

CLOVER CRAFT

Below are our custom enchants and the related info.

| Name | Discription | items application | rarity. | Highest 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 |
| 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 inflicts more axe damage. | Axes | Legendary | 4 |
| Beastlayer | 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 |

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| 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 |

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| 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 |
| 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 | Swords | Legendary | 4 |

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| | mobs. | | | |
| 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 |
| Obsidiashield | 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 |

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| 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\nto 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 |
| 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 |

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| 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 |

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| 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 |
| Wither | A chance to give the wither effect. | Armor | Elite | 5 |