be pushed by pistons. They also cannot be pushed nor pulled by sticky pistons. Sounds[] Generic[] Java Edition: Bedrock Edition: Unique[] Java Edition: Data values[] ID[] Java Edition: NameResource locationFormTranslation key Enchanting Tableenchanting_tableBlock & Itemblock.minecraft.enchanting_table NameResource location Block entityenchanting_table Bedrock Edition: NameResource locationNumeric ID FormTranslation key Enchanting Tableenchanting_tableItemblock.minecraft.enchanting_tableName NameSavegame ID Block entityEnchantTable Block data[] An enchanting table has a block entity associated with it that holds additional data about the block. Java Edition See also: Block entity format Block entity data Tags common to all block entities CustomName: Optional. The name of this container in JSON text component, which appears in its GUI where the default name ordinarily appears. Bedrock Edition: See Bedrock Edition level format/Block entity format. Achievements[] Icon Achievement In-game description Actual requirements (if different) Gamerscore earned Trophy type (PS4) PS4 Other platforms EnchanterConstruct an Enchantment Table.Pick up an enchantment table from a crafting table output.20GBronze Advancements[] Icon Advancement In-game description Parent Actual requirements (if different) Resource location EnchanterEnchant an item at an Enchantment Table Diamonds!Insert an item in an enchanting table, then apply an enchantment.story/enchant_item History[] Java Edition September 30, 2011First mentions of the enchantment table.[2][3] September 30, 2011 Notch posted first picture of the enchantment table, they were originally made with cobblestone instead of obsidian. September 30, 2011 Notch posted second picture of the updated enchantment table. October 1, 2011The first image 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 translated 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. 1.0.0Beta 1.9 Prerelease 3 Added enchantment tables. Enchantment tables now 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 1 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. Beta 1.9 Prerelease 6Enchantment tables now take time to mine [more information needed]. 1.2.112w05aEnchanting no longer requires experience in creative mode. 1.3.112w15a1 Shift + clicking can now be used to put items in enchantment tables. 12w22aThe maximum enchantment power has been lowered from 50 to 30. 1.4.612w49aThe 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?...).Level 5 enchants (Sharpness, Power, Smite and Bane of Arthropods) can now be applied without the use of an anvil. 14w18aEnchanting tables with numerical metadata variants 1 through 15, which are inaccessible through normal gameplay, now have a missing texture rather than appearing identical to enchanting tables. 14w26aBlock metadata has been completely removed from this snapshot onwards with the introduction of block states. As this block never used block metadata at all prior to this version, fifteen unused, inaccessible metadata variants of it have been completely removed from the game: 1.1016w20aAdded a sound for enchanting an item in the enchantment table. 1.1116w32aThe block entity ID for the enchantment table has been changed from EnchantTable to enchanting_table. 1.1317w47a"Enchantment Table" has been renamed to "Enchanting Table". Hoes can now be enchanted.Prior to The Flattening, the enchanting table's numeral ID was 116. 1.1418w43a The texture of enchanting tables has been changed. 18w44a The texture of enchanting tables has been changed, as the texture of obsidian has been changed. 18w46aEnchanting tables are no longer transparent from the bottom. 18w50a The texture of enchanting tables has been changed, as the texture of obsidian has been changed, once again. 1.1620w20aThe enchanting table's bottom texture has now been made identical to that of obsidian - previously it had a defined border.[4] Pocket Edition Alpha v0.12.1build 1 Added enchantment tables. Enchantment tables now emit a light level of 12.Enchantment tables can now be crafted in the stonecutter.Added enchantment tables to the Creative mode inventory. build 11Enchanting tables are now craftable in the crafting table, instead of the stonecutter. Bedrock Edition ?Hoes can no longer be enchanted in enchanting tables. 1.4.0beta 1.2.13.11When Experimental Gameplay is enabled, tridents can now be enchanted. 1.10.0beta 1.10.0.3 The texture of enchanting tables has been changed. 1.16.0beta 1.16.0.57Hoes can now be enchanted with Efficiency, Fortune and Silk Touch. Upcoming Bedrock Edition 1.17.20beta 1.17.20.20Enchantment tables now emit a light level of 7, instead of 12. Legacy Console Edition TU7CUI 1.0 Patch 11.0.1 Added enchanting tables. TU31CUI9 1.22 Patch 3Enchanting now consumes lapis lazuli. Enchanting has been re-balanced. Enchanted books can now receive multiple enchantments at once. 1.90 The texture of enchanting tables has been changed. New Nintendo 3DS Edition 0.1.0 Added enchanting tables. The first image of an Enchanting Table. The second image of an Enchanting Table. The first image of an Enchanting Table's interface. The first image of Enchanted equipment. Trivia[] Black-textured particles are "fired" into the bookshelves, which later emit the corresponding particle to the enchanting table. (Visible on the red book on the top-left bookshelf, and above the green book on the bottom-left bookshelf, and in the animation farther up the page as a brief flicker). The enchanting table actually produces the particles emitted from the bookshelves. These particles originate inside the enchanting table and are relocated to the bookshelf almost immediately, but travel slow enough to be briefly visible. The particle that enters and leaves the bookshelf is always the same "letter", but the ones traveling into the bookshelves are black. Enchanting tables are mostly made of obsidian, and thus have a blast resistance of 1,200 and cannot be destroyed by TNT, although they can still be mined by any pickaxes. Enchanting tables are midway between slabs and full blocks height-wise, so they could be potentially used as a TNT cannon's range-amplifier instead of slabs or trapdoors. When the player is invisible, the enchanting table can still "see" the player and open up. On the enchantment screen, captions in the Standard Galactic Alphabet includes several in-jokes: On October 1, 2011, Notch tweeted an image of the enchantment screen, with enchantments.[5] The first enchantment translates into "Well Played Internets You Are Good", the second translated into "These Names Will Be Random And Confusing", and the third translates to "Each Spell Costs Experience Levels". Three of the possible words for enchantments are "the elder scrolls", likely a joke at Bethesda, creator of "The Elder Scrolls" series and whose parent company, Zenimax, attempted to sue Mojang for the name of their game Scrolls. The words "klaatu berata nktu" are a (misspelled) reference to "Klaatu barada nktu", a phrase that originates from the 1951 movie The Day the Earth Stood Still and has been since used as a reference in many other movies, cartoons and games. Similarly, "Yzzzy" is a magic spell in the game "Colossal Cave Adventure" and has been used in several other games as an Easter Egg or cheat code. The word "embiggen" is a fictional word coined by The Simpsons quote: "A Noble Spirit Embiggens the Smallest Man". The words "phnglui mglw'nafh cthulhu rlyeh wgah'nagl fhtagn" are a quote from H. P. Lovecraft's short story "The Call of Cthulhu," apart from the extra "baguette" at the end. Said quote is a prayer in the Cthulhu mythos. The complete and correct quote is "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn", which translates to "In his house at R'lyeh, dead Cthulhu waits dreaming." Of the list of words that the enchanting table uses, none of the words contain the letters "J" or "Q". Although they are not used in the words, they do have a symbol attached to them, and can be seen moving from the bookshelf and the table. Gallery[] Some enchantments, as posted by Jeb. The new enchantment table enchanting grid with extra slot for lapis lazuli. The enchantment table receiving knowledge from nearby bookshelves. Color coded texture for the book model. Color code legend for book model texture guide. The GUI of the enchantment table in Bedrock Edition (top = no item, bottom = with item hovering on the second line). The book model, animated. Notes[] References[] minecraft enchantment table crafting recipe. how to craft enchantment table in minecraft. craft table d'enchant minecraft. how to make and enchantment table. how many crafting recipes are in minecraft. how to make perfect enchantment table

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