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- 1.21.8

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- **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 -
- /tc < > -

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

						가
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 Mining Fatigue effect to the attacker.		III	✓	✗	3
Darkness Cloak	Applies Darkness 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.	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 Blink 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
Bomber	Shoots TNT instead of arrows.	(Non-Arrow enchants)	III	✓	✗	1
Confusing Arrows	Applies Nausea effect on arrows.	Non-Arrow enchants	III	✓	✗	10
Darkness Arrows	Applies Darkness effect on arrows.	Non-Arrow enchants	III	✓	✗	10
Dragonfire Arrows	Applies Dragon's Breath effect on arrows.	Non-Arrow enchants	III	✓	✗	2
Electrified Arrows	Summons Lightning on hit.	Non-Arrow enchants	III	✓	✗	5
Ender Bow	Shoots Ender Pearls instead of arrows.	(Non-Arrow enchants)	I	✓	✗	1
Explosive Arrows	Arrows Explodes on hit.	Non-Arrow enchants	III	✓	✗	5
Flare	Places a Torch where arrow land.	Non-Arrow enchants	I	✓	✗	5
Ghost	Shoots Fireball instead of arrows.	(Non-Arrow enchants)	I	✓	✗	1
Hover	Applies Levitation effect on arrows.	Non-Arrow enchants	III	✓	✗	10
Lingering	Arrows with a Lingering effect on hit.	Non-Arrow enchants	III	✓	✗	2
Poisoned Arrows	Applies Poison 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 Wither 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 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
Repairer	Repairs Crops 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 .	Smelter	I	✓	✗	1
Smelter	Small dropped items according to their Recipes .	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 Drowned .		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 Blindness effect on target.		II	✓	✗	10
Confusion	Applies Nausea effect on target.		II	✓	✗	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	Damagees 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	Tridens 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
Salper	Steals player's XP.		III	✓	✗	2
Tamper	Damage increases the more the less health you have.		V	✓	✗	1
Thriftly	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.		V	✓	✗	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 Fragility	Prevents item from being griddstoned 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.	Fortune , Looting	II	✓	✗	5
Restore	Saves item from breaking once.		II	✓	✗	2
Soulbound	Prevents item from being dropped upon death.	Curse of Vanishing	I	✓	✗	2

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 - (nausea)
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 - (weakness)
 - (poison)
 - (wither)
 - (instant_damage)
- (monster)
 - (blaze)
 - (witch)
 - (hoglin)
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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>

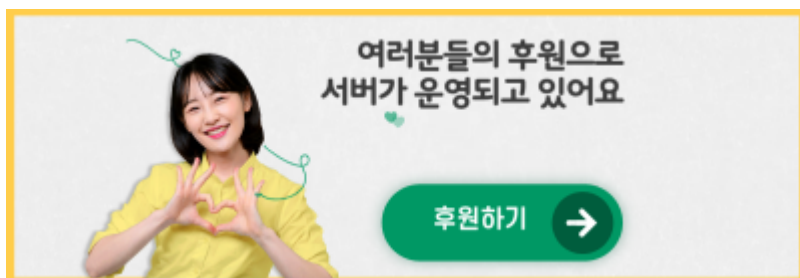
- libIPN <https://modrinth.com/mod/libipn/versions>
- Inventory Profiles Next <https://modrinth.com/mod/inventory-profiles-next/versions>
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- Silly's Auto Totem <https://modrinth.com/mod/sillys-auto-totem/versions>
- Inventory Totem <https://modrinth.com/mod/inventory-totem/versions>

- https://modrinth.com/mod/my_totem_doll/versions

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

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



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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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