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- Shift( ) + F - "F" GUI . 가
  - ON/OFF , .
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- /vm -
  - /vm mode sneak -
  - /vm mode stand -
  - /vm mode always -
  - /vm mode none -
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## 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]** - ,

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

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## Trade Cycling ( )

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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
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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 Clock	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
Horrified	Grants Resistance effect on receiving damage.		II	☒	☐	5
Ice Shield	Freezes and slows down the attacker.		III	☒	☐	10
Jumping	Grants Jump Boost effect.		I	☒	☐	2
Korrikazte	Creates an explosion on death.		II	☒	☐	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 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.		II	☒	☐	5
Water Breathing	Grants Water Breathing effect ☒ effect.		I	☒	☐	1

### Bow

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

### Tool

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Blast Mining	Mines blocks with Explosions ☒.	Tunnel, Veinmine	V	☒	☒	2
Glass Breaker	Breaks glass instantly.		I	☒ ☐ ☐	☒	10
Hoist	Applies Hoist effect on mining.		II	☒ ☐ ☐	☒	2
Lucky Miner	Produces more XP ☒ from mined blocks.		II	☒	☒	5
Repeater	Reports Cross ☒ on honest or right-click.		I	☒	☒	1
Silk Chest	Drops Chests ☒ that keeps their content.		I	☒	☒	1
Silk Spawner	Chance to obtain a Monster Spawner ☒.	Smelter	I	☒	☒	1
Smelter	Smelt dropped items according to their Recipes ☒.	Silk Touch ☒, Silk Spawner	V	☒ ☐ ☐	☒	5
Tinkiness	Moves all block loc directly to inventory.		I	☒ ☐ ☐	☒	1
Treasure	Cuts down an entire tree.		I	☒	☒	2
Tunnel	Mines 1x2, 2x2, 3x3 areas.	Veinmine, Blast Mining	II	☒	☒	1
Veinminer	Mines the whole area vein at once.	Tunnel, Blast Mining	II	☒	☒	1

### Fishing

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Aura 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
Surveillant	Automatically cooks ☒ fish if what is caught is raw.		I	☒	☐	2

### Weapon

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bone of Netherfrown	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 Pigs ☒ and Zombie Villagers ☒ on kit.		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 Snowiness ☒ on target.		III	☒	☒	10
Infernum	Triggers 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
Swiper	Steals player's XP ☒.		III	☒	☒	2
Temper	Damage increases the more the less health you have.		V	☒	☒	1
Thrifty	Drops more 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 Villagers ☒.		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	☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	10
Curse of Froggify	Prevents item from being glistened or unlit.		I	☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	10
Curse of Malediction	Disenchants block's and mob's soul.		III	☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	5
Curse of Misfortune	Reduces block's and mob's soul 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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- 100,000 -
- 200,000 - +
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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>
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- <https://discord.konggal.tv>
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- <https://homoons.tistory.com/738>
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- <http://discord.sudapeople.tv>
- X <http://x.sudapeople.tv>
- <https://cafe.naver.com/sudapeopletv>

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