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## + F = GUI

- **Shift( ) + F** - "F" GUI 가
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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 -
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## Trade Cycling ( )

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Bomber	TNT	(Non-)Arrow enchants 1,2	III	,	,	1
Confusing Arrows		Non-Arrow enchants 2	III	,	,	10
Darkness Arrows		Non-Arrow enchants 2	III	,	,	10
Dragonfire Arrows		Non-Arrow enchants 2	III	,	,	2
Electrified Arrows		Non-Arrow enchants 2	III	,	,	5
Ender Bow		(Non-)Arrow enchants 1,2	I	,	,	1
Explosive Arrows		Non-Arrow enchants 2	III	,	,	5
Flare		Non-Arrow enchants 2	III	,	,	5
Ghast		(Non-)Arrow enchants 1,2	I	,	,	1
Hover		Non-Arrow enchants 2	III	,	,	10
Lingering	가	Non-Arrow enchants 2	III	,	,	2
Poisoned Arrows		Non-Arrow enchants 2	III	,	,	5
Sniper	가	-	II	,	,	10
Vampiric Arrows		Non-Arrow enchants 2	III	,	,	2
Withered Arrows		Non-Arrow enchants 2	III	,	,	5

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Blast Mining		Tunnel, Veinminer	V	,	,	2
Glass Breaker		-	I	,가	,가	10
Haste		-	III	,	,	2
Lucky Miner		-	III	,	,	5
Replanter		-	I			1
Silk Chest		-	I	,	,	1
Silk Spawner		Smelter	I			1
Smelter		Silk Touch, Silk Spawner	V	,가	,가	5
Telekinesis		-	I	,가	,가	1
Treefeller		-	I			2
Tunnel	1 × 2, 2 × 2, 3 × 3	Veinminer, Blast Mining	III	,	,	1

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Veinminer	.	Tunnel, Blast Mining	III	,	,	1

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Auto Reel	가	-	I			1
Curse of Drowned	.	-	III			5
Double Catch	x2 가	-	III			2
River Master	가	-	V			10
Seasoned Angler	가	-	III			5
Survivalist	.	-	I			2

						가
Bane of Netherspawn	가	-	V	,	,	10
Blindness	.	-	II	,	,	10
Confusion	.	-	II	,	,	10
Cure	.	-	III	,	,	10
Curse of Death	.	-	III	,	,	2
Cutter	.	-	III	,	,	2
Decapitator	.	-	II	,	,	2
Double Strike	가	-	II	,	,	1
Exhaust	.	-	IV	,	,	10
Ice Aspect	.	-	III	,	,	10
Infernus	.	-	III			10
Nimble	.	-	I	,	,	2
Paralyze	.	-	V	,	,	5
Rage	.	-	II	,	,	5
Rocket	.	-	III	,	,	5
Swiper	.	-	III	,	,	2
Temper	가 가	-	V	,	,	1
Thrifty	.	-	III	,	,	2
Thunder	가	-	V	,	,	5
Vampire	.	-	III	,	,	2
Venom	.	-	II	,	,	10
Village Defender	가	-	V	,	,	10



## 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
Gold Shield	Applies <a href="#">Mining Fatigue</a> effect to the attacker.		III			3
Darkness Cloak	Applies <a href="#">Darkness</a> effect to the attacker.		III			10
Elemental Protection	Reduces potion and elemental damage.		IV			10
Fire Shield	Ignares the attacker.		IV			2
Flame Walker	Ability to walk on lava, immunity to magma damage.	<a href="#">Frost Walker</a>	I			1
Hardened	Grants <a href="#">Resistance</a> effect on receiving damage.		I			5
Ice Shield	Freezes and slows down the attacker.		III			10
Jumping	Grants <a href="#">Jump Boost</a> effect.		I			2
Kamikadze	Creates an explosion on death.		III			5
Night Vision	Grants <a href="#">Night Vision</a> effect.		I			1
Rebound	Gives the effect of landing on a <a href="#">Blink Block</a> .	<a href="#">Feather Falling</a>	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 <a href="#">Speed</a> effect.		I			2
Stopping Force	Reduces <a href="#">Knockback</a> when getting damage.		III			5
Water Breathing	Grants <a href="#">Water Breathing</a> effect.		I			1

### Bow

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

### Tool

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Blast Mining	Mines blocks with <a href="#">Explosions</a> .	Tunnel, Veinminer	V			2
Glass Breaker	Breaks glass instantly.		I			10
Haste	Applies <a href="#">Haste</a> effect on mining.		III			2
Lucky Miner	Produces more XP from mined blocks.		III			5
Repairer	Repairs <a href="#">Crops</a> on harvest or right click.		I			1
Silk Chest	Drops <a href="#">Chests</a> that keeps their content.		I			1
Silk Spawner	Chance to obtain a <a href="#">Monster Spawner</a> .	Smelter	I			1
Smelter	Small dropped items according to their <a href="#">Recipes</a> .	Silk Touch, Silk Spawner	V			5
Takeless	Moves all block loot directly to inventory.		I			1
Treefeller	Cuts down on 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 <a href="#">Drowned</a> .		3			5
Double Catch	Increases amount of caught item by 2.		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.		1			2

### Weapon

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bane of Netherspawn	Increases damage to nether mobs.		V			10
Blindness	Applies <a href="#">Blindness</a> effect on target.		II			10
Confusion	Applies <a href="#">Nausea</a> effect on target.		II			10
Cure	Cures <a href="#">Zombified Piglins</a> and <a href="#">Zombie Villagers</a> 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			1
Double Strike	Increases damage by twice.		II			1
Exhaust	Applies <a href="#">Hunger</a> effect on target.		IV			10
Ice Aspect	Freezes and applies <a href="#">Slowness</a> on target.		III			10
Infernus	Tridens sets targets on fire.		III			10
Nimble	Moves entity's drops directly to inventory.		I			2
Paralyze	Applies <a href="#">Mining Fatigue</a> effect on target.		V			5
Rage	Grants <a href="#">Strength</a> effect in combat.		II			5
Rocket	Launches target into the space.		III			5
Salper	Steals player's XP.		III			2
Tamper	Damage increases the more the less health you have.		V			1
Thrift	Drops mob's <a href="#">Spawn Egg</a> .		III			2
Thunder	Summons <a href="#">Lightning</a> on target with extra damage.		V			5
Vampire	Steals target's health.		III			2
Venom	Applies <a href="#">Poison</a> effect on target.		V			10
Village Defender	Increases damage to <a href="#">Villagers</a> .		II			10
Wisdom	Produces more XP from mobs.		V			5
Wither	Applies <a href="#">Wither</a> 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.	<a href="#">Unbreaking</a>	III			10
Curse of Fragility	Prevents item from being grapsed or anviled.		I			10
Curse of Medicority	Disenchants block's and mob's loot.		III			5
Curse of Misfortune	Reduces block's and mob's loot to zero.	<a href="#">Fortune</a> , <a href="#">Looting</a>	III			5
Restore	Saves item from breaking once.		III			2
Soulbound	Prevents item from being dropped upon death.	<a href="#">Curse of Vanishing</a>	I			2

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  - (weakness)
  - (poison)

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  - (blaze)
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  - (illusioner)
  - (evoker)
  - (vindicator)
  - (giant)
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  - (warden)
  - (wither\_skeleton)
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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>



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- - Minecraft 1.12.2
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- <http://discord.sudapeople.tv>
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