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- 1.21.8

## + F = GUI

- **Shift( ) + F** - "F" GUI 가
- ON/OFF , 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** -
- **/tc < >** -

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## Trade Cycling ( )

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Cold Steel	-	III			5
Darkness Cloak	-	III			10
Elemental Protection	-	IV	,	,	10
Fire Shield	-	IV			2
Flame Walker	Frost Walker	II		-	1
Hardened	-	II			5
Ice Shield	-	III			10
Jumping	-	II		-	2
Kamikadze	-	III			5
Night Vision	-	I		-	1
Rebound	Feather Falling	I		-	2
Regrowth	-	IV			2
Saturation	-	II		-	2
Speed	-	II		-	2
Stopping Force	-	III		-	5
Water Breathing	-	I		-	1

					가
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	I		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

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



## 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	Igites 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
Takelessness	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.		I			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			2
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
Thriftly	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> .		V			10
Wisdom	Produces more XP from mobs.		V			5
Wither	Applies <a href="#">Wither</a> effect on target.		II			5

### Universal

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Curse of Binding	Takes more durability points on use.	Unbreaking	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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- (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>

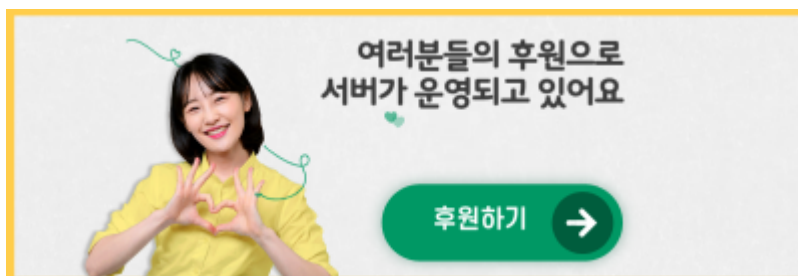
- libIPN <https://modrinth.com/mod/libipn/versions>
- Inventory Profiles Next <https://modrinth.com/mod/inventory-profiles-next/versions>
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- Silly's Auto Totem <https://modrinth.com/mod/sillys-auto-totem/versions>
- Inventory Totem <https://modrinth.com/mod/inventory-totem/versions>

- [https://modrinth.com/mod/my\\_totem\\_doll/versions](https://modrinth.com/mod/my_totem_doll/versions)

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