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- - 1.21.8

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- Shift() + F - "F" GUI 가
- ON/OFF , .
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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 < >** -
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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
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						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	5	□	10
Seasoned Angler	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	V	×	10

Thrifty	.	II	X	1
Thunder Aspect	가	.	III	X 5
Vampire	.	.	III	X 5
Venom	.	V	X	5
Village Defender	가	.	V	X 5
Wisdom	.	V	V	X 5
Wither	.	V	X	5

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
Coal Steel	Applies Mining Fatigue effect to the attacker.		III	☒	☐	5
Darkness Clock	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
Hordeborn	Grants Resistance effect on receiving damage.		III	☒	☐	5
Ice Shield	Freezes and slows down the attacker.		III	☒	☐	10
Jumping	Grants Jump Boost effect.		I	☒	☐	2
Korrikazte	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	☒	☐	1

Bow

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bomber	Shoots TNT instead of arrows.	(Non-)Arrow enchantments ⓘ	III	☒	☒	1
Confusing Arrows	Applies Nausea effect on arrows.	Non-Arrow enchantments ⓘ	III	☒	☒	10
Darkness Arrows	Applies Darkness effect on arrows.	Non-Arrow enchantments ⓘ	III	☒	☒	10
Dragonfire Arrows	Applies Dragon's Breath effect on arrows.	Non-Arrow enchantments ⓘ	III	☒	☒	2
Electrified Arrows	Summons Lightning on hit.	Non-Arrow enchantments ⓘ	III	☒	☒	5
Ender Bow	Shoots Ender Pearls instead of arrows.	(Non-)Arrow enchantments ⓘ	I	☒	☒	1
Explosive Arrows	Arrows Explodes on hit.	Non-Arrow enchantments ⓘ	III	☒	☒	5
Flame	Places a Torch where arrow land.	Non-Arrow enchantments ⓘ	I	☒	☒	5
Ghost	Shoots Fireball instead of arrows.	(Non-)Arrow enchantments ⓘ	I	☒	☒	1
Hover	Applies Levitation effect on arrows.	Non-Arrow enchantments ⓘ	III	☒	☒	10
Urging	Arrows with a Lingering effect on hit.	Non-Arrow enchantments ⓘ	III	☒	☒	2
Poisoned Arrows	Applies Poison effect on arrows.	Non-Arrow enchantments ⓘ	III	☒	☒	5
Sliper	Increases projectile speed.		II	☒	☒	10
Vampire Arrows	Restores health on hit.	Non-Arrow enchantments ⓘ	III	☒	☒	2
Withered Arrows	Applies Wither effect on arrows.	Non-Arrow enchantments ⓘ	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
Hoist	Applies Hoist effect on mining.		III	☒☒☒	☒	2
Lucky Miner	Produces more XP on mined blocks.		III	☒	☒	5
Repeater	Reports Cross on honest 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	Smelt dropped items according to their Recipes ⓘ.	Silk Touch ⓘ, Silk Spawner	V	☒☒☒	☒☒	5
Tinkersmith	Moves all block loc directly to inventory.		I	☒☒☒	☒	1
Treecutter	Cuts down an entire tree.		I	☒	☒	2
Tunnel	Mines 1x2, 2x2, 3x3 areas.	Veinminer, Blast Mining	III	☒	☒☒	1
Veinminer	Mines the whole area vein at once.	Tunnel, Blast Mining	III	☒	☒	1

Fishing

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Aura 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
Surveillant	Automatically cooks fish if what is caught is raw.		I	☒	☒	2

Weapon

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bone of Netherfrown	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 Pigs and Zombie Villagers on kit.		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 Snowiness effect on target.		III	☒	☒	10
Inferno	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.		III	☒	☒	5
Rocket	Launches target into the space.		III	☒	☒	5
Swiper	Steals player's XP ⓘ.		III	☒	☒	2
Temper	Damage increases the more the less health you have.		V	☒	☒	1
Thrifty	Drops more 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.		III	☒	☒	10
Village Defender	Increases damage to Villagers ⓘ.		V	☒	☒	10
Wisdom	Produces more XP on 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 Breaking	Takes more durability points on a hook use.	Unbreaking ⓘ	III	☒☒☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒	10
Curse of Froggify	Prevents item from being groundstone or univ.		I	☒☒☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒	10
Curse of Maledicta	Disenchants blocks and mobs' lost.		III	☒☒☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒	5
Curse of Misfortune	Reduces block's and mob's lost 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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- (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>
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- <https://discord.konggal.tv>
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- <https://homoons.tistory.com/738>
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- <http://discord.sudapeople.tv>
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- <https://cafe.naver.com/sudapeopletv>

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2025/07/31 15:17

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