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- 1.21.8

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- **/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
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

	( )	가			가
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 Netherspaw	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	Igites 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
Kamikazee	Creates an explosion on death.		III	✓	✗	5
Night Vision	Grants Night Vision effect.		I	✗	✗	1
Rebound	Gives the effect of landing on a Stone Block.	Feather Falling	I	✗	✗	2
Regrowth	Restores certain amount of hearts over time.		IV	✓	✗	2
Saturation	Restores certain amount of food over 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
Bomber	Shoots TNT instead of arrows.	(Non-Arrow enchants) <sup>1,2</sup>	III	✓	✗	1
Confusing Arrows	Applies Nausea effect on arrows.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	10
Darkness Arrows	Applies Darkness effect on arrows.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	10
Dragonfire Arrows	Applies Dragon's Breath effect on arrows.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	2
Electrified Arrows	Summons Lightning on hit.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	5
Ender Bow	Shoots Ender Pearls instead of arrows.	(Non-Arrow enchants) <sup>1,2</sup>	I	✓	✗	1
Explosive Arrows	Arrows Explodes on hit.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	5
Flare	Flares a Torch where arrow land.	Non-Arrow enchants <sup>2</sup>	I	✓	✗	5
Ghost	Shoots Fireball on hit.	(Non-Arrow enchants) <sup>1,2</sup>	I	✓	✗	1
Hover	Applies Levitation effect on arrows.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	10
Lingering	Arrows with a Lingering effect on hit.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	2
Poisoned Arrows	Applies Poison effect on arrows.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	5
Sniper	Increases projectile speed.		III	✓	✗	10
Vampiric Arrows	Restores health on hit.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	2
Withered Arrows	Applies Wither effect on arrows.	Non-Arrow enchants <sup>2</sup>	III	✓	✗	5

#### Tool

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Blow 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
Repeater	Repeats Drops on harvest or right-click.		I	✓	✗	1
Silk Chest	Drops Chests that keeps their contents.		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
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, Blast Mining	III	✓	✗	1
Veinminer	Mines the whole ore vein at once.	Tunnel, Blast Mining	III	✓	✗	1

#### Fishing

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Auto Reel	Automatically reels in a hook on bite.		1	✓	✗	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
Survivist	Automatically cooks fish if what is caught is raw.		1	✓	✗	2

#### Weapon

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bane of Methergoem	Increases damage to nether mobs.		V	✓	✗	10
Blindness	Applies Blindness effect on target.		III	✓	✗	10
Confusion	Applies Nausea effect on target.		III	✓	✗	10
Cure	Cures Zombified Piglins and Zombie Villagers 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.		III	✓	✗	2
Double Strike	Increases damage by twice.		III	✓	✗	1
Exhaust	Applies Hunger effect on target.		IV	✓	✗	10
Ice Aspect	Freezes and applies Slowness on target.		III	✓	✗	10
Infernus	Tridents 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.		III	✓	✗	5
Rocket	Launches target into the space.		III	✓	✗	5
Sniper	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.		III	✓	✗	5
Vampire	Steals target's health.		III	✓	✗	2
Venom	Applies Poison effect on target.		III	✓	✗	10
Village Defender	Increases damage to Villagers.		V	✓	✗	10
Wisdom	Produces more XP from mobs.		V	✓	✗	5
Wither	Applies Wither effect on target.		III	✓	✗	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 Fragility	Prevents item from being grid-stored or anviled.		I	✓	✗	10
Curse of Medocrity	Disenchants blocks and mob's loot.		III	✓	✗	5
Curse of Misfortune	Reduces blocks 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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  - (hunger)
  - (weakness)
  - (poison)

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

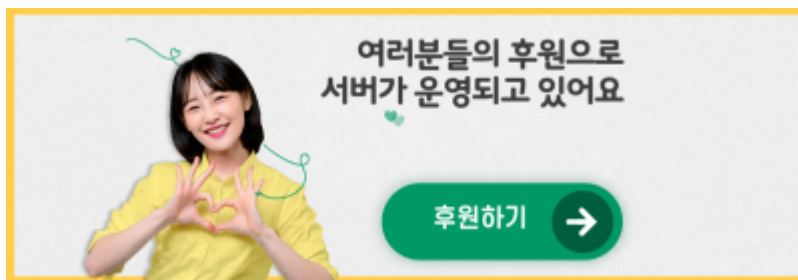
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- (Xaero's Minimap) <https://modrinth.com/mod/xaeros-minimap/versions>
- (Xaero's World Map) <https://modrinth.com/mod/xaeros-world-map/versions>

- libIPN <https://modrinth.com/mod/libipn/versions>
- Inventory Profiles Next <https://modrinth.com/mod/inventory-profiles-next/versions>
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- Silly's Auto Totem <https://modrinth.com/mod/sillys-auto-totem/versions>
- Inventory Totem <https://modrinth.com/mod/inventory-totem/versions>
- , - [https://modrinth.com/mod/my\\_totem\\_doll/versions](https://modrinth.com/mod/my_totem_doll/versions)

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

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



- - Minecraft 1.21.x
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- - Minecraft 1.21.x
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- - Minecraft 1.12.2
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- <http://discord.sudapeople.tv>
- X <http://x.sudapeople.tv>
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Last update: **2025/08/12 20:42**

