

learn about 39 enchantments in Minecraft

enchantment in Minecraft can bring many benefits to players. Let's find out with Tipsmake what spells there are and how they function!

#39 Aqua Affinity



Aqua Affinity is a hat-specific enchantment and allows the player to break blocks faster while underwater.

#38 Bane Of Arthropods



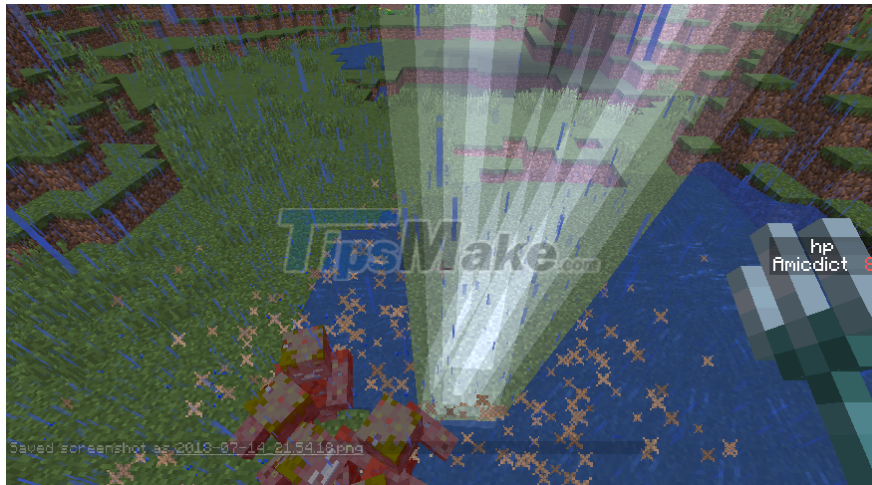
This enchantment powers a sword, dealing additional damage to insect monsters such as spiders, cave spiders, ender lice, and bees.

#37 Blast Protection



If you're afraid of Creeper attacks, or other unexpected explosions, upgrade your armor with Blast Protection to reduce damage taken.

#36 Channeling



This is one of those spells that can only be applied with the trident, allowing the player to call down a bolt of lightning during a storm to strike a location. But do it outdoors and aim unhindered.

#35 Cleaving



Cleaving gives the ax greater damage and deeper impact to hit multiple enemies.

#34 Curse of Binding



Curse of Binding can only be found when searching for treasure. Applying this enchantment to an item will prevent the item from being removed, unless dead or damaged.

#33 Curse of Vanishing



This is a charm that no one wants to own, if it is cast on a weapon, tool or outfit, when the player dies, the item will disappear.

#32 Depth Strider



With Depth Strider on the shoes, players can wade much faster.

#31 Efficiency



This is said to be the most effective enchantment for tools, because of its ability to increase the speed of picks, axes, shovels and shears.

#30 Feather Falling



Feather Falling is embedded in the shoe to reduce damage when you fall from above, 'light as a feather'.

#29 Fire Aspect



If you are a 'fire player' then try to get this enchantment on your sword. When attacking objects or monsters, they will burn.

#28 Fire Protection



Whether you're burrowing or hiking on a cliff, there are lava pools that pop up out of nowhere. When wearing armor with the Fire Protection charm, you no longer have to worry about damage from lava.

#27 Flame



This is the same spell as Fire Aspect for arrows, except that the Flame charm is cast on the bow so that any arrow fired will burn the target.

#26 Fortune



Enchantment for: Pickaxe, ax, shovel.

This enchantment gives more resources while destroying ores, and also works on crops.

#25 Frost Walker



This charm will turn the water at the player's feet into ice blocks so they can walk through any water without swimming.

#24 Impaling



Enchantment is only for the trident, providing more power to hit enemies under the sea with greater damage.

#23 Infinity



The name speaks for itself, this spell on a bow will help you shoot arrows indefinitely without using any arrows from the inventory.

#22 Knockback



This is a necessary charm for crowd control when facing multiple enemies. It will simply make the weapon you hold repel the enemy further.

#21 Looting



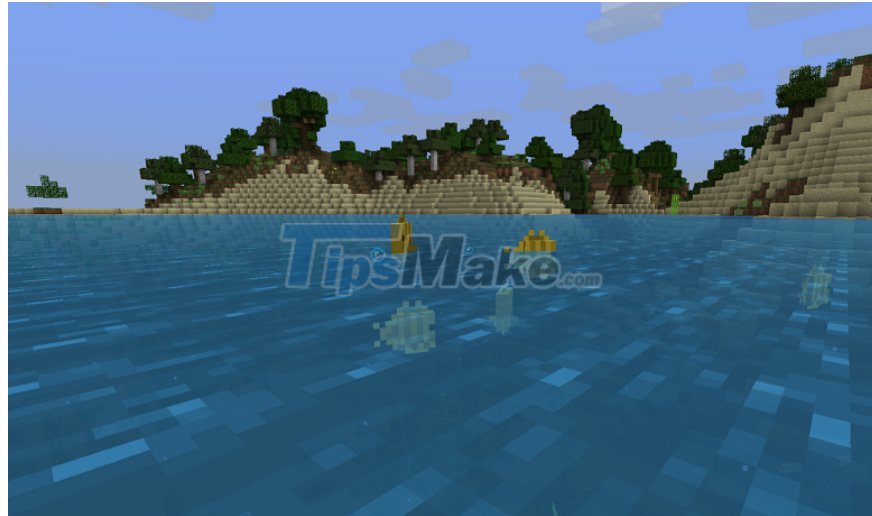
Looting helps you get more items when defeating monsters. This enchantment is useful for collecting bone meal and zombie meat to make medicine.

#20 Loyalty



Casting Loyalty on the trident will cause it to return every time you throw it, like a boomerang.

#19 Luck of the Sea



This spell can only be applied to fishing rods and gives them a better ability to collect loot from the water such as books, fish and also reduce the amount of garbage encountered.

#18 Lure



Lure reduces the wait time from casting the line until the fish bites.

#17 Mending



Usually to repair a tool or weapon, one needs to use an anvil. However, with the Mending buff, the enchanted item will repair itself whenever Experience is absorbed.

#16 Multishot



A great talisman for crossbows, Multishot allows the crossbow to launch 3 arrows simultaneously, but the amount taken is still 1.

#15 Piercing



This upgrade makes it possible for arrows fired from crossbows to pierce multiple enemies, being an effective means of breaking through crowds.

#14 Power



If you need to do a lot of damage with your arrows, using Power will increase the power of each shot.

#13 Projectile Protection



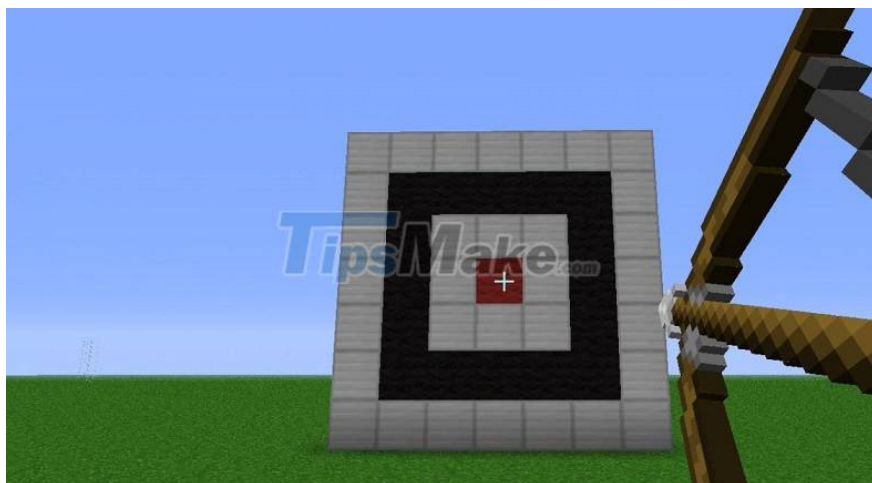
This enchantment allows the player to reduce the damage of incoming objects, such as arrows or fireballs.

#12 Protection



Protection is a more extended version of Projectile Protection, increasing resistance to all forms of attack from the enemy.

#11 Punch



This spell cast on a bow increases the ability to knock enemies away, just like Knockback.

#10 Quick Charge



For impatient hunters, Quick Charge is a great charm to help you shorten the time it takes to hit the crossbow.

#9 Respiration



This spell turns the helmet into a diving mask, giving you a longer time to hold oxygen, increasing each level by 15 seconds.

#8 Riptile



A fun talisman so you have the ability to follow along with the trident when throwing it, working in the water or in rain or snowstorms.

#7 Sharpness



Gives the sword more incense.

#6 Silk Touch



Helps you break blocks without changing its properties. For example, when you use the Silk Touch enchanted pickaxe to break a block of stone, you will receive a stone instead of a cobblestone as usual.

#5 Smite



Increases damage dealt to skeleton humans, zombies, wither skeletons, wither bosses, drowned, phantoms, zombie pigmen, and zombie horses.

#4 Soul Speed



Increases movement speed on soul sand or spirit earth, this enchantment is applied to the shoe.

#3 Sweeping Edge



Increases sword's critical damage after each splash.

#2 Thorns



This armor allows the player to reflect incoming damage, just like a cactus.

#1 Unbreak



A great feature to have with any item, Unbreak significantly reduces durability, extending the life of your favorite item.

And that's all 39 enchantments in Minecraft, wish you a happy experience with this game.

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