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- - 1.21.8

+ F = GUI

- Shift() + F - “F” GUI .
- ON/OFF , 가

- - , , ,

- /vm -
- /vm mode sneak -
- /vm mode stand -
- /vm mode always -
- /vm mode none -

TELEPORT

- /home -
- /homelist -
- /sethome -
- /delhome <Home Name> -
- /spawn - ,
- /tpa <Player> -
- /tpahere -
- /tpaccept - tpa
- /tpdecline - tpa
- /tpignore -
- /back -

TEAM

- /team create <name> - .

- **/team disband** - , .
- **/team leave** - , .
- **/team invite <player>** - .
- **/team join** - 가 .
- **/team kick <player>** - .
- **/team info** - 가 .
- **/team list** - .
- **/team prefix <prefix>** - .
- **/team ally [add|remove] <team-name>** - 가 .
- **/team enemy [add|remove] <team-name>** - 가 .
- **/team pvp** - .
- **/team [sethome|home]** - , .

- **/team gui** -
- **/tc < >** -

Trade Cycling ()

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가

	()	가				가


	()	가				가
Cold Steel	.		II	□	□	5
Darkness Cloak	.		III	□	□	10
Elemental Protection	.		IV	□, □, □, □	□	10
Fire Shield	.		IV	□	□	10
Flame Walker	,	Frost Walker	I	□		1
Hardened	.		V	□, □	□	10
Ice Shield	.		III	□	□	2
Jumping	.		II	□		2
Kamikadze	.		I	□		5
Night Vision	.		III	□		1
Rebound	.	Feather Falling	I	□		2
Regrowth	.		III	□		2
Saturation	.		II	□		2
Speedster	.		II	□		2
Stopping Force	.		III	□		1
Water Breathing	.		I	□		1
Bomber	TNT		III	□		1
Confusing Arrows	.		II	□		10
Darkness Arrows	.		II	□		10
Dragonfire Arrows	.		II	□		5
Ender Arrows	.		II	□		5
Ender Bow	.		II	□		2
Explosive Arrows	.		II	□		2
Flare	.		II	□		2
Ghast	.		II	□		1
Hover	.		II	□		5
Lingering	.		II	□		2
Poisoned Arrows	.		II	□		5
Sniper	가 가		II	□		10
Vampiric Arrows	.		II	□		2
Wither Arrows	.		III	□		5
Blast Mining	.	, VeinMiner	V	□		2
Glass Breaker	.		V	□		2
Haste	.		III	□		10
Lucky Miner	.		III	□		10
Replanter	.		I	□		1
Silk Chest	.		I	□		2
Smelter	.	Silk Touch, Silk Spawner	V	□, □		5
Telekinesis	.		I	□, □		2
Treefeller	.		III	□		5
Tunnel	1 × 2, 2 × 2, 3 × 3	VeinMiner, Blast Mining	III	□		1
VeinMiner	.	Tunnel, Blast Mining	III	□		1
Auto Reel	가		1	□		1

Curse of Drowned	.	3	5				
Double Catch	2	3	2				
River Master	가 가	5	10				
Seasoned Angler	가 가	3	5				
Survivalist	.	1	2				
Bane of Netherspawn	가	V	×	10			
Blindness	.	II	×	10			
Confusion	.	II	×	10			
Cure	.	III	×	10			
Curse of Death	가	II	×	10			
Cutter	.	IV	×	5			
Decapitation	.	III	×	10			
Double Strike	2	II	×	2			
Exhaust	.	II	×	2			
Ice Aspect	.	II	×	2			
Infernus	.	III		10			
Nimble	.	IV	×	2			
Paralyze	.	II	×	5			
Rage	.	III	×	5			
Rocket	.	II	×	2			
Swiper	.	II	×	2			
Temper	가 가	V	×	10			
Thrifty	.	II	×	1			
Thunder Aspect	가	III	×	5			
Vampire	.	III	×	5			
Venom	.	V	×	5			
Village Defender	가	V	×	5			
Wisdom	.	V	V	×	5		
Wither	.	V	×	5			
							가
Curse of Breaking	가	Unbreaking	II	×, □, □, □, □, □, □, □, □, □	□, □	10	
Curse of Fragility	/		II	×, □, □, □, □, □, □, □, □, □	□, □	10	
Curse of Mediocrity	.		II	×, □, □, □, □, □, □, □, □, □	□, □	5	
Curse of Misfortune	.	Fortune II, Looting	II	×, □, □, □, □, □, □, □, □, □	□, □	5	
Restore	.		II	×, □, □, □, □, □, □, □, □, □	□, □	2	
Soulbound	.	Curse of Vanishing	II	×, □, □, □, □, □, □, □, □, □	□, □	2	






































Enchantments

Each enchantment in the table below includes attributes that are possible for the player to acquire legitimately in Survival mode. Attributes can be changed in the enchantment configuration files.


- **Max Level:** Maximum levels for enchantments.
- **Primary Items:** The items that can receive the enchantment legitimately in Survival mode by using an enchanting table.
- **Secondary Items:** Items that, in Survival mode, cannot receive the enchantment from an enchanting table but can from an enchanted book with an anvil.
- **Weight:** Relative probability of the enchantment being offered.

 The most of the enchantments has a configurable per-level probability to be triggered.





































Armor

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Cold Steel	Applies Mining Fatigue  effect to the attacker.		III			5
Darkness Cloak	Applies Darkness  effect to the attacker.		III			10
Elemental Protection	Reduces potion and elemental damage.		IV	 		10
Fire Shield	Ignites the attacker.		IV			2
Flame Walker	Ability to walk on lava, immunity to magma damage.	Frost Walker 	I			1
Hardened	Grants Resistance  effect on receiving damage.		I			5
Ice Shield	Freezes  and slows down  the attacker.		III			10
Jumping	Grants Jump Boost  effect.		I			2
Kamikadze	Creates an explosion on death.		III			5
Night Vision	Grants Night Vision  effect.		I			1
Rebound	Gives the effect of landing on a Slime Block 	Feather Falling 	I			2
Regrowth	Restores certain amount of hearts over the time.		IV			2
Saturation	Restores certain amount of food over the time.		I			2
Speed	Grants Speed  effect.		I			2
Stopping Force	Reduces Knockback  when getting damage.		III			5
Water Breathing	Grants Water Breathing effect 		I			1

Bow

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bombard	Shoots TNT  instead of arrows.	(Non-Arrow enchants ^{1 2}	III			1
Confusing Arrows	Applies Nausea  effect on arrows.	Non-Arrow enchants ²	III			10
Darkness Arrows	Applies Darkness  effect on arrows.	Non-Arrow enchants ²	III			10
Dragonfire Arrows	Applies Dragon's Breath  effect on arrows.	Non-Arrow enchants ²	III			2
Electrified Arrows	Summons Lightning  on hit.	Non-Arrow enchants ²	III			5
Ender Bow	Shoots Ender Pearls  instead of arrows.	(Non-Arrow enchants ^{1 2}	I			1
Explosive Arrows	Arrows Explodes  on hit.	Non-Arrow enchants ²	III			5
Flare	Places a Torch  where arrow land.	Non-Arrow enchants ²	I			5
Ghost	Shoots Fireball  instead of arrows.	(Non-Arrow enchants ^{1 2}	I			1
Hover	Applies Levitation  effect on arrows.	Non-Arrow enchants ²	III			10
Lingering	Arrows with a Lingering  effect on hit.	Non-Arrow enchants ²	III			2
Poisoned Arrows	Applies Poison  effect on arrows.	Non-Arrow enchants ²	III			5
Sniper	Increases projectile speed.		II			10
Vampiric Arrows	Restores health on hit.	Non-Arrow enchants ²	III			2
Withered Arrows	Applies Wither  effect on arrows.	Non-Arrow enchants ²	III			5

































































Tool

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Boost Mining	Mines blocks with Explosions 	Tunnel, Veinminer	V			2
Glass Breaker	Breaks glass instantly.		I	  		10
Haste	Applies Haste  effect on mining.		III	  		2
Lucky Miner	Produces more XP  from mined blocks.		III			5
Reporter	Reports Drops  on harvest or right-click.		I			1
Silk Chest	Drops Chests  that keeps their content.		I		 	1
Silk Spawner	Chance to obtain a Monster Spawner 	Shelter	I			1
Shelter	Small dropped items according to their Recipes 	Silk Touch  , Silk Spawner	V	  		5
Telekinetic	Moves all block loot directly to inventory.		I	  		1
Treefeller	Cuts down an entire tree.		I			2
Tunnel	Mines 1x2, 2x2, 3x3 area.	Veinminer, Boost Mining	III		 	1
Veinminer	Mines the whole ore vein at once.	Tunnel, Boost Mining	III			1























Fishing

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Auto Reel	Automatically reels in a hook on bite.		I			1
Curse of Drowned	Chance to fish up a Drowned 		3			5
Double Catch	Increases amount of caught item by x2.		3			2
River Master	Increases casting distance.		5			10
Seasoned Angler	Increases amount of gained XP 		3			5
Survivalist	Automatically cooks  fish if what is caught is raw.		I			2

Weapon

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bane of Nethergoon	Increases damage to nether mobs 		V			10
Blindness	Applies Blindness  effect on target.		II			10
Confusion	Applies Nausea  effect on target.		II			10
Cure	Cures Zombified Piglin  and Zombie Villager  on hit.		III			10
Curse of Death	If you kill a player, you have a chance of dying too.		III			2
Cutter	Damages and drops target's armor.		III			2
Decapitator	Allows to obtain target's head.		II			2
Double Strike	Increases damage by twice.		II			1
Exhaust	Applies Hunger  effect on target.		IV			10
Ice Aspect	Freezes  and applies Slowness  on target.		III			10
Infernus	Tridern sets targets on fire.		III			10
Nimble	Moves entity's drops directly to inventory.		I			2
Paralyze	Applies Mining Fatigue  effect on target.		V			5
Rage	Grants Strength  effect in combat.		II			5
Rocket	Launches target into the space.		III			5
Stealer	Steals player's XP 		III			2
Tamper	Damage increases the more the less health you have.		V			1
Thrifty	Drops mob's Spawn Egg 		III			2
Thunder	Summons Lightning  on target with extra damage.		V			5
Vampire	Steals target's health.		III			2
Venom	Applies Poison  effect on target.		II			10
Village Defender	Increases damage to Rogues 		V			10
Wisdom	Produces more XP  from mobs.		V			5
Wither	Applies Wither  effect on target.		II			5

Universal

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Curse of Breaking	Takes more durability points on use.	Unbreaking 	III	  		1
Curse of Fragility	Prevents item from being grinded or anviled.		I	  		10
Curse of Medicrity	Disenchants block's and mob's loot.		III	  		5
Curse of Misfortune	Reduces block's and mob's loot to zero.	Fortune  Looting 	III	  		5
Restore	Saves item from breaking once.		III	  		2
Soulbound	Prevents item from being dropped upon death.	Curse of Vanishing 	I	  		2

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- (Simple Voice Chat) <https://modrinth.com/plugin/simple-voice-chat/versions>

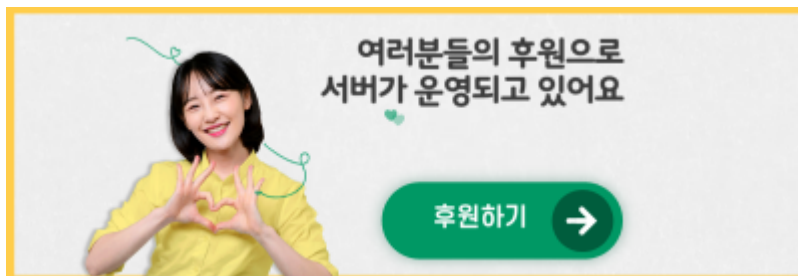
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- (Xaero's Minimap) <https://modrinth.com/mod/xaeros-minimap/versions>

- (Xaero's World Map) <https://modrinth.com/mod/xaeros-world-map/versions>

- <https://discord.konggal.tv>

- <https://homoons.tistory.com/738>



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