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+ 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** -

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## TELEPORT

- **/home** -
- **/homelist** -
- **/sethome** -
- **/delhome <Home Name>** -
- **/spawn** -
- **/tpa <Player>** -
- **/tpahere** -
- **/tpaccept** - tpa
- **/tpdecline** - tpa
- **/tpignore** -
- **/back** -

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## 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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|                      | ( ) | 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  |
| 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 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 Cook        | 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 Silk 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 instead of arrows.        | (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 |
|---------------|---|--------------------------|-----------|---------------|-----------------|--------|
| 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      |
| 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      |
| 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 Methergoep | 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 Binding    | 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      |

- /trade <player> - GUI
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- 10,000 - +
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- (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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- (sky)
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- 
- (randomtp)
- X : -499 ~ +499
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- (lightning)
- 
- (kill)
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- (clean)
- 1~9
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- 
  
- 가
- : world, world\_nether, world\_the\_end
- 
  
- : 2/7 ( 28.6%)
- : 2/7 ( 28.6%)
- : 1/7 ( 14.3%)
- : 1/7 ( 14.3%)
- : 1/7 ( 14.3%)

- X/Z : ± 499
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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>

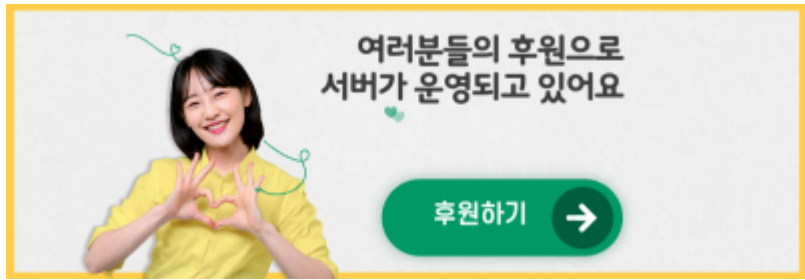
- libIPN <https://modrinth.com/mod/libipn/versions>
- Inventory Profiles Next <https://modrinth.com/mod/inventory-profiles-next/versions>
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- Silly's Auto Totem <https://modrinth.com/mod/sillys-auto-totem/versions>
- Inventory Totem <https://modrinth.com/mod/inventory-totem/versions>

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

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

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



- - 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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