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• <https://donate.sudapeople.tv>

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- **/trash -**

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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

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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

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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

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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

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Auto Reel	가	-	I	-	1

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.		II	✓	✗	5
Darkness Cloak	Applies Darkness effect to the attacker.		II	✓	✗	10
Elemental Protection	Reduces poison 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.		II	✓	✗	10
Jumping	Grants Jump Boost effect.		I	✗	✗	2
Kamikaze	Creates an explosion on death.		II	✓	✗	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 effect 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
Coasting 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	I	✓	✗	5
Flame Bow	Shoots Flame instead of arrows.	Non-Arrow enchants	I	✓	✗	1
Flintlock Arrows	Arrows explode on hit.	Non-Arrow enchants	III	✓	✗	5
Flint	Places a TNT when arrow lands.	Non-Arrow enchants	I	✓	✗	5
Ghost	Shoots Phantom instead of arrows.	Non-Arrow enchants	I	✓	✗	1
Healer	Applies Levitation effect on arrow.	Non-Arrow enchants	III	✓	✗	10
Lingering	Arrows with a Lingering effect on hit.	Non-Arrow enchants	III	✓	✗	2
Polished Arrows	Applies Poison effect on arrows.	Non-Arrow enchants	III	✓	✗	5
Sniper	Increases projectile speed.		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, Vampirism	V	✓	✗	2
Clear Boulder	Breaks glass instantly.		I	✓	✗	10
Hoarse	Applies Hoarse effect on mining.		III	✓	✗	2
Lucky Miner	Produces more XP from mined blocks.		III	✓	✗	5
Repeater	Repeats Click on left- 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
Telekinetic	Moves all block loot directly to inventory.		I	✓	✗	1
Treefeller	Cuts down an entire tree.		II	✓	✗	2
Tunnel	Mines 1x2, 2x2, 3x3 area.	Vampirism, Blast Mining	III	✓	✗	1
Vampirism	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.		I	✓	✗	1
Curse of Drowned	Chance to fish up a Drowned .		III	✓	✗	5
Double Catch	Increases amount of caught fish by x2.		III	✓	✗	2
River Master	Increases casting distance.		V	✓	✗	10
Saccharid Angler	Increases amount of gained XP.		III	✓	✗	5
Survivalist	Automatically cooks fish if what is caught is raw.		I	✓	✗	2

Weapon

Name	Summary	Incompatible With	Max Level	Primary Items	Secondary Items	Weight
Bane of Arthropods	Increases damage to heller mobs.		V	✓	✗	10
Blindness	Applies Blindness effect on target.		III	✓	✗	10
Confusion	Applies Nausea effect on target.		I	✓	✗	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.		I	✓	✗	2
Double Strike	Increases damage by twice.		I	✓	✗	1
Enchant	Applies Hunger effect on target.		IV	✓	✗	10
Ice Aspect	Freezes and applies Slowness on target.		III	✓	✗	10
Infinity	Retains one target on fire.		III	✓	✗	10
Master	Moves entity's drops directly to inventory.		I	✓	✗	2
Needle	Applies Mining Fatigue effect on target.		V	✓	✗	5
Reign	Grants Strength effect on combat.		III	✓	✗	5
Rocket	Launches target into the opals.		III	✓	✗	5
Sniper	Steals player's XP.		III	✓	✗	2
Temper	Damage increases the more the less health you have.		V	✓	✗	1
Thief	Drops mob's Spoils Egg.		III	✓	✗	2
Thunder	Summons Lightning on target with extra damage.		V	✓	✗	5
Vampiric	Steals target's health.		III	✓	✗	2
Venom	Applies Poison effect on target.		I	✓	✗	10
Village Defender	Increases damage to villagers .		V	✓	✗	10
Wisdom	Produces more XP from mobs.		V	✓	✗	5
Wither	Applies Wither effect on target.		I	✓	✗	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 grounded or anvil.		I	✓	✗	10
Curse of Vanishing	Disenchant's book's and mob's loot.		III	✓	✗	5
Curse of Misfortune	Reduces book's and mob's loot to zero.	Fortune, Looting	III	✓	✗	5
Resistor	Saves item from breaking once.		III	✓	✗	2
Soulbound	Prevents item from being dropped upon death.	Curse of Vanishing	I	✓	✗	2

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 - (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)
- (lava)
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- (sky)
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- (randomtp)
 - X : -499 ~ +499
 - Z : -499 ~ +499
- (lightning)
 -
- (kill)
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- (clean)
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- (fullclean)
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- (Simple Voice Chat) <https://modrinth.com/plugin/simple-voice-chat/versions>

()

- (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

Trade Cycling

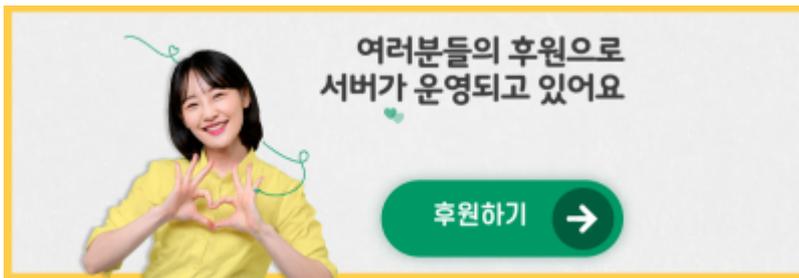
- Curseforge
- L_Ender 's Cataclysm <https://www.curseforge.com/minecraft/mc-mods/trade-cycling/files/all?page=1&pageSize=20&version=1.21.1&gameVersionTypeId=6>

Command Keys

- <https://modrinth.com/mod/commandkeys>
- ()
- /backpack `B` , `B` /backpack .

- <https://discord.canonj.kr>

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



- <http://discord.sudapeople.tv>
- X <http://x.sudapeople.tv>
- <https://cafe.naver.com/sudapeopletv>

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