

# (J-VERSE)



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- - 1.21.8
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가 (KakaoTalk)

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- 가 :
  - 1 (9 ) : 10,000 (7 )
  - (6 /54 ) : 60,000 (7 ) - **BEST CHOICE!** □
- : `checkbp` 가

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		가 (7 )
`/wb`	- 가	10,000
`/fu`	- 가	10,000
`/bf`	- 2	10,000

- : `/checkworktool` 가

1. **\*\*[[<https://donate.sudapeople.tv>| ]]\*\***
2. **\*\* \*\* \*\* \*\***
3. **!**

## + F = GUI

- **Shift( ) + F - "F" GUI 가**

## GUI

- : , (On/Off),
- :
  - ( ) - `/vm mode sneak`
  - ( ) - `/vm mode stand`
  - - `/vm mode none`
- / : (`/sethome`), (`/home`), (`/back`)
- / : ,
- / : (`/cshop`)
- : , , , 가

## (VeinMiner)

- - , , , (Shift)
- : .
- : GUI(`Shift+F`)

- /vm -
- /vm mode sneak - ( ) - /
- /vm mode stand - ( )
- /vm mode always - ( )
- /vm mode none -

### (Teleport)

- /home -
- /homelist -
- /sethome -
- /delhome < > -
- /spawn -
- /tpa < > - ( )
- /teleport\_player - ( )
- /teleport\_accept < > -
- /teleport\_deny < > -
- /back -

### (Bingo) &

- 5 x 5 .
- :
  - /bingo start -
  - /bingo board -
  - /bingo rank -
  - /bingo besttime -

### (Gamble)

- GUI 가 5 .
- : , , , ,

### Trade Cycling ( )

- . ( ) **F**

&

- : 가
- : 가

가 . ( .)

	( )		
Cold Steel	( 3 )	III	☐
Darkness Cloak		III	☐
Elemental Protection		IV	☐, ☐, ☐, ☐
Fire Shield		IV	☐
Hardened		II	☐, ☐
Ice Shield		III	☐
Rebound		I	☐
Regrowth	가	IV	☐
Saturation		II	☐
Stopping Force	가	III	☐
Water Breathing		I	☐
Confusing Arrows		II	☐
Darkness Arrows		II	☐
Dragonfire Arrows		III	☐
Electrified Arrows		III	☐
Explosive Arrows		III	☐
Hover		II	☐
Lingering		III	☐
Poisoned Arrows		II	☐
Pulling		II	☐
Telepathy		I	☐
Torch		I	☐
Vampiric		III	☐
Volley		I	☐
Lucky Miner	가	III	☐
Replanter		I	
Silk Spawner	가	I	☐
Smelter	( )	V	☐
Telekinesis		I	, ,
Treefeller	가 ( )	II	☐

	( )		
VeinMiner	( )	III	□
	( 가 )		
Lifesteal		III	✕
Poison		II	✕
Thunder		V	✕
Vampire		III	✕
Wisdom	가	V	✕

※ : (Blast Mining), (Tunnel), (Speed/Haste)

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### 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	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
Kamikadze	Creates an explosion on death.		III	✓	✗	5
Night Vision	Grants Night Vision effect.		I	✗	✗	1
Rebound	Gives the effect of landing on a Stone 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
Blot 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, Blot Mining	III	✓	✗	1
Veinminer	Mines the whole ore vein at once.	Tunnel, Blot Mining	III	✓	✗	1

#### Fishing

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Auto Bait	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
Survivist	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.		III	✓	✗	10
Confusion	Applies Nausea effect on target.		III	✓	✗	10
Cure	Cures Zombified Piglin 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.		IV	✓	✗	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 Breaking	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

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2,000	+	100%
3,000	120	+ (2 )
4,000		5000
5,000	or	50%
6,000		3 가
7,000		( / )
7,942		( )
8,000		
9,000	(Vomit)	가
10,000	+	[ ] /
20,000	[ ] + ( )+ +	[ ]
30,000	[ ] or or	
50,000	or	
60,000	or or	[ ]
100,000		( )
200,000	+	[ ]

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- **(Debuff):** , , , , , ,
- **(Monster):** , , ,
- **(Lava):**
- **(Sky):** 250 ( )
- **(RandomTP):** 5000
- **(Lightning):**
- 가 **(Prison):** 10
- **(Rocket):**
- **(Shuffle):** 가
- **(Vomit):** 가 5
- **(Swap):** 가
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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>



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- - Minecraft 1.12.2
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