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W **T** **E** This article is about the block. For the book variant, see *Enchanted Book*. For the mechanic that augments powers on tools, armor, weapons, and books, see *Enchanting*. For information on how the game chooses which enchantments are applied when using the enchanting table, see *Enchanting mechanics*. For other uses, see *Table*.

An **enchancing table** is a block used to spend experience and lapis lazuli to apply enchantments to tools, armor and books. Surrounding it with up to fifteen bookshelves increases both its enchanting power and level requirement.

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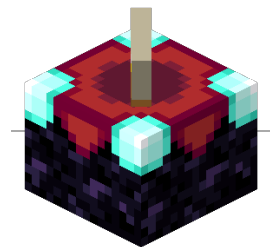
Gallery

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Enchanting Table




Java Edition



Bedrock Edition



<u>Renewable</u>	No (except via vault)
<u>Stackable</u>	Yes (64)
<u>Tool</u>	
<u>Blast resistance</u>	1,200
<u>Hardness</u>	5
<u>Luminous</u>	Yes (7)
<u>Transparent</u>	Yes
<u>Waterloggable</u>	<u>JE</u> : No <u>BE</u> : Yes
<u>Flammable</u>	No
<u>Catches fire from lava</u>	No
<u>Map color (JE)</u>	<input type="checkbox"/> 28 COLOR_RED

[Development images](#)

[In other media](#)

References

Navigation

Obtaining

Breaking

An enchanting table requires a [pickaxe](#) to be mined, in which case it drops itself. If mined without a pickaxe, it drops nothing.

Block	 Enchanting Table
Hardness	5
Tool	
Breaking time (sec) ^[A]	
Default	25
 Wooden	3.75
 Stone	1.9
 Copper	1.5
 Iron	1.25
 Diamond	0.95
 Netherite	0.85
 Golden	0.65

Legend

- ☐

 incorrect tool, drops nothing
- ☐

 correct tool, drops nothing or something other than the block itself
- ☐

 correct tool, drops the block itself
- ☐

italicized can be [instant mined](#)

1. These durations ignore other influential factors (e.g., [Mining Fatigue](#)) and are measured in seconds. For more information, see [Breaking § Speed](#).

Crafting

Ingredients	Crafting recipe [hide]
Book + Diamond + Obsidian	

Usage

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 enchantment, the player must have at least 30 levels, while paying 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, or a replaceable block such as grass, between them. Most types of blocks being between the enchanting table and the bookshelves — even transparent blocks like torches — prevents the table from connecting with the bookshelves. 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 enchanting mechanics page for more detailed information on this.

The enchanting table is $\frac{3}{4}$ blocks high.

Despite comprising largely of obsidian, they are not immune to destruction by the ender dragon.^[1]

Enchanting

Main article: Enchanting mechanics

The enchanting table's main purpose is to enchant items. The table can enchant the following items, provided they don't already have enchantment effects:

- some tools: pickaxes, shovels, axes, hoes, and fishing rods,
- all pieces of player armor: helmets, chestplates, leggings and boots,
- some weapons: swords, spears, bows, crossbows, maces and tridents,
- books.

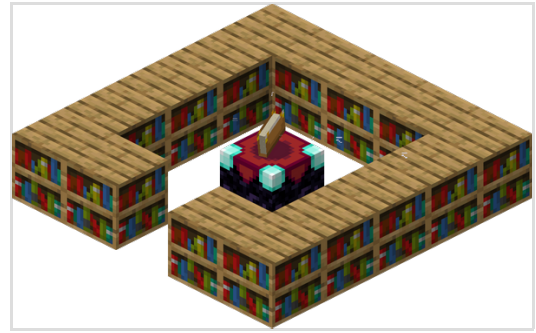
Many other items can instead be enchanted using an anvil and an appropriate enchanted book.

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.

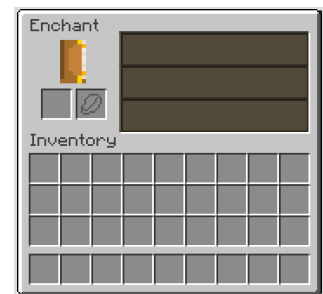
Light source

Enchanting tables emit a light level of 7.

Mysterious text



One-block tall maximal enchanting library

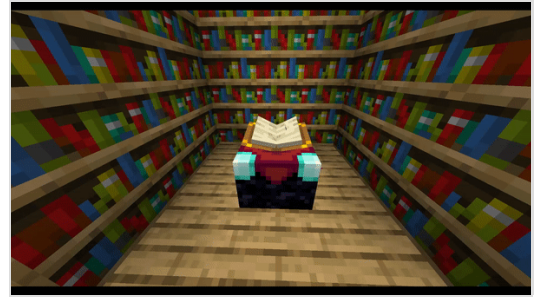


Enchanting interface.

In the user interface, text can be seen on each enchantment button. This text is written in the Standard Galactic Alphabet. Particles of letters from this font are also present when an enchanting table is close to a bookshelf. These cannot be seen if "particles" in the video settings is set to "minimal".

The words present on the buttons will be multiple of the following: [\[show\]](#)

Three to five words are chosen from the list and appended to each other, then displayed. Although sometimes the words chosen accidentally refer to mobs, 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 enchantment's identity), and they are displayed only in the enchanting table. Only the cost and one of the enchantments are known.



Glyphs flowing from the bookshelves animation.

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:

 stone sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.stone.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block.stone.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.stone.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.stone.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.stone.step	subtitles.block.generic.footsteps	0.15	1.0	16

Bedrock Edition:

 normal sound type [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig.stone	subtitles.block.generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.stone	subtitles.block.generic.break	1.0	0.8-1.0
	Block breaking	Blocks	While the block is in the process of being broken	hit.stone	subtitles.block.generic.hit	0.27 [sound 1]	0.5
	Footsteps	Players	Falling on the block with fall damage	fall.stone	subtitles.block.generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.stone	subtitles.block.generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump.stone	subtitles.block.generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land.stone	subtitles.block.generic.footsteps	0.22	1.0

1. MCPE-169612 — Many blocks make slightly different sounds to stone

Unique

Java Edition:

Sounds									[hide]
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	Translation key	Volume	Pitch	Attenuation distance	
	Enchanting Table used	Blocks	When an enchanting table enchants an item	block.enchantment_table.use ^[sound 1]	subtitles.block.enchantment_table.use ^[sound 1]	1.0	0.9-1.0	16	

1. MC-218109


Bedrock Edition:


Sounds [hide]							
Sound	Closed captions ^[upcoming: BE 26.0]	Source	Description	Identifier	Translation key ^[upcoming: BE 26.0]	Volume	Pitch
	?	Blocks	When an enchanting table enchants an item	block.enchanting_table.use	?	1.0	1.0

Data values


ID

Java Edition:


Name	Identifier	Form	Translation key [hide]
 Enchanting Table	enchanting_table	Block & Item	block.minecraft.enchanting_table

Name	Identifier [hide]
 Block entity	enchanting_table

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key [hide]
 Enchanting Table	enchanting_table	116	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.enchanting_table.name

- ID of block's direct item form, which is used in savegame files and addons.
- Available with /give command.
- The block's direct item form has the same ID as the block.

Name	Savegame ID [hide]
 Block entity	EnchantTable

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. Is not preserved when removed.


Bedrock Edition:

See *Bedrock Edition level format/Block entity format*.

Achievements



[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Enchanter</u>	Construct an Enchantment Table.	Pick up an enchantment table from a <u>crafting table</u> output.	20	Bronze

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Enchanter</u>	Enchant an item at an Enchanting Table	Insert an item in an <u>enchanting table</u> , then apply an enchantment.



History

Development



September 30, 2011	First mentions of the enchantment table. ^{[2][3]}
September 30, 2011 (https://www.reddit.com/r/Minecraft/comments/kwjnt/notch_twitter_its_an_enchantment_table/)	 Notch posted first picture of the enchantment table, they were originally made with <u>cobblestone</u> instead of <u>obsidian</u> .
September 30, 2011 (https://web.archive.org/web/20230427123022/https://imgur.com/2Nftv)	 Notch posted second picture of the updated enchantment table.
October 1, 2011 (https://twitter.com/notch/status/120207632228298753)	The 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 <i>Commander Keen</i> series of computer games.

Java Edition

Java Edition [hide]		
1.0.0	Beta 1.9 Prerelease 3	 Added enchantment tables. They have no name in the inventory.
		The maximum enchantment level is 15.
		Armor, axes, flint and steel, hoes, pickaxes, shears, shovels, and swords can be enchanted using an enchantment table.
	Beta 1.9 Prerelease 4	Enchantment tables are now named "Enchantment Table" in the inventory.
		Enchantment tables now require <u>bookshelves</u> to get maximum enchantments, up to level 50 with 30 bookshelves.
		Hoes, flint and steel, and shears can no longer be enchanted using an enchantment table.
	Beta 1.9 Prerelease 6	Enchantment tables now take time to mine ^{<i>[more information needed]</i>} .
1.1	12w01a	Decreased the randomness of enchantment tables.
	release	<u>Bows</u> can now be enchanted in the enchantment table.
1.2.1	12w05a	Enchanting no longer requires <u>experience</u> in <u>Creative</u> mode.
1.3.1	12w15a	 + clicking can now be used to put items in enchantment tables.
	12w22a	The maximum enchantment power has been lowered from 50 to 30; as a result, the amount of <u>bookshelves</u> required to reach the maximum enchantment power has lowered from 30 to 15.
		The third enchantment slot in an enchantment table is always set at the highest possible level (depending on the amount of bookshelves), instead of being random like the other slots (requiring clicking the item in and out many times to get a maximum level enchantment).
1.4.6	12w49a	The <u>player</u> can now enchant <u>books</u> to then be used to enchant a <u>tool</u> .
1.7.2	13w36a	<u>Fishing rods</u> can now be enchanted in the enchantment table.
	13w39a	<u>Books</u> can now gain multiple enchantments when enchanted in an enchantment table.
1.8	14w02a	 Enchanting has received a major overhaul where there is now a secondary cost, which is <u>lapis lazuli</u> .
		When enchanting an <u>item</u> , one enchantment now appears in the tooltip when selecting an enchantment (e.g <i>Looting III?</i> ...).
		Level 5 enchants (<u>Sharpness</u> , <u>Power</u> , <u>Smite</u> and <u>Bane of Arthropods</u>) can now be applied without the use of an <u>anvil</u> .
		The enchantments the player would get on a specific kind of <u>tool</u> do not change until the enchantment happens.
1.10	16w20a	Added a sound for enchanting an item in the enchantment table.
1.12	17w13a	Now displays its name when hovering over it.
		Closing the enchanting interface now returns the <u>items</u> from the lapis slot and enchanting slot to the <u>inventory</u> , if space allows instead of dropping the items on the ground.
1.13	17w47a	"Enchantment Table" has been renamed to "Enchanting Table".
	18w02a	<u>Hoes</u> can now be enchanted in the enchanting table.
1.14	18w43a	 The texture of enchanting tables has been changed.
	18w44a	 The texture of enchanting tables has been changed, as the texture of <u>obsidian</u> has been changed.
	18w46a	Enchanting tables are no longer transparent from the bottom.
	18w50a	 The texture of enchanting tables has been changed, as the texture of <u>obsidian</u> has been changed, once again.

		The enchanting table's bottom texture has now been made identical to that of <u>obsidian</u> - previously it had a defined border. ^[4]
<u>1.16</u>	<u>20w21a</u>	The capitalization of the subtitle for using an enchanting table was changed from "Enchanting table used" to "Enchanting Table used".
<u>1.18</u>	<u>21w37a</u>	Enchanting tables now provide a <u>light level</u> of 7, to match <i>Bedrock Edition</i> .
	<u>21w41a</u>	 The texture of the blank slot for <u>lapis lazuli</u> has been changed.
	<u>pre5</u>	 The texture of the blank slot for lapis lazuli has been changed, once again.
<u>1.18.2</u>	<u>22w07a</u>	Bookshelf detection method changed. Previously, both the block at the level of the enchanting table and the layer above needed to be air, or the enchanting table was blocked. Additionally, bookshelves 2 across 1 over changed from being blocked by the corner block to being blocked by the edge block.
<u>1.20</u>	<u>23w14a</u>	A replaceable block between enchanting table and bookshelves no longer invalidates bonuses.
<u>1.20.2</u>	<u>23w31a</u>	Reverted the texture of lapis slot to the texture before <u>1.18-pre5</u> , to make the consistency with smithing table. ^[5]



Bedrock Edition

Pocket Edition Alpha [hide]		
<u>v0.12.1</u>	<u>build 1</u>	 Added enchantment tables.
		Enchantment tables now emit a <u>light level</u> of 12.
		Enchantment tables can now be <u>crafted</u> in the <u>stonecutter</u> .
		Added enchantment tables to the <u>Creative inventory</u> .
	<u>build 11</u>	Enchanting tables are now <u>craftable</u> in the <u>crafting table</u> , instead of the <u>stonecutter</u> .
Bedrock Edition [hide]		
	<u>?</u>	<u>Hoes</u> can no longer be enchanted in enchanting tables.
<u>1.4.0</u>	<u>beta 1.2.13.11</u>	When <u>Experimental Gameplay</u> is enabled, <u>tridents</u> can now be enchanted.
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 The texture of enchantment tables has been changed.
<u>1.16.0</u>	<u>beta 1.16.0.57</u>	Hoes can now be enchanted with <u>Efficiency</u> , <u>Fortune</u> and <u>Silk Touch</u> .
<u>1.17.30</u>	<u>beta 1.17.20.20</u>	Enchantment tables now emit a <u>light level</u> of 7, instead of 12.
<u>1.19.30</u>	<u>Preview 1.19.30.20</u>	Added a sound for enchanting an item in the enchantment table.
<u>1.21.30</u>	<u>Preview 1.21.30.22</u>	Changed name from "Enchantment Table" to "Enchanting Table" to match <i>Java Edition</i> .
<u>1.21.50</u>	<u>Preview 1.21.50.24</u>	Enchanting tables drop themselves only if mined using a pickaxe, matching <i>Java Edition</i> .


Legacy Console Edition

Legacy Console Edition









[\[hide\]](#)

Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU7</u>	<u>CU1</u>	<u>1.00</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	<u>1.0.1</u>	 Added enchanting tables.
<u>TU31</u>	<u>CU19</u>	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	<u>Patch 3</u>		Enchanting now consumes <u>lapis lazuli</u> .
							Enchanting has been re-balanced.
							<u>Enchanted books</u> can now receive multiple enchantments at once.
<u>TU46</u>	<u>CU36</u>	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>	<u>Patch 15</u>	Added a sound for enchanting an item in the enchantment table.	
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	<u>Patch 24</u>	<u>1.0.4</u>	Closing the enchanting interface now returns the items from the lapis slot and enchanting slot to the <u>inventory</u> , if space allows instead of dropping the items on the ground.
			<u>1.90</u>				 The texture of enchanting tables has been changed.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
<u>0.1.0</u>		Added enchanting tables.

Data history

Java Edition			[hide]											
1.8	14w18a	Enchantment tables with <u>numerical metadata variants</u> 1 through 15, which are inaccessible through normal gameplay, now have <u>no model</u>   rather than appearing identical to enchantment tables.												
	14w26a	<p>Block metadata has been completely removed from this snapshot onward with the introduction of <u>block states</u>. 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:</p> <table><tr><th></th><th>DV</th><th>Description</th><th>[hide]</th></tr><tr><td></td><td>0</td><td>Enchanting table</td><td></td></tr><tr><td></td><td>1-15</td><td><u>Inaccessible "boring" variants of enchantment tables</u></td><td></td></tr></table>			DV	Description	[hide]		0	Enchanting table			1-15	<u>Inaccessible "boring" variants of enchantment tables</u>
	DV	Description	[hide]											
	0	Enchanting table												
	1-15	<u>Inaccessible "boring" variants of enchantment tables</u>												
1.11	16w32a	The <u>block</u> entity ID for the enchantment table has been changed from EnchantTable to enchanting_table.												
1.13	17w47a	Prior to <i>The Flattening</i> , the enchanting table's numeral ID was 116.												

Issues

Issues relating to "Enchanting Table" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Enchanting%20Table%22%29%20ORDER%20BY%20resolution%20DESC>).

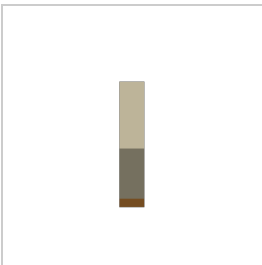
Trivia

- 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.

- The enchanting table always opens its book toward the player, even when the player is invisible.
- 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.^[6] 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 niktu" are a (misspelled) reference to "[Klaatu barada nikto](#)", 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, "Xyzzy" 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 r'lyeh wgah'nagl fhtagn" are a quote from H. P. Lovecraft's short story *The Call of Cthulhu*. 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.

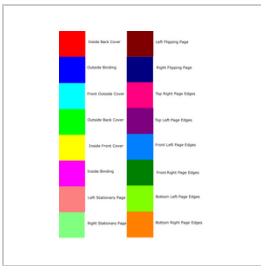
Gallery

Renders



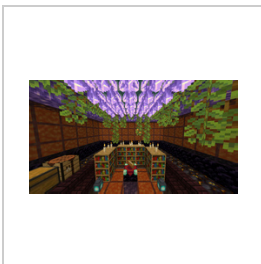
The book model, animated.

Textures



Color code legend for
book model texture
guide.

An enchanting setup with an enchanting table, bookshelves, a grindstone, and an anvil.



Enchanting setup

The first image of Enchanted equipment.

2026-01-06, 06:34

BE & edu only

Observer Piston (Sticky) Pressure Plates (Wooden Stone
 Polished Blackstone Heavy Weighted Light Weighted) Rail (Activator
 Detector Powered) Redstone Lamp Redstone Wire (Comparator
 Repeater Torch) Slime Block Target Trapped Chest Trapdoors
(Copper Iron Wooden) Fence Gates Tripwire Hook (~ ~ Tripwire)
 Allow Border Chalkboard Compound Creator Deny
 Element Constructor Heat Block Item Frame (Glow) Lab Table
 Material Reducer Underwater TNT Underwater Torch

Creative or commands only [\[show\]](#)

Removed [\[show\]](#)

Unused [\[show\]](#)

Unimplemented [\[show\]](#)

Joke [\[show\]](#)

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This page was last edited on 17 December 2025, at 12:19.

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