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- - 1.21.8

+ F = GUI

- Shift() + F - "F" GUI . 가
- 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]** -
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- **/team gui** -
 - **/tc < >** -

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
Endr 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 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 Cloak	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
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 Slime 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 effect.		I			

Bow

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

Tool

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Boost 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
Reporter	Reports Ores 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 .	Shedler	I			1
Shedler	Small 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 , Boost Mining	III			1
Veinminer	Mines the whole ore vein at once.	Tunnel, Boost 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 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
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 Nethergoon	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 Piglin and Zombie Villager 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 Hunger effect on target.		IV			10
Ice Aspect	Freezes and applies Slowness on target.		III			10
Infernus	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
Stealer	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.		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 Fragility	Prevents item from being grandoised or anviled.		I			10
Curse of Mediocrity	Disenchants block's and mob's loot.		III			5
Curse of Misfortune	Reduces block's 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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 - (mining_fatigue)
 - (nausea)
 - (blindness)
 - (hunger)
 - (weakness)
 - (poison)
 - (wither)
 - (instant_damage)
- - (monster)
 - (blaze)

- (witch)
- (hoglin)
- (zombie)
- (zombie_villager)
- (spider)
- (creeper)
- 가 (guardian)
- 가 (elder_guardian)
- (husk)
- (illusioner)
- (evoker)
- (vindicator)
- (giant)
- (ravager)
- (silverfish)
- (skeleton)
- (vex)
- (warden)
- (wither_skeleton)
- (wither)
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- (clean)
- 1 ~ 9
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- (Simple Voice Chat) <https://modrinth.com/plugin/simple-voice-chat/versions>

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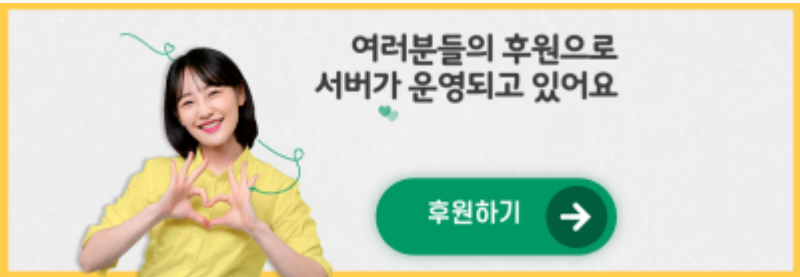
- (Xaero's Minimap) <https://modrinth.com/mod/xaeros-minimap/versions>
- (Xaero's World Map) <https://modrinth.com/mod/xaeros-world-map/versions>

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

- GAME <https://discord.sudapeople.tv>

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



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- <http://discord.sudapeople.tv>
- X <http://x.sudapeople.tv>
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