THE BROWN SMP — OFFICIAL COMMAND PERMISSION MATRIX

GRANULAR ROLE-BASED ACCESS CONTROL (RBAC) & PERMISSION ENGINE SPECIFICATION

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1. Executive Security & Governance Framework

This authoritative governance manual establishes the complete security and delegation model for The Brown SMP WhatsApp Bot, governing all 1384 operational commands across 50 categories. The security model enforces strict multi-tier role-based access control, cryptographically locked non-delegable primitives, and dynamic per-user command and category delegation managed directly through WhatsApp.

Security Role	Authorized Contacts	Access Scope & Restrictions
PRIMARY OWNER	**+918822786312 (LID: 121607720829000)**	Unrestricted root access across all 1384 commands. Exclusively permitted to execute non-delegable commands (/sh, /term, /cd, /pwd, /sys kill, /mc stop, /mc restore, /add-perm, /remove-perm, /category grant, /category rollback).
BOT ACCOUNT	**+917577856634 (Instance Host)**	Autonomous Baileys service runtime account. Evaluates incoming commands and delivers responses.
SECONDARY OWNER	**Configured in *config.json* (owner_numbers)**	Full Minecraft server administration, world backup generation, gamerule adjustments, and system performance monitoring. CANNOT execute raw bash shell or destroy the server.
MODERATOR	**Configured in *config.json* (mod_numbers)**	Access to 451 Moderator commands + 48 Member commands (499 total): player governance (whitelist, kick, ban), Ledger block grief inspection, Flan claim boundaries, clearlag, festival firework shows, and system spec cards.
MEMBER	**Registered WhatsApp Contacts**	Access to 48 Member-tier commands (/mc status, /mc ping, /rules, /sw, /dict, /qr, /barcode, /clip view, /transfer list, etc.). Cannot run moderation or admin tools.
DELEGATED USER	**Granted via */category grant* or */command add***	Specific individual users granted explicit temporary access to whole functional categories or single atomic Command IDs with automatic TTL expiration.

DYNAMIC PERMISSION ADMINISTRATION COMMANDS (PRIMARY OWNER: +918822786312)

• /category grant <CAT> <phone> [duration] [reason] — Delegates an entire category of commands with automatic TTL • /category revoke <CAT> <phone> — Immediately revokes a delegated category grant • /category list — Lists all 50 categories, command counts, and default access tiers • /category info <CAT> — Displays category description, group membership, and included commands • /category-perm preview <CAT> <phone> — Dry-run preview of commands before granting • /category rollback <phone> — Emergency kill-switch revoking all category grants for a user • /category audit [limit] — Audits recent permission grant, revoke, and expiry transactions • /command add <id> <phone> [duration] — Grants a single atomic Command ID • /command remove <id> <phone> — Revokes a specific atomic command ID grant

IRONCLAD NON-DELEGABLE SECURITY SAFEGUARDS

Commands marked [DELEGABLE: NO] are cryptographically hardwired to require Primary Owner identity (+918822786312). Any attempt by secondary staff to delegate these commands via /add-perm or /category grant is actively intercepted and rejected by the PermissionEngine. Furthermore, interactive shell execution (/sh) includes automated AST pattern matching to block catastrophic drive wipes (rm -rf /, mkfs, dd).

2. Comprehensive 50-Category Command Permission Matrix (1384 Commands)

Every operational command in The Brown SMP is assigned a permanent, stable Command ID. Consult the tables below for role requirements and delegability.

Sector 1: SYS HARDWARE (15 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.HARDWARE.INFO	/sys info	MOD	YES	Structured Oracle Cloud hardware, kernel, CPU, RAM, disk, and uptime report (no ASCII)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.HARDWARE.CPU	/sys cpu	MOD	YES	ARM Neoverse-N1 CPU cores, frequencies, cache topology, and real-time load
SYS.HARDWARE.RAM	/sys ram	MOD	YES	RAM breakdown: total, used, free, cached, buffers, and available memory
SYS.HARDWARE.SWAP	/sys swap	MOD	YES	Swap partition size, used, free, swappiness kernel parameter, and cache
SYS.HARDWARE.LOAD	/sys load	MOD	YES	CPU 1-min, 5-min, and 15-min load averages with running process count
SYS.HARDWARE.UPTIME	/sys uptime	MOD	YES	System uptime, boot timestamp, and active user session counts
SYS.HARDWARE.BBR	/sys bbr	MOD	YES	Checks Google BBR TCP congestion control status for low-latency packets
SYS.HARDWARE.STATS	/stats	MOD	YES	Compact visual progress bars for CPU, RAM, and Disk capacity
SYS.HARDWARE.TEMP	/sys temp	MOD	YES	Thermal zone hardware sensors for CPU core temperatures
SYS.HARDWARE.VMSTAT	/sys vmstat	MOD	YES	Linux virtual memory statistics, context switches, and interrupts
SYS.HARDWARE.HOSTNAME	/sys hostname	MOD	YES	Queries host system hostname and fully qualified domain name (FQDN)
SYS.HARDWARE.MEMINFO	/sys meminfo	MOD	YES	Raw /proc/meminfo kernel memory metrics and buffer allocations
SYS.HARDWARE.CPUINFO	/sys cpuinfo	MOD	YES	Raw /proc/cpuinfo processor flags, hardware features, and bogomips
SYS.HARDWARE.DISKSTATS	/sys diskstats	MOD	YES	Reads /proc/diskstats sector reads, writes, and active IO operations
SYS.HARDWARE.SLABINFO	/sys slabinfo	OWNER	NO	Inspects kernel slab allocator memory cache allocations

Sector 2: SYS STORAGE (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.STORAGE.DISK	/sys disk	MOD	YES	Mounted filesystems, mount points, available gigabytes, and percentages
SYS.STORAGE.IO	/sys io	MOD	YES	Real-time disk I/O throughput: reads/writes per second, TPS, and service times
SYS.STORAGE.DU	/sys du [path]	OWNER	NO	Scans directory disk footprint and outputs top largest subfolders sorted by size
SYS.STORAGE.INODES	/sys inodes	MOD	YES	Filesystem inode usage on root and home partitions to prevent exhaustion
SYS.STORAGE.LSBLK	/sys lsblk	MOD	YES	Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
SYS.STORAGE.CLEAN	/sys clean	OWNER	NO	Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
SYS.STORAGE.FSTAB	/sys fstab	OWNER	NO	Audits /etc/fstab persistent filesystem mount declarations and flags
SYS.STORAGE.JOURNAL_CLEAN	/sys journal-clean	OWNER	NO	Vacuums systemd journal logs to retain max 200MB disk space
SYS.STORAGE.BACKUP_DISK	/sys backup-disk	OWNER	NO	Reports total backup storage consumption and available retention headroom
SYS.STORAGE.SYNC	/sys sync	OWNER	NO	Forces filesystem cache dirty pages to write to physical NVMe disk

Sector 3: SYS NETWORK (13 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.NETWORK.NET	/sys net	MOD	YES	Network interfaces, IP addresses, MTU, rx/tx packets, and errors
SYS.NETWORK.PORTS	/ports	MOD	YES	Audits listening TCP and UDP sockets (Minecraft 25565, SSH 22, Playit, etc.)
SYS.NETWORK.CONNS	/sys conns	MOD	YES	Summarizes active TCP sockets by state (ESTABLISHED, TIME_WAIT, CLOSE_WAIT)
SYS.NETWORK.PING	/sys ping <host>	MOD	YES	Sends 4 ICMP ping packets to any remote IP or domain to measure latency
SYS.NETWORK.DNS	/sys dns <domain>	MOD	YES	Performs DNS resolution lookup query for any host or domain address
SYS.NETWORK.IP	/sys ip	MOD	YES	Displays primary public cloud IP (146.56.48.248) and internal private IP
SYS.NETWORK.ROUTES	/sys routes	MOD	YES	Kernel IP routing table, default gateway, and network device metrics

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.NETWORK.FIREWALL	/sys firewall	OWNER	NO	Inspects UFW firewall status, default policies, and open external network rules
SYS.NETWORK.IPTABLES	/sys iptables	OWNER	NO	Kernel netfilter iptables packet filtering rules and NAT translation chains
SYS.NETWORK.ARP	/sys arp	MOD	YES	ARP neighbour cache table with MAC addresses and IP mappings
SYS.NETWORK.TRACEROUTE	/sys traceroute <host>	MOD	YES	Traces network hop path and transit latency to destination server
SYS.NETWORK.WHOIS	/sys whois <ip>	MOD	YES	Queries WHOIS ASN organization and geolocation for IP address
DEV.NET	/net	MOD	YES	Network diagnostics: ping latency probe, DNS resolution, or TLS certificate probe

Sector 4: SYS PROCESS (25 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.PROCESS.PS	/sys ps	MOD	YES	Lists top 10 CPU and Memory consuming processes with PID, user, and command
SYS.PROCESS.SERVICES	/sys services	MOD	YES	Audits health status of core system daemons (whatsapp-bot, ssh, cron, playit)
SYS.PROCESS.SERVICE_STATUS	/sys service status <name>	MOD	YES	Detailed systemd unit status and latest logs for any specific service
SYS.PROCESS.SERVICE_RESTART	/sys service restart <name>	OWNER	NO	Restarts any systemd background service on the Oracle Cloud instance
SYS.PROCESS.SERVICE_STOP	/sys service stop <name>	OWNER	NO	Stops any systemd background service safely
SYS.PROCESS.SERVICE_START	/sys service start <name>	OWNER	NO	Starts any systemd background service
SYS.PROCESS.KILL	/sys kill <pid>	OWNER	NO	Terminates process by PID with SIGTERM/SIGKILL (Strictly Primary Owner)
SYS.PROCESS.PKILL	/sys pkill <name>	OWNER	NO	Kills processes matching process name pattern (Strictly Primary Owner)
SYS.PROCESS.JOURNAL	/sys journal <service> [lines]	OWNER	NO	Fetches last N journalctl log lines for any systemd service
SYS.PROCESS.DMESG	/sys dmesg [lines]	OWNER	NO	Dumps kernel ring buffer messages and audits for Out-Of-Memory events
SYS.PROCESS.TOP_MEM	/sys top-mem	MOD	YES	Sorts top memory hogs currently active on host
SYS.PROCESS.TOP_CPU	/sys top-cpu	MOD	YES	Sorts top CPU consuming processes in descending order
AUTO.DASHBOARD	/automation	OWNER	NO	Show WhatsApp Automation Control Centre overview and unit states
AUTO.LIST	/automation list [filter]	MOD	YES	List registered automation units filtered by all, running, scheduled, paused, or failed
AUTO.STATUS	/automation status <id>	MOD	YES	Check live systemd and PID status for an automation unit
AUTO.INSPECT	/automation inspect <id>	MOD	YES	Deep inspection of an automation unit configuration and cgroup state
AUTO.LOGS	/automation logs <id> [lines]	MOD	YES	Retrieve recent journalctl logs for an automation unit
AUTO.PAUSE	/automation pause <id>	OWNER	NO	Pause an automation unit and suppress watchdog self-healing recovery
AUTO.RESUME	/automation resume <id>	OWNER	NO	Resume a paused automation unit and restore watchdog protection
AUTO.STOP	/automation stop <id>	OWNER	NO	Stop an automation unit intentionally with watchdog isolation flag
AUTO.START	/automation start <id>	OWNER	NO	Start an intentionally stopped automation unit
AUTO.RESTART	/automation restart <id>	OWNER	NO	Gracefully restart an automation service or timer
AUTO.ENABLE	/automation enable <id>	OWNER	NO	Enable an automation unit in systemd boot sequence
AUTO.DISABLE	/automation disable <id>	OWNER	NO	Disable an automation unit from starting on system boot
DEV.GIT	/git	MOD	YES	Git repository workspace status, commit log, or branch listing

Sector 5: SYS SECURITY (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.SECURITY.AUDIT	/sys security	OWNER	NO	Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
SYS.SECURITY.AUTH	/sys auth	OWNER	NO	Shows last 5 user logins and SSH authentications with source IPs
SYS.SECURITY.FAIL2BAN	/sys fail2ban	OWNER	NO	Checks fail2ban sshd jail status and lists currently banned IP addresses

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.SECURITY.USERS	/sys users	OWNER	NO	Inspects actively logged-in terminal sessions and host user accounts
SYS.SECURITY.CRON	/sys cron	OWNER	NO	Lists system crontab automated tasks and scheduled backup routines
SYS.SECURITY.UPDATES	/sys updates	OWNER	NO	Checks Ubuntu apt security advisories and pending upgradable packages
SYS.SECURITY.LIMITS	/sys limits	OWNER	NO	Checks security ulimit parameters for open files, threads, and memory locks
SYS.SECURITY.MODULES	/sys modules	OWNER	NO	Lists loaded Linux kernel modules (lsmod) and device drivers
SYS.SECURITY.SYSCTL	/sys sysctl <param>	OWNER	NO	Reads or inspects kernel sysctl configuration parameter
SYS.SECURITY.PKG_SEARCH	/sys package-search <pkg>	MOD	YES	Searches apt repository cache for package availability

Sector 6: SYS SHELL (6 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS.SHELL.EXEC	/sh <command>	OWNER	NO	Executes stateful shell command directly in bash session (Strictly Primary Owner)
SYS.SHELL.CD	/cd <path>	OWNER	NO	Changes active working directory for stateful shell commands (Strictly Primary Owner)
SYS.SHELL.PWD	/pwd	OWNER	NO	Prints active working directory path (Strictly Primary Owner)
SYS.SHELL.TERM_ON	/term on	OWNER	NO	Activates interactive terminal mode where messages execute in bash (Strictly Primary Owner)
SYS.SHELL.TERM_OFF	/term off	OWNER	NO	Deactivates interactive terminal mode (Strictly Primary Owner)
SYS.SHELL.MC_SH	./mc.sh [args]	OWNER	NO	Runs ./mc.sh utility commands directly from project directory

Sector 7: BOT MANAGEMENT (8 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
BOT.STATUS	/bot status	MOD	YES	Checks WhatsApp connection status, uptime, PID, memory, and auth store state
BOT.RESTART	/bot restart	OWNER	NO	Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
BOT.PING	/bot ping	MOD	YES	Measures bot message round-trip processing responsiveness
BOT.HELP	/help	MOD	YES	Renders role-specific command menu and quick command categories
BOT.FIND	/find <query>	MOD	YES	Instantly searches across all 1,100+ commands by keyword or syntax
BOT.CMDS	/cmds [category]	MOD	YES	Browses command catalog by category sector
BOT.OWNER.LIST	/owner list	OWNER	NO	Lists authorized server owner phone numbers
BOT.OWNER.ADD	/owner add <phone>	OWNER	NO	Adds secondary owner number (Strictly Primary Owner)

Sector 8: BOT PERMISSIONS (28 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PERM.ADD	/add-perm <command-id> <phone>	OWNER	NO	Grants granular command ID access to a specific phone number (Strictly Primary Owner)
PERM.REMOVE	/remove-perm <command-id> <phone>	OWNER	NO	Revokes specific command ID access from a phone number (Strictly Primary Owner)
PERM.LIST	/list-perm [phone]	OWNER	NO	Lists active permissions granted to a phone number or all users (Strictly Primary Owner)
PERM.INFO	/perm-info <command-id>	MOD	YES	Displays permission metadata, category, delegability, and required role for command
PERM.ALL	/perm-list	OWNER	NO	Displays all custom granted permissions across the ecosystem (Strictly Primary Owner)
PERM.ROLES	/perm-roles	OWNER	NO	Displays active role assignments (Primary Owner, Secondary Owners, Moderators)
BOT.PERM.ROLLBACK	/perm-rollback <phone>	OWNER	NO	Emergency revocation of all active temporary permissions for target user

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
BOT.PERM.AUDIT	/perm-audit [limit]	OWNER	NO	View security audit log of permission grants, revokes, and expirations
COMMAND.ADD	/command add <command-id> <phone-number> [duration] [reason]	OWNER	NO	Grant granular command ID permission to a target phone number
COMMAND.REMOVE	/command remove <command-id> <phone-number>	OWNER	NO	Revoke a granular command permission from a phone number
COMMAND.LIST	/command list [phone-number]	MOD	YES	List all active delegated permissions granted to a phone number
COMMAND.INFO	/command info <command-id>	MOD	YES	Inspect command metadata, description, category, and delegability
COMMAND.GRANTS	/command grants	OWNER	NO	Matrix overview of all active delegated permission grants
COMMAND.AUDIT	/command audit [limit]	OWNER	NO	View the immutable security permission audit trail
COMMAND.ROLLBACK	/command rollback <phone-number>	OWNER	NO	Emergency revocation of all active delegated permissions for a user
CAT.LIST	/category list [group]	OWNER	NO	Lists available category taxonomy groups with command totals, delegable counts, and subcategories
CAT.INFO	/category info <cat-id>	OWNER	NO	Inspect detailed category dossier including delegable operations, shielded non-delegables, and subcategories
CAT.COMMANDS	/category commands <cat-id>	OWNER	NO	Lists all canonical commands belonging to a specific category with syntax, roles, and delegability flags
CAT_PERM.PREVIEW	/category-perm preview <cat-id> <phone> [scope] [policy]	OWNER	NO	Simulates and previews category grant showing exact authorized operations versus shielded non-delegable commands
CAT_PERM.ADD	/category-perm add <cat-id> <phone> [duration] [scope] [reason]	OWNER	NO	Grants an entire functional category to a user with configurable scope, duration, dynamic future-command inheritance, and full lifecycle tracking
CAT_PERM.REMOVE	/category-perm remove <cat-id-or-grant-id> [phone]	OWNER	NO	Revokes an active category grant by grant ID or category ID, immediately terminating delegated access
CAT_PERM.PAUSE	/category-perm pause <grant-id>	OWNER	NO	Temporarily suspends an active category grant without deleting it
CAT_PERM.RESUME	/category-perm resume <grant-id>	OWNER	NO	Resumes a previously paused category permission grant, restoring user access
CAT_PERM.EXTEND	/category-perm extend <grant-id> <duration>	OWNER	NO	Extends the validity period of an active category permission grant
CAT_PERM.LIST	/category-perm list [phone]	OWNER	NO	Lists all active and recorded category permission grants, remaining time, and scopes
CAT_PERM.INFO	/category-perm info <grant-id>	OWNER	NO	Inspects detailed dossier for a specific category grant including authorized command list and audit history
CAT_PERM.AUDIT	/category-perm audit [limit]	OWNER	NO	Displays security audit log of recent category grant creation, pause, resume, and revocation actions
CAT_PERM.ROLLBACK	/category-perm rollback <phone>	OWNER	NO	Emergency rollback: immediately revokes all category permission grants for a specific phone number

Sector 9: BOT DOCS (7 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
DOCS.ENCYCLOPEDIA	/manual	MOD	YES	Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
DOCS.OWNER	/manual owner	OWNER	NO	Sends The Brown SMP Owner Master Manual PDF
DOCS.MODERATOR	/manual mod	MOD	YES	Sends The Brown SMP Moderator Operations Manual PDF
DOCS.WORLDEDIT	/manual worldedit	MOD	YES	Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
DOCS.PLAYER	/manual player	MOD	YES	Sends The Brown SMP Ultimate Player Survival Guide PDF
DOCS.MATRIX	/manual matrix	MOD	YES	Sends The Brown SMP Command Permission Matrix PDF
DOCS.LIST	/manual list	MOD	YES	Lists all available downloadable server manual PDFs

Sector 10: PHONE INTEL (6 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PHONE.INTEL.SEARCH	/search phone <number>	OWNER	NO	Deep multi-source caller intelligence (LibPhoneNumber + DoT Circle + WhatsApp Live + Truecaller)
PHONE.INTEL.LOGIN	/search phone-login <phone>	OWNER	NO	Initiates official Truecaller SMS OTP login flow (Strictly Primary Owner)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PHONE.INTEL.VERIFY	/search phone-verify <otp>	OWNER	NO	Verifies 6-digit Truecaller OTP and saves installation token (Strictly Primary Owner)
PHONE.INTEL.TOKEN	/search phone-token <token>	OWNER	NO	Directly stores Truecaller installation ID token (Strictly Primary Owner)
PHONE.INTEL.STATUS	/search phone-status	OWNER	NO	Displays Truecaller link status, API health, and telecom cache stats
PHONE.INTEL.CLEAR	/search phone-clear	OWNER	NO	Clears cached phone intelligence records (Strictly Primary Owner)

Sector 11: MC LIFECYCLE (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.LIFECYCLE.START	/mc start	OWNER	NO	Starts the Minecraft server tmux session if stopped
MC.LIFECYCLE.STOP	/mc stop	OWNER	NO	Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
MC.LIFECYCLE.RESTART	/mc restart	OWNER	NO	Broadcasts warning, saves world, and restarts Minecraft daemon
MC.LIFECYCLE.SAVE	/mc save	MOD	YES	Forces immediate flush of world chunks and player data to NVMe storage
MC.LIFECYCLE.SAVE_ON	/mc save-on	OWNER	NO	Re-enables automatic chunk saving to disk
MC.LIFECYCLE.SAVE_OFF	/mc save-off	OWNER	NO	Pauses automatic chunk disk writes for safe backup snapshotting
MC.LIFECYCLE.BACKUP	/mc backup	OWNER	NO	Executes compressed tar.zst world and config snapshot
MC.LIFECYCLE.BACKUPS	/mc backups	MOD	YES	Lists available world backup archives, sizes, and timestamps
MC.LIFECYCLE.RESTORE	/mc restore <latest|archive>	OWNER	NO	Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)
MC.LIFECYCLE.CLEARLAG	/mc clearlag	MOD	YES	Kills loose ground dropped items and clears entity lag

Sector 12: MC DIAGNOSTICS (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.STATUS	/mc status	MOD	YES	Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
MC.DIAGNOSTICS.TPS	/mc tps	MOD	YES	Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
MC.DIAGNOSTICS.HEALTH	/mc health	MOD	YES	Generates and returns an interactive Spark web profiler report URL
MC.DIAGNOSTICS.HEAP	/mc heap	MOD	YES	JVM Heap memory allocation: used, free, maximum, and garbage collection stats
MC.DIAGNOSTICS.GC	/mc gc	OWNER	NO	Manually triggers Java garbage collection cycle to reclaim heap memory
MC.DIAGNOSTICS.PING	/mc ping [player]	MOD	YES	Spark player latency benchmark and packet round-trip times
MC.DIAGNOSTICS.LOGS	/mc logs [lines]	OWNER	NO	Fetches latest N lines from Minecraft latest.log without ANSI codes
MC.DIAGNOSTICS.SPARK_TICK	/mc tickmonitoring	MOD	YES	Toggles or checks Spark real-time tick monitoring
MC_DIAG.HEALTH	/health	MEMBER	YES	Fast server liveness, JVM PID, port, and resource check.
MC_DIAG.HEALTH_HISTORY	/health history	MEMBER	YES	Displays 24-hour server health and uptime history.

Sector 13: MC WORLD (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.WORLD.TIME_SET	/mc time set <day|night|noon|midnight|ticks>	MOD	YES	Sets in-game world time to specified preset or tick count
MC.WORLD.TIME_QUERY	/mc time query <daytime|gametime|day>	MOD	YES	Queries current world time in ticks or elapsed days
MC.WORLD.TIME_ADD	/mc time add <amount>	MOD	YES	Advances world time forward by specified ticks
MC.WORLD.WEATHER_CLEAR	/mc weather clear [duration]	MOD	YES	Sets world weather to clear skies
MC.WORLD.WEATHER_RAIN	/mc weather rain [duration]	MOD	YES	Changes world weather to precipitation
MC.WORLD.WEATHER_THUNDER	/mc weather thunder [duration]	MOD	YES	Initiates thunderstorm with lightning strikes
MC.WORLD.DIFFICULTY	/mc difficulty <peaceful|easy|normal|hard>	OWNER	NO	Changes global server difficulty level
MC.WORLD.SEED	/mc seed	MOD	YES	Displays world generation terrain seed
MC.WORLD.WORLDBORDER_SET	/mc worldborder set <distance> [time]	OWNER	NO	Sets circular/square world border radius in blocks
MC.WORLD.WORLDBORDER_GET	/mc worldborder get	MOD	YES	Queries current world border diameter and coordinates

Sector 14: MC GAMERULES (45 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GAMERULE.ANNOUNCE_ADVANCEMENTS	/mc gamerule announceAdvancements [val]	OWNER	YES	Queries or updates gamerule 'announceAdvancements': Whether advancements are announced in chat
MC.GAMERULE.COMMAND_BLOCK_OUTPUT	/mc gamerule commandBlockOutput [val]	OWNER	YES	Queries or updates gamerule 'commandBlockOutput': Whether command blocks broadcast their execution to chat
MC.GAMERULE.DISABLE_ELYTRA_MOVEMENT_CHECK	/mc gamerule disableElytraMovementCheck [val]	OWNER	YES	Queries or updates gamerule 'disableElytraMovementCheck': Whether server checks for elytra flying speed limits
MC.GAMERULE.DISABLE_RAIDS	/mc gamerule disableRaids [val]	OWNER	YES	Queries or updates gamerule 'disableRaids': Whether village raids are disabled completely
MC.GAMERULE.DO_DAYLIGHT_CYCLE	/mc gamerule doDaylightCycle [val]	OWNER	YES	Queries or updates gamerule 'doDaylightCycle': Whether daylight time progresses naturally
MC.GAMERULE.DO_ENTITY_DROPS	/mc gamerule doEntityDrops [val]	OWNER	YES	Queries or updates gamerule 'doEntityDrops': Whether entities drop items upon death
MC.GAMERULE.DO_FIRE_TICK	/mc gamerule doFireTick [val]	OWNER	YES	Queries or updates gamerule 'doFireTick': Whether fire spreads and extinguishes naturally
MC.GAMERULE.DO_INSOMNIA	/mc gamerule doInsomnia [val]	OWNER	YES	Queries or updates gamerule 'doInsomnia': Whether phantoms spawn near players who haven't slept
MC.GAMERULE.DO_IMMEDIATE_RESPAWN	/mc gamerule doImmediateRespawn [val]	OWNER	YES	Queries or updates gamerule 'doImmediateRespawn': Whether players respawn immediately without death screen
MC.GAMERULE.DO_LIMITED_CRAFTING	/mc gamerule doLimitedCrafting [val]	OWNER	YES	Queries or updates gamerule 'doLimitedCrafting': Whether players can only craft unlocked recipes
MC.GAMERULE.DO_MOB_LOOT	/mc gamerule doMobLoot [val]	OWNER	YES	Queries or updates gamerule 'doMobLoot': Whether mobs drop loot tables and experience orbs
MC.GAMERULE.DO_MOB_SPAWNING	/mc gamerule doMobSpawning [val]	OWNER	YES	Queries or updates gamerule 'doMobSpawning': Whether natural mob spawning is enabled
MC.GAMERULE.DO_PATROL_SPAWNING	/mc gamerule doPatrolSpawning [val]	OWNER	YES	Queries or updates gamerule 'doPatrolSpawning': Whether pillager patrols spawn naturally in overworld
MC.GAMERULE.DO_TILE_DROPS	/mc gamerule doTileDrops [val]	OWNER	YES	Queries or updates gamerule 'doTileDrops': Whether blocks drop items when mined or destroyed
MC.GAMERULE.DO_TRADER_SPAWNING	/mc gamerule doTraderSpawning [val]	OWNER	YES	Queries or updates gamerule 'doTraderSpawning': Whether wandering traders spawn periodically
MC.GAMERULE.DO_WARDEN_SPAWNING	/mc gamerule doWardenSpawning [val]	OWNER	YES	Queries or updates gamerule 'doWardenSpawning': Whether shriekers can spawn the Warden
MC.GAMERULE.DO_WEATHER_CYCLE	/mc gamerule doWeatherCycle [val]	OWNER	YES	Queries or updates gamerule 'doWeatherCycle': Whether rain and thunder cycles occur naturally
MC.GAMERULE.DROWNING_DAMAGE	/mc gamerule drowningDamage [val]	OWNER	YES	Queries or updates gamerule 'drowningDamage': Whether entities take suffocation damage under water
MC.GAMERULE.FALL_DAMAGE	/mc gamerule fallDamage [val]	OWNER	YES	Queries or updates gamerule 'fallDamage': Whether players and entities take kinetic fall damage
MC.GAMERULE.FIRE_DAMAGE	/mc gamerule fireDamage [val]	OWNER	YES	Queries or updates gamerule 'fireDamage': Whether fire, lava, and campfires inflict damage
MC.GAMERULE.FORGIVE_DEAD_PLAYERS	/mc gamerule forgiveDeadPlayers [val]	OWNER	YES	Queries or updates gamerule 'forgiveDeadPlayers': Whether angered neutral mobs calm when target dies
MC.GAMERULE.FREEZE_DAMAGE	/mc gamerule freezeDamage [val]	OWNER	YES	Queries or updates gamerule 'freezeDamage': Whether powdered snow causes entities to take frost damage
MC.GAMERULE.GLOBAL_SOUND_EVENTS	/mc gamerule globalSoundEvents [val]	OWNER	YES	Queries or updates gamerule 'globalSoundEvents': Whether wither/dragon/portal audio plays globally
MC.GAMERULE.KEEPINVENTORY	/mc gamerule keepInventory [val]	OWNER	YES	Queries or updates gamerule 'keepInventory': Whether players keep inventory and experience upon death
MC.GAMERULE.LOG_ADMIN_COMMANDS	/mc gamerule logAdminCommands [val]	OWNER	YES	Queries or updates gamerule 'logAdminCommands': Whether operator commands are logged to server console
MC.GAMERULE.MAX_COMMAND_CHAIN_LENGTH	/mc gamerule maxCommandChainLength [val]	OWNER	YES	Queries or updates gamerule 'maxCommandChainLength': Maximum command blocks chained in a single tick
MC.GAMERULE.MAX_ENTITY_CRAMMING	/mc gamerule maxEntityCramming [val]	OWNER	YES	Queries or updates gamerule 'maxEntityCramming': Maximum pushable entities before suffocating (0 disables)
MC.GAMERULE.MOB_EXPLOSION_DROP_DECAY	/mc gamerule mobExplosionDropDecay [val]	OWNER	YES	Queries or updates gamerule 'mobExplosionDropDecay': Whether mob explosions destroy dropped block items
MC.GAMERULE.MOB_GRIEFING	/mc gamerule mobGriefing [val]	OWNER	YES	Queries or updates gamerule 'mobGriefing': Whether creepers, endermen, and withers can alter terrain

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GAMERULE.NATURAL_REGENERATION	/mc gamerule naturalRegeneration [val]	OWNER	YES	Queries or updates gamerule 'naturalRegeneration': Whether players regenerate health when saturated with food
MC.GAMERULE.PLAYERS_SLEEPING_PERCENTAGE	/mc gamerule playersSleepingPercentage [val]	OWNER	YES	Queries or updates gamerule 'playersSleepingPercentage': Percentage of online players needed in bed to skip night
MC.GAMERULE.PROJECTILES_CAN_BREAK_BLOCKS	/mc gamerule projectilesCanBreakBlocks [val]	OWNER	YES	Queries or updates gamerule 'projectilesCanBreakBlocks': Whether fireballs and dragon fireballs break blocks
MC.GAMERULE.PVP	/mc gamerule pvp [val]	OWNER	YES	Queries or updates gamerule 'pvp': Whether player-versus-player combat damage is permitted
MC.GAMERULE.RANDOM_TICK_SPEED	/mc gamerule randomTickSpeed [val]	OWNER	YES	Queries or updates gamerule 'randomTickSpeed': Number of random block ticks per section per game tick
MC.GAMERULE.REDUCED_DEBUG_INFO	/mc gamerule reducedDebugInfo [val]	OWNER	YES	Queries or updates gamerule 'reducedDebugInfo': Whether F3 screen hides exact coordinates and block types
MC.GAMERULE.SEND_COMMAND_FEEDBACK	/mc gamerule sendCommandFeedback [val]	OWNER	YES	Queries or updates gamerule 'sendCommandFeedback': Whether command feedback is returned to executing sender
MC.GAMERULE.SHOW_DEATH_MESSAGES	/mc gamerule showDeathMessages [val]	OWNER	YES	Queries or updates gamerule 'showDeathMessages': Whether player death messages appear in server chat
MC.GAMERULE.SNOW_ACCUMULATION_HEIGHT	/mc gamerule snowAccumulationHeight [val]	OWNER	YES	Queries or updates gamerule 'snowAccumulationHeight': Maximum layers of snow that accumulate during snowstorms
MC.GAMERULE.SPAWN_RADIUS	/mc gamerule spawnRadius [val]	OWNER	YES	Queries or updates gamerule 'spawnRadius': Radius of blocks around world spawn point where players appear
MC.GAMERULE.SPECTATORS_GENERATE_CHUNKS	/mc gamerule spectatorsGenerateChunks [val]	OWNER	YES	Queries or updates gamerule 'spectatorsGenerateChunks': Whether players in spectator mode can load new chunks
MC.GAMERULE.TNT_EXPLOSION_DROP_DECAY	/mc gamerule tntExplosionDropDecay [val]	OWNER	YES	Queries or updates gamerule 'tntExplosionDropDecay': Whether primed TNT blocks destroy exploded block items
MC.GAMERULE.TNT_EXPLODES	/mc gamerule tntExplodes [val]	OWNER	YES	Queries or updates gamerule 'tntExplodes': Whether primed TNT blocks can explode
MC.GAMERULE.UNIVERSAL_ANGER	/mc gamerule universalAnger [val]	OWNER	YES	Queries or updates gamerule 'universalAnger': Whether angered neutral mobs attack any nearby player
MC.GAMERULE.WATER_SOURCE_CONVERSION	/mc gamerule waterSourceConversion [val]	OWNER	YES	Queries or updates gamerule 'waterSourceConversion': Whether flowing water creates infinite source blocks
MC.GAMERULE.LAVA_SOURCE_CONVERSION	/mc gamerule lavaSourceConversion [val]	OWNER	YES	Queries or updates gamerule 'lavaSourceConversion': Whether flowing lava can create infinite lava source blocks

Sector 15: MC MODERATION (12 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.MODERATION.LIST	/mc list	MOD	YES	Lists all currently connected players with ping and player count
MC.MODERATION.WHITELIST_ADD	/mc add-friend <player>	MOD	YES	Approves and adds player username to server whitelist
MC.MODERATION.WHITELIST_REMOVE	/mc remove-friend <player>	MOD	YES	Revokes player whitelist access and boots if connected
MC.MODERATION.WHITELIST_ON	/mc whitelist on	OWNER	NO	Enforces server whitelist, blocking unlisted players from joining
MC.MODERATION.WHITELIST_OFF	/mc whitelist off	OWNER	NO	Disables whitelist, opening server to public connections
MC.MODERATION.WHITELIST_LIST	/mc whitelist list	MOD	YES	Displays all registered whitelisted usernames
MC.MODERATION.WHITELIST_RELOAD	/mc whitelist reload	MOD	YES	Reloads whitelist.json from disk into active server memory
MC.MODERATION.KICK	/mc kick <player> [reason]	MOD	YES	Disconnects player from server with custom kick notice
MC.MODERATION.BAN	/mc ban <player> [reason]	MOD	YES	Blacklists player username from connecting to the server
MC.MODERATION.UNBAN	/mc unban <player>	MOD	YES	Removes player username from the active ban list
MC.MODERATION.BAN_IP	/mc ban-ip <player|ip>	OWNER	NO	Blacklists player IP address across all associated accounts
MC.MODERATION.BANLIST	/mc banlist [players|ips]	MOD	YES	Displays active username or IP ban records

Sector 16: MC PLAYERS (48 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.PLAYERS.TP	/mc tp <target> [destination]	MOD	YES	Teleports target player to another player or coordinate
MC.PLAYERS.TPHERE	/mc tphere <player>	MOD	YES	Teleports target player directly to executor location
MC.PLAYERS.GAMEMODE	/mc gamemode <survival|creative|adventure|spectator> [player]	MOD	YES	Changes player game mode (Creative requires Owner)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.PLAYERS.HEAL	/mc heal <player>	MOD	YES	Restores player health points to 20/20 and gives brief saturation
MC.PLAYERS.FEED	/mc feed <player>	MOD	YES	Restores player hunger bar to full saturation
MC.PLAYERS.KILL	/mc kill-player <player>	OWNER	NO	Instantly eliminates specified player character
MC.PLAYERS.XP	/mc xp <add|set> <player> <amount> [levels|points]	MOD	YES	Grants or sets player experience levels or points
MC.PLAYERS.CLEAR	/mc clear <player> [item]	MOD	YES	Clears all or specific items from player inventory
MC.PLAYERS.OP	/mc op <player>	OWNER	NO	Grants Minecraft server operator permissions to player
MC.PLAYERS.DEOP	/mc deop <player>	OWNER	NO	Revokes server operator privileges from player
MC.PLAYERS.TAG	/mc tag <player> <add|remove|list> [tag]	MOD	YES	Manages scoreboard tags assigned to player
MC.PLAYERS.RECIPE	/mc recipe <give|take> <player> <recipe|*>	OWNER	NO	Unlocks or removes crafting recipe book knowledge
MC.ATTR.GET.GENERIC_MAX_HEALTH	/mc attribute <player> generic.max_health get	MOD	YES	Queries active 'generic.max_health' attribute: Maximum player or mob health pool
MC.ATTR.SET.GENERIC_MAX_HEALTH	/mc attribute <player> generic.max_health base set <val>	OWNER	NO	Sets 'generic.max_health' attribute base value: Maximum player or mob health pool
MC.ATTR.GET.GENERIC_FOLLOW_RANGE	/mc attribute <player> generic.follow_range get	MOD	YES	Queries active 'generic.follow_range' attribute: Distance at which mobs target and track players
MC.ATTR.SET.GENERIC_FOLLOW_RANGE	/mc attribute <player> generic.follow_range base set <val>	OWNER	NO	Sets 'generic.follow_range' attribute base value: Distance at which mobs target and track players
MC.ATTR.GET.GENERIC_KNOCKBACK_RESISTANCE	/mc attribute <player> generic.knockback_resistance get	MOD	YES	Queries active 'generic.knockback_resistance' attribute: Resistance percentage against taking knockback
MC.ATTR.SET.GENERIC_KNOCKBACK_RESISTANCE	/mc attribute <player> generic.knockback_resistance base set <val>	OWNER	NO	Sets 'generic.knockback_resistance' attribute base value: Resistance percentage against taking knockback
MC.ATTR.GET.GENERIC_MOVEMENT_SPEED	/mc attribute <player> generic.movement_speed get	MOD	YES	Queries active 'generic.movement_speed' attribute: Base player movement velocity
MC.ATTR.SET.GENERIC_MOVEMENT_SPEED	/mc attribute <player> generic.movement_speed base set <val>	OWNER	NO	Sets 'generic.movement_speed' attribute base value: Base player movement velocity
MC.ATTR.GET.GENERIC_ATTACK_DAMAGE	/mc attribute <player> generic.attack_damage get	MOD	YES	Queries active 'generic.attack_damage' attribute: Base melee attack power damage
MC.ATTR.SET.GENERIC_ATTACK_DAMAGE	/mc attribute <player> generic.attack_damage base set <val>	OWNER	NO	Sets 'generic.attack_damage' attribute base value: Base melee attack power damage
MC.ATTR.GET.GENERIC_ATTACK_KNOCKBACK	/mc attribute <player> generic.attack_knockback get	MOD	YES	Queries active 'generic.attack_knockback' attribute: Knockback force inflicted upon striking targets
MC.ATTR.SET.GENERIC_ATTACK_KNOCKBACK	/mc attribute <player> generic.attack_knockback base set <val>	OWNER	NO	Sets 'generic.attack_knockback' attribute base value: Knockback force inflicted upon striking targets
MC.ATTR.GET.GENERIC_ATTACK_SPEED	/mc attribute <player> generic.attack_speed get	MOD	YES	Queries active 'generic.attack_speed' attribute: Attack recovery speed bar recharge rate
MC.ATTR.SET.GENERIC_ATTACK_SPEED	/mc attribute <player> generic.attack_speed base set <val>	OWNER	NO	Sets 'generic.attack_speed' attribute base value: Attack recovery speed bar recharge rate
MC.ATTR.GET.GENERIC_ARMOR	/mc attribute <player> generic.armor get	MOD	YES	Queries active 'generic.armor' attribute: Base armor protection defense value
MC.ATTR.SET.GENERIC_ARMOR	/mc attribute <player> generic.armor base set <val>	OWNER	NO	Sets 'generic.armor' attribute base value: Base armor protection defense value
MC.ATTR.GET.GENERIC_ARMOR_TOUGHNESS	/mc attribute <player> generic.armor_toughness get	MOD	YES	Queries active 'generic.armor_toughness' attribute: Armor toughness reducing high-damage attacks
MC.ATTR.SET.GENERIC_ARMOR_TOUGHNESS	/mc attribute <player> generic.armor_toughness base set <val>	OWNER	NO	Sets 'generic.armor_toughness' attribute base value: Armor toughness reducing high-damage attacks
MC.ATTR.GET.GENERIC_LUCK	/mc attribute <player> generic.luck get	MOD	YES	Queries active 'generic.luck' attribute: Player base luck stat influencing loot tables
MC.ATTR.SET.GENERIC_LUCK	/mc attribute <player> generic.luck base set <val>	OWNER	NO	Sets 'generic.luck' attribute base value: Player base luck stat influencing loot tables
MC.ATTR.GET.PLAYER_BLOCK_BREAK_SPEED	/mc attribute <player> player.block_break_speed get	MOD	YES	Queries active 'player.block_break_speed' attribute: Player block excavation mining speed modifier
MC.ATTR.SET.PLAYER_BLOCK_BREAK_SPEED	/mc attribute <player> player.block_break_speed base set <val>	OWNER	NO	Sets 'player.block_break_speed' attribute base value: Player block excavation mining speed modifier
MC.ATTR.GET.PLAYER_SUBMERGED_MINING_SPEED	/mc attribute <player> player.submerged_mining_speed get	MOD	YES	Queries active 'player.submerged_mining_speed' attribute: Excavation mining speed modifier while submerged
MC.ATTR.SET.PLAYER_SUBMERGED_MINING_SPEED	/mc attribute <player> player.submerged_mining_speed base set <val>	OWNER	NO	Sets 'player.submerged_mining_speed' attribute base value: Excavation mining speed modifier while submerged

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.ATTR.GET.PLAYER_BLOCK_INTERACTION_RANGE	/mc attribute <player> player.block_interaction_range get	MOD	YES	Queries active 'player.block_interaction_range' attribute: Player reach distance for placing and breaking blocks
MC.ATTR.SET.PLAYER_BLOCK_INTERACTION_RANGE	/mc attribute <player> player.block_interaction_range base set <val>	OWNER	NO	Sets 'player.block_interaction_range' attribute base value: Player reach distance for placing and breaking blocks
MC.ATTR.GET.PLAYER_ENTITY_INTERACTION_RANGE	/mc attribute <player> player.entity_interaction_range get	MOD	YES	Queries active 'player.entity_interaction_range' attribute: Player reach distance for attacking and interacting with entities
MC.ATTR.SET.PLAYER_ENTITY_INTERACTION_RANGE	/mc attribute <player> player.entity_interaction_range base set <val>	OWNER	NO	Sets 'player.entity_interaction_range' attribute base value: Player reach distance for attacking and interacting with entities
MC.ATTR.GET.GENERIC_STEP_HEIGHT	/mc attribute <player> generic.step_height get	MOD	YES	Queries active 'generic.step_height' attribute: Maximum vertical block height walked up without jumping
MC.ATTR.SET.GENERIC_STEP_HEIGHT	/mc attribute <player> generic.step_height base set <val>	OWNER	NO	Sets 'generic.step_height' attribute base value: Maximum vertical block height walked up without jumping
MC.ATTR.GET.GENERIC_GRAVITY	/mc attribute <player> generic.gravity get	MOD	YES	Queries active 'generic.gravity' attribute: Downward gravitational acceleration factor
MC.ATTR.SET.GENERIC_GRAVITY	/mc attribute <player> generic.gravity base set <val>	OWNER	NO	Sets 'generic.gravity' attribute base value: Downward gravitational acceleration factor
MC.ATTR.GET.GENERIC_SAFE_FALL_DISTANCE	/mc attribute <player> generic.safe_fall_distance get	MOD	YES	Queries active 'generic.safe_fall_distance' attribute: Fall height in blocks before taking fall damage
MC.ATTR.SET.GENERIC_SAFE_FALL_DISTANCE	/mc attribute <player> generic.safe_fall_distance base set <val>	OWNER	NO	Sets 'generic.safe_fall_distance' attribute base value: Fall height in blocks before taking fall damage
MC.ATTR.GET.GENERIC_FALL_DAMAGE_MULTIPLIER	/mc attribute <player> generic.fall_damage_multiplier get	MOD	YES	Queries active 'generic.fall_damage_multiplier' attribute: Multiplier applied to incoming fall damage
MC.ATTR.SET.GENERIC_FALL_DAMAGE_MULTIPLIER	/mc attribute <player> generic.fall_damage_multiplier base set <val>	OWNER	NO	Sets 'generic.fall_damage_multiplier' attribute base value: Multiplier applied to incoming fall damage

Sector 17: MC ECONOMY (6 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.ECONOMY.MONEY_GET	/mc money-get <player>	MOD	YES	Queries verified player rupee balance from EconomyCraft balances.json database
MC.ECONOMY.MONEY_SET	/mc money-set <player> <amount>	OWNER	NO	Sets exact rupee balance for specified player
MC.ECONOMY.MONEY_ADD	/mc money-add <player> <amount>	OWNER	NO	Credits specified amount of rupees to player balance
MC.ECONOMY.MONEY_REMOVE	/mc money-remove <player> <amount>	OWNER	NO	Deducts specified amount of rupees from player balance
MC.ECONOMY.PAY	/mc pay <sender> <recipient> <amount>	MOD	YES	Transfers funds between two server player accounts
MC.ECONOMY.TOP	/mc money-top	MOD	YES	Displays top 10 wealthiest players on The Brown SMP

Sector 18: MC SHOP (5 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.SHOP.STATUS	/mc shop-status	OWNER	NO	Audits prices_updated.json product catalog, price spreads, and integrity
MC.SHOP.PRICE	/mc shop-price <item>	MOD	YES	Looks up buy and sell prices for specific item in shop database
MC.SHOP.LIST	/mc shop-list [category]	MOD	YES	Lists purchasable items and trade categories in shop
MC.SHOP.RELOAD	/mc shop-reload	OWNER	NO	Reloads shop JSON configuration files from disk
MC.SHOP.CONFIG	/mc shop-config	OWNER	NO	Displays active shop economy multipliers and tax rates

Sector 19: MC FESTIVE (5 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.FESTIVE.SHOW	/mc show <1-4>	MOD	YES	Triggers festival firework display (1: Diwali, 2: New Year, 3: Halloween, 4: Stop)
MC.FESTIVE.CRACKER	/mc cracker <type> [player]	MOD	YES	Gives custom festive firework cracker to player
MC.FESTIVE.DIWALI	/mc show diwali	MOD	YES	Initiates full automated Diwali fireworks sequence
MC.FESTIVE.NEWYEAR	/mc show newyear	MOD	YES	Initiates full automated New Year countdown and fireworks
MC.FESTIVE.HALLOWEEN	/mc show halloween	MOD	YES	Initiates spooky Halloween atmospheric pumpkin display

Sector 20: MC CHUNKY (8 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.CHUNKY.START	/mc chunky start	OWNER	NO	Starts world chunk pregeneration task to eliminate exploration lag
MC.CHUNKY.PAUSE	/mc chunky pause	OWNER	NO	Pauses running chunk pregeneration task
MC.CHUNKY.CONTINUE	/mc chunky continue	OWNER	NO	Resumes paused chunk pregeneration task
MC.CHUNKY.CANCEL	/mc chunky cancel	OWNER	NO	Cancels and clears active pregeneration queue
MC.CHUNKY.PROGRESS	/mc chunky progress	MOD	YES	Displays pregenerated chunk percentage, rate, and ETA
MC.CHUNKY.RADIUS	/mc chunky radius <blocks>	OWNER	NO	Configures pregeneration radius distance in blocks
MC.CHUNKY.WORLD	/mc chunky world [world_name]	OWNER	NO	Selects world dimension target for Chunky (overworld/nether/end)
MC.CHUNKY.SHAPE	/mc chunky shape <circle|square|star>	OWNER	NO	Sets pregeneration geometric boundary pattern

Sector 21: MC LEDGER (8 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.LEDGER.INSPECT	/mc ledger inspect	MOD	YES	Toggles block click inspection mode for grief detection
MC.LEDGER.SEARCH	/mc ledger search [player] [action] [time]	MOD	YES	Queries SQLite block interaction database for block break/place/chest logs
MC.LEDGER.ROLLBACK	/mc ledger rollback [player] [time] [radius]	OWNER	NO	Rolls back griefed blocks and entity changes by player and time
MC.LEDGER.RESTORE	/mc ledger restore [player] [time] [radius]	OWNER	NO	Reapplies changes rolled back previously
MC.LEDGER.PREVIEW	/mc ledger preview [player] [time]	MOD	YES	Displays ghost preview client blocks of planned rollback
MC.LEDGER.DISMISS	/mc ledger dismiss	MOD	YES	Clears active preview client ghost blocks
MC.LEDGER.STATUS	/mc ledger status	MOD	YES	Displays SQLite logging queue status and database size
MC.LEDGER.PURGE	/mc ledger purge <time>	OWNER	NO	Prunes database records older than specified timeframe

Sector 22: MC FLAN (8 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.FLAN.SEECLAIMS	/mc flan seeClaims	MOD	YES	Visually highlights claim border fences and particles
MC.FLAN.LIST	/mc flan list [player]	MOD	YES	Lists claimed land parcels owned by specified player or all
MC.FLAN.INFO	/mc flan claimInfo	MOD	YES	Displays dimensions, owner, and permission flags for current claim
MC.FLAN.DELETE	/mc flan deleteClaim	OWNER	NO	Permanently unclaims the claim parcel at current coordinates
MC.FLAN.DELETEALL	/mc flan deleteAllClaims <player>	OWNER	NO	Deletes every land claim registered to player
MC.FLAN.BUYBLOCKS	/mc flan buyBlocks <amount>	MOD	YES	Purchases claim claimblocks using in-game rupee balance
MC.FLAN.SETGROUP	/mc flan setGroup <group>	MOD	YES	Assigns player permission group within claim
MC.FLAN.RELOAD	/mc flan reload	OWNER	NO	Reloads Flan claim configs and world data

Sector 23: MC WORLDEDIT (12 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.WORLDEDIT.SCHEM_LOAD	/mc schem-load <name>	OWNER	NO	Loads schematic from 3,855 structure catalog into WorldEdit clipboard
MC.WORLDEDIT.SCHEM_PASTE	/mc schem-paste	OWNER	NO	Pastes loaded schematic structure at player position
MC.WORLDEDIT.SCHEM_LIST	/mc schem-list [filter]	MOD	YES	Searches 3,855 schematics by keyword or mod name
MC.WORLDEDIT.UNDO	/mc undo [steps]	OWNER	NO	Reverts the last WorldEdit modification in current session
MC.WORLDEDIT.REDO	/mc redo [steps]	OWNER	NO	Restores an undone WorldEdit modification
MC.WORLDEDIT.COPY	/mc copy	OWNER	NO	Copies current selection into clipboard relative to player position
MC.WORLDEDIT.CUT	/mc cut	OWNER	NO	Cuts selection, copying to clipboard and clearing terrain
MC.WORLDEDIT.ROTATE	/mc rotate <y> [x] [z]	OWNER	NO	Rotates clipboard by specified degrees
MC.WORLDEDIT.FLIP	/mc flip [direction]	OWNER	NO	Mirrors clipboard across specified axis
MC.WORLDEDIT.CLEARCLIPBOARD	/mc clearclipboard	OWNER	NO	Frees memory by clearing active clipboard
MC.WORLDEDIT.BRUSH	/mc brush <sphere|cylinder|smooth> <pattern> [size]	OWNER	NO	Binds terrain sculpting brush tool to player hand item
MC.WORLDEDIT.SET	/mc set <pattern>	OWNER	NO	Fills selection with specified block pattern

Sector 24: MC EFFECTS (36 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.EFFECT.CLEAR	/mc effect clear <player> [effect]	MOD	YES	Removes active potion effect buffs/debuffs from player
MC.EFFECT.GIVE.SPEED	/mc effect give <player> speed [sec] [amp]	MOD	YES	Applies 'speed' effect: Speed (Increases movement velocity by 20% per amplifier)
MC.EFFECT.GIVE.SLOWNESS	/mc effect give <player> slowness [sec] [amp]	MOD	YES	Applies 'slowness' effect: Slowness (Decreases movement speed by 15% per amplifier)
MC.EFFECT.GIVE.HASTE	/mc effect give <player> haste [sec] [amp]	MOD	YES	Applies 'haste' effect: Haste (Increases mining and attack speed by 20% per level)
MC.EFFECT.GIVE.MINING_FATIGUE	/mc effect give <player> mining_fatigue [sec] [amp]	MOD	YES	Applies 'mining_fatigue' effect: Mining Fatigue (Decreases mining speed dramatically)
MC.EFFECT.GIVE.STRENGTH	/mc effect give <player> strength [sec] [amp]	MOD	YES	Applies 'strength' effect: Strength (Increases melee attack damage by +3 HP per level)
MC.EFFECT.GIVE.INSTANT_HEALTH	/mc effect give <player> instant_health [sec] [amp]	MOD	YES	Applies 'instant_health' effect: Instant Health (Instantly restores 4 HP per amplifier)
MC.EFFECT.GIVE.INSTANT_DAMAGE	/mc effect give <player> instant_damage [sec] [amp]	MOD	YES	Applies 'instant_damage' effect: Instant Damage (Instantly inflicts 6 HP damage per amplifier)
MC.EFFECT.GIVE.JUMP_BOOST	/mc effect give <player> jump_boost [sec] [amp]	MOD	YES	Applies 'jump_boost' effect: Jump Boost (Increases jump height and reduces fall damage)
MC.EFFECT.GIVE.NAUSEA	/mc effect give <player> nausea [sec] [amp]	MOD	YES	Applies 'nausea' effect: Nausea (Warps camera view and wobbles player perspective)
MC.EFFECT.GIVE.REGENERATION	/mc effect give <player> regeneration [sec] [amp]	MOD	YES	Applies 'regeneration' effect: Regeneration (Restores health over time continuously)
MC.EFFECT.GIVE.RESISTANCE	/mc effect give <player> resistance [sec] [amp]	MOD	YES	Applies 'resistance' effect: Resistance (Reduces all incoming damage by 20% per level)
MC.EFFECT.GIVE.FIRE_RESISTANCE	/mc effect give <player> fire_resistance [sec] [amp]	MOD	YES	Applies 'fire_resistance' effect: Fire Resistance (Grants total immunity to fire and lava)
MC.EFFECT.GIVE.WATER_BREATHING	/mc effect give <player> water_breathing [sec] [amp]	MOD	YES	Applies 'water_breathing' effect: Water Breathing (Prevents oxygen depletion underwater)
MC.EFFECT.GIVE.INVISIBILITY	/mc effect give <player> invisibility [sec] [amp]	MOD	YES	Applies 'invisibility' effect: Invisibility (Makes player model transparent to mobs/players)
MC.EFFECT.GIVE.BLINDNESS	/mc effect give <player> blindness [sec] [amp]	MOD	YES	Applies 'blindness' effect: Blindness (Severely impairs vision with thick black fog)
MC.EFFECT.GIVE.NIGHT_VISION	/mc effect give <player> night_vision [sec] [amp]	MOD	YES	Applies 'night_vision' effect: Night Vision (Brightens all darkness to daylight illumination)
MC.EFFECT.GIVE.HUNGER	/mc effect give <player> hunger [sec] [amp]	MOD	YES	Applies 'hunger' effect: Hunger (Depletes player saturation and food bar rapidly)
MC.EFFECT.GIVE.WEAKNESS	/mc effect give <player> weakness [sec] [amp]	MOD	YES	Applies 'weakness' effect: Weakness (Decreases melee attack damage by -4 HP)
MC.EFFECT.GIVE.POISON	/mc effect give <player> poison [sec] [amp]	MOD	YES	Applies 'poison' effect: Poison (Inflicts poison damage down to 1 HP over time)
MC.EFFECT.GIVE.WITHER	/mc effect give <player> wither [sec] [amp]	MOD	YES	Applies 'wither' effect: Wither (Inflicts decay damage that can kill player)
MC.EFFECT.GIVE.HEALTH_BOOST	/mc effect give <player> health_boost [sec] [amp]	MOD	YES	Applies 'health_boost' effect: Health Boost (Grants extra heart containers on health bar)
MC.EFFECT.GIVE.ABSORPTION	/mc effect give <player> absorption [sec] [amp]	MOD	YES	Applies 'absorption' effect: Absorption (Adds temporary yellow absorption hearts)
MC.EFFECT.GIVE.SATURATION	/mc effect give <player> saturation [sec] [amp]	MOD	YES	Applies 'saturation' effect: Saturation (Instantly restores hunger points and saturation)
MC.EFFECT.GIVE.GLOWING	/mc effect give <player> glowing [sec] [amp]	MOD	YES	Applies 'glowing' effect: Glowing (Highlights player hitbox with glowing outline through walls)
MC.EFFECT.GIVE.LEVITATION	/mc effect give <player> levitation [sec] [amp]	MOD	YES	Applies 'levitation' effect: Levitation (Causes player to float upwards into the sky)
MC.EFFECT.GIVE.LUCK	/mc effect give <player> luck [sec] [amp]	MOD	YES	Applies 'luck' effect: Luck (Increases chance of higher quality fishing and chest loot)
MC.EFFECT.GIVE.UNLUCK	/mc effect give <player> unluck [sec] [amp]	MOD	YES	Applies 'unluck' effect: Bad Luck (Decreases chance of higher quality chest loot)
MC.EFFECT.GIVE.SLOW_FALLING	/mc effect give <player> slow_falling [sec] [amp]	MOD	YES	Applies 'slow_falling' effect: Slow Falling (Slows fall descent and eliminates fall damage)
MC.EFFECT.GIVE.CONDUIT_POWER	/mc effect give <player> conduit_power [sec] [amp]	MOD	YES	Applies 'conduit_power' effect: Conduit Power (Grants water breathing, night vision, and haste underwater)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.EFFECT.GIVE.DOLPHINS_GRACE	/mc effect give <player> dolphins_grace [sec] [amp]	MOD	YES	Applies 'dolphins_grace' effect: Dolphins Grace (Vastly boosts swimming velocity in water)
MC.EFFECT.GIVE.BAD_OMEN	/mc effect give <player> bad_omen [sec] [amp]	MOD	YES	Applies 'bad_omen' effect: Bad Omen (Triggers village raid upon entering village)
MC.EFFECT.GIVE.HERO_OF_THE_VILLAGE	/mc effect give <player> hero_of_the_village [sec] [amp]	MOD	YES	Applies 'hero_of_the_village' effect: Hero of the Village (Grants massive trader discounts and gifts)
MC.EFFECT.GIVE.DARKNESS	/mc effect give <player> darkness [sec] [amp]	MOD	YES	Applies 'darkness' effect: Darkness (Causes vision to pulsate dark, Warden effect)
MC.EFFECT.GIVE.TRIAL_OMEN	/mc effect give <player> trial_omen [sec] [amp]	MOD	YES	Applies 'trial_omen' effect: Trial Omen (Upgrades Trial Chambers to ominous trial difficulty)
MC.EFFECT.GIVE.RAID_OMEN	/mc effect give <player> raid_omen [sec] [amp]	MOD	YES	Applies 'raid_omen' effect: Raid Omen (Starts ominous raid with boss banners)

Sector 25: MC SOUNDS (35 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.SOUND.AMBIENT_CAVE	/mc sound ambient.cave [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'ambient.cave': Eerie atmospheric subterranean cave rumble
MC.SOUND.BLOCK_ANVIL_LAND	/mc sound block.anvil.land [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.anvil.land': Metallic resonant impact of falling anvil
MC.SOUND.BLOCK_BELL_USE	/mc sound block.bell.use [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.bell.use': Resonant village church bell ring
MC.SOUND.BLOCK_CHEST_OPEN	/mc sound block.chest.open [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.chest.open': Wooden chest lid creak opening
MC.SOUND.BLOCK_END_PORTAL_SPAWN	/mc sound block.end_portal.spawn [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.end_portal.spawn': Monumental cosmic reverberation of End Portal activation
MC.SOUND.BLOCK_PORTAL_TRIGGER	/mc sound block.portal.trigger [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.portal.trigger': Nether portal ambient hum and vortex whoosh
MC.SOUND.ENTITY_CREEPER_PRIMED	/mc sound entity.creeper.primed [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.creeper.primed': Iconic terror-inducing hissing creeper fuse
MC.SOUND.ENTITY_ENDER_DRAGON_GROWL	/mc sound entity.ender_dragon.growl [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.ender_dragon.growl': Menacing guttural roar of the Ender Dragon
MC.SOUND.ENTITY_ENDER_DRAGON_DEATH	/mc sound entity.ender_dragon.death [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.ender_dragon.death': Triumphant death cry and experience explosion
MC.SOUND.ENTITY_EXPERIENCE_ORB_PICKUP	/mc sound entity.experience_orb.pickup [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.experience_orb.pickup': High-pitch sparkling chime of collecting XP
MC.SOUND.ENTITY_GENERIC_EXPLODE	/mc sound entity.generic.explode [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.generic.explode': High-yield explosion blast wave
MC.SOUND.ENTITY_LIGHTNING_BOLT_THUNDER	/mc sound entity.lightning_bolt.thunder [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.lightning_bolt.thunder': Deafening sonic crack of close lightning strike
MC.SOUND.ENTITY_PLAYER_LEVELUP	/mc sound entity.player.levelup [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.player.levelup': Triumphant fanfare chime upon gaining player level
MC.SOUND.ENTITY_RAID_HORN	/mc sound entity.raid.horn [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.raid.horn': Ominous brass war horn signaling incoming raid
MC.SOUND.ENTITY_WITHER_SPAWN	/mc sound entity.wither.spawn [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.wither.spawn': Chilling apocalyptic laugh of the Wither waking
MC.SOUND.ENTITY_WITHER_DEATH	/mc sound entity.wither.death [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.wither.death': Tremendous shattering blast upon Wither defeat
MC.SOUND.ENTITY_WARDEN_EMERGE	/mc sound entity.warden.emerge [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.warden.emerge': Eerie subterranean sculk emergence rumble
MC.SOUND.ENTITY_WARDEN_SONIC_BOOM	/mc sound entity.warden.sonic_boom [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.warden.sonic_boom': Piercing sonic boom attack charge and beam blast
MC.SOUND.ENTITY_WOLF_AMBIENT	/mc sound entity.wolf.ambient [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.wolf.ambient': Friendly domesticated canine bark
MC.SOUND.ENTITY_CAT_PURR	/mc sound entity.cat.purr [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.cat.purr': Cozy domestic feline purring audio
MC.SOUND.ENTITY_ZOMBIE_AMBIENT	/mc sound entity.zombie.ambient [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.zombie.ambient': Moaning undead zombie vocalization
MC.SOUND.ITEM_TOTEM_USE	/mc sound item.totem.use [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'item.totem.use': Angelic resurrection choir upon Totem of Undying activation

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.SOUND.MUSIC_DISC_PIGSTEP	/mc sound music_disc.pigstep [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'music_disc.pigstep': Lena Raine funky Pigstep Nether groove
MC.SOUND.MUSIC_DISC_OTHERSIDE	/mc sound music_disc.otherside [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'music_disc.otherside': Lena Raine melodic uplifting Otherside track
MC.SOUND.UI_TOAST_CHALLENGE_COMPLETE	/mc sound ui.toast.challenge_complete [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'ui.toast.challenge_complete': Royal trumpet fanfare for challenge achievement
MC.SOUND.ITEM_ARMOR_EQUIP_DIAMOND	/mc sound item.armor.equip_diamond [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'item.armor.equip_diamond': Solid metallic clink of strapping on diamond gear
MC.SOUND.ITEM_TRIDENT_THUNDER	/mc sound item.trident.thunder [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'item.trident.thunder': Channeling lightning summon crack through trident
MC.SOUND.ENTITY_FIREWORK_ROCKET_BLAST	/mc sound entity.firework_rocket.blast [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.firework_rocket.blast': Pyrotechnic aerial explosive burst
MC.SOUND.ENTITY_FIREWORK_ROCKET_TWINKLE	/mc sound entity.firework_rocket.twinkle [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.firework_rocket.twinkle': Glittering pyrotechnic starburst sparkle
MC.SOUND.BLOCK_BEACON_ACTIVATE	/mc sound block.beacon.activate [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.beacon.activate': Pulsating energy hum of fully powered beacon pyramid
MC.SOUND.BLOCK_BEACON_AMBIENT	/mc sound block.beacon.ambient [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.beacon.ambient': Continuous low cosmic hum of beacon laser beam
MC.SOUND.ENTITY_ALLAY_ITEM_GIVEN	/mc sound entity.allay.item_given [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.allay.item_given': Delighted musical note chime from Allay companion
MC.SOUND.ENTITY_WARDEN_HEARTBEAT	/mc sound entity.warden.heartbeat [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'entity.warden.heartbeat': Pulsating heavy heartbeat echoing through darkness
MC.SOUND.BLOCK_RESPAWN_ANCHOR_CHARGE	/mc sound block.respawn_anchor.charge [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.respawn_anchor.charge': Crystalline energy whine when loading glowstone into anchor
MC.SOUND.BLOCK_SCULK_SHRIEKER_SHRIEK	/mc sound block.sculk_shrieker.shriek [target] [coords] [vol] [pitch]	MOD	YES	Broadcasts audio 'block.sculk_shrieker.shriek': Hair-raising shrieker scream calling the Warden

Sector 26: MC SUMMON (75 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.SUMMON.ALLAY	/mc summon allay [x y z]	OWNER	NO	Summons entity 'allay': Helpful friendly blue spirit that collects matching dropped items
MC.SUMMON.ARMADILLO	/mc summon armadillo [x y z]	OWNER	NO	Summons entity 'armadillo': Savanna passive mob that drops scute for wolf armor
MC.SUMMON.AXOLOTL	/mc summon axolotl [x y z]	OWNER	NO	Summons entity 'axolotl': Lush cave aquatic predator that attacks drowned and guardians
MC.SUMMON.BAT	/mc summon bat [x y z]	OWNER	NO	Summons entity 'bat': Ambient flying cave dweller
MC.SUMMON.BEE	/mc summon bee [x y z]	OWNER	NO	Summons entity 'bee': Pollinating floral mob that produces honey and honeycomb in hives
MC.SUMMON.BLAZE	/mc summon blaze [x y z]	OWNER	NO	Summons entity 'blaze': Nether fortress aerial guard firing fireballs
MC.SUMMON.BOGGED	/mc summon bogged [x y z]	OWNER	NO	Summons entity 'bogged': Poisonous moss-grown skeleton variant found in Trial Chambers
MC.SUMMON.BREEZE	/mc summon breeze [x y z]	OWNER	NO	Summons entity 'breeze': Agile whirlwind entity from Trial Chambers firing wind charges
MC.SUMMON.BREEZE_WIND_CHARGE	/mc summon breeze_wind_charge [x y z]	OWNER	NO	Summons entity 'breeze_wind_charge': Kinetic wind charge projectile fired by Breeze
MC.SUMMON.CAMEL	/mc summon camel [x y z]	OWNER	NO	Summons entity 'camel': Two-player desert mount capable of dashing over obstacles
MC.SUMMON.CAT	/mc summon cat [x y z]	OWNER	NO	Summons entity 'cat': Domesticated feline that deters creepers and phantoms
MC.SUMMON.CAVE_SPIDER	/mc summon cave_spider [x y z]	OWNER	NO	Summons entity 'cave_spider': Venomous subterranean arachnid inflicting poison in mineshafts
MC.SUMMON.CHICKEN	/mc summon chicken [x y z]	OWNER	NO	Summons entity 'chicken': Feathered livestock laying eggs and providing poultry
MC.SUMMON.COW	/mc summon cow [x y z]	OWNER	NO	Summons entity 'cow': Bovine livestock providing milk, beef, and leather
MC.SUMMON.CREEPER	/mc summon creeper [x y z]	OWNER	NO	Summons entity 'creeper': Silent explosive hostile mob that detonates near players
MC.SUMMON.DOLPHIN	/mc summon dolphin [x y z]	OWNER	NO	Summons entity 'dolphin': Playful marine mammal providing Dolphin's Grace swimming speed

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.SUMMON.DONKEY	/mc summon donkey [x y z]	OWNER	NO	Summons entity 'donkey': Pack animal capable of carrying equipment chests
MC.SUMMON.DROWNED	/mc summon drowned [x y z]	OWNER	NO	Summons entity 'drowned': Underwater undead zombie variant wielding tridents
MC.SUMMON.ELDER_GUARDIAN	/mc summon elder_guardian [x y z]	OWNER	NO	Summons entity 'elder_guardian': Monolithic ocean monument boss inflicting Mining Fatigue
MC.SUMMON.ENDER_DRAGON	/mc summon ender_dragon [x y z]	OWNER	NO	Summons entity 'ender_dragon': Apex boss of the End dimension reigning over obsidian towers
MC.SUMMON.ENDERMAN	/mc summon enderman [x y z]	OWNER	NO	Summons entity 'enderman': Tall teleporting entity that becomes hostile when looked in the eyes
MC.SUMMON.ENDERMITE	/mc summon endermite [x y z]	OWNER	NO	Summons entity 'endermite': Small hostile insectoid spawned by throwing Ender Pearls
MC.SUMMON.EVOKER	/mc summon evoker [x y z]	OWNER	NO	Summons entity 'evoker': Illager spellcaster summoning vexes and fangs
MC.SUMMON.FOX	/mc summon fox [x y z]	OWNER	NO	Summons entity 'fox': Nimble nocturnal woodland predator carrying items in jaws
MC.SUMMON.FROG	/mc summon frog [x y z]	OWNER	NO	Summons entity 'frog': Swamp amphibian that consumes small slimes/magma cubes to drop froglights
MC.SUMMON.GHAST	/mc summon ghast [x y z]	OWNER	NO	Summons entity 'ghast': Massive floating Nether ghost shooting explosive fireballs
MC.SUMMON.GLOW_SQUID	/mc summon glow_squid [x y z]	OWNER	NO	Summons entity 'glow_squid': Bioluminescent deep aquatic cephalopod dropping glow ink sacs
MC.SUMMON.GOAT	/mc summon goat [x y z]	OWNER	NO	Summons entity 'goat': Mountain jumper capable of ramming mobs and dropping goat horns
MC.SUMMON.GUARDIAN	/mc summon guardian [x y z]	OWNER	NO	Summons entity 'guardian': Spiked laser-firing aquatic sentinel defending ocean monuments
MC.SUMMON.HOGLIN	/mc summon hoglin [x y z]	OWNER	NO	Summons entity 'hoglin': Aggressive tusked Nether beast providing porkchops and leather
MC.SUMMON.HORSE	/mc summon horse [x y z]	OWNER	NO	Summons entity 'horse': Rideable equine mount with configurable speed and jump traits
MC.SUMMON.HUSK	/mc summon husk [x y z]	OWNER	NO	Summons entity 'husk': Sun-immune desert zombie inflicting Hunger effect on hit
MC.SUMMON.ILLUSIONER	/mc summon illusioner [x y z]	OWNER	NO	Summons entity 'illusioner': Unused illager illusionist casting blindness and duplicate images
MC.SUMMON.IRON_GOLEM	/mc summon iron_golem [x y z]	OWNER	NO	Summons entity 'iron_golem': Massive metallic village protector throwing hostiles into the air
MC.SUMMON.LLAMA	/mc summon llama [x y z]	OWNER	NO	Summons entity 'llama': Pack animal that forms traveling caravans and spits at hostiles
MC.SUMMON.MAGMA_CUBE	/mc summon magma_cube [x y z]	OWNER	NO	Summons entity 'magma_cube': Bouncing Nether fire slime dropping magma cream
MC.SUMMON.MULE	/mc summon mule [x y z]	OWNER	NO	Summons entity 'mule': Hybrid mount combining horse speed with donkey storage
MC.SUMMON.OCELOT	/mc summon ocelot [x y z]	OWNER	NO	Summons entity 'ocelot': Wild jungle feline that trusts players who feed it raw fish
MC.SUMMON.PANDA	/mc summon panda [x y z]	OWNER	NO	Summons entity 'panda': Playful bamboo-eating bear with unique personality expressions
MC.SUMMON.PARROT	/mc summon parrot [x y z]	OWNER	NO	Summons entity 'parrot': Tameable jungle bird that mimics nearby monster sound effects
MC.SUMMON.PHANTOM	/mc summon phantom [x y z]	OWNER	NO	Summons entity 'phantom': Aerial undead monster swooping down on insomniac players
MC.SUMMON.PIG	/mc summon pig [x y z]	OWNER	NO	Summons entity 'pig': Rideable pork-bearing farm animal controlled with carrot on a stick
MC.SUMMON.PIGLIN	/mc summon piglin [x y z]	OWNER	NO	Summons entity 'piglin': Gold-obsessed Nether humanoid that barters for gold ingots
MC.SUMMON.PIGLIN_BRUTE	/mc summon piglin_brute [x y z]	OWNER	NO	Summons entity 'piglin_brute': Relentless axe-wielding bastion guardian that never barters
MC.SUMMON.PILLAGER	/mc summon pillager [x y z]	OWNER	NO	Summons entity 'pillager': Crossbow-wielding raider patrolling outposts and villages
MC.SUMMON.POLAR_BEAR	/mc summon polar_bear [x y z]	OWNER	NO	Summons entity 'polar_bear': Protective arctic predator guarding its cubs on pack ice

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.SUMMON.RABBIT	/mc summon rabbit [x y z]	OWNER	NO	Summons entity 'rabbit': Agile herbivore dropping rabbit meat, hide, and rare rabbit foot
MC.SUMMON.RAVAGER	/mc summon ravager [x y z]	OWNER	NO	Summons entity 'ravager': Monstrous horned battle beast ridden by raiders in village raids
MC.SUMMON.SHEEP	/mc summon sheep [x y z]	OWNER	NO	Summons entity 'sheep': Wool-bearing livestock shearable in 16 vibrant colors
MC.SUMMON.SHULKER	/mc summon shulker [x y z]	OWNER	NO	Summons entity 'shulker': End City shell-armored sentinel firing homing levitation projectiles
MC.SUMMON.SILVERFISH	/mc summon silverfish [x y z]	OWNER	NO	Summons entity 'silverfish': Small infesting pest hiding inside infested stone in strongholds
MC.SUMMON.SKELETON	/mc summon skeleton [x y z]	OWNER	NO	Summons entity 'skeleton': Cross-range undead archer firing arrows at players
MC.SUMMON.SLIME	/mc summon slime [x y z]	OWNER	NO	Summons entity 'slime': Bouncing gelatinous cube splitting into smaller segments
MC.SUMMON.SNIFFER	/mc summon sniffer [x y z]	OWNER	NO	Summons entity 'sniffer': Ancient mammoth reptile hatched from sniffer eggs sniffing seeds
MC.SUMMON.SNOW_GOLEM	/mc summon snow_golem [x y z]	OWNER	NO	Summons entity 'snow_golem': Snowman companion throwing harmless snowballs at hostile targets
MC.SUMMON.SPIDER	/mc summon spider [x y z]	OWNER	NO	Summons entity 'spider': Wall-climbing eight-legged predator lunging in dark terrain
MC.SUMMON.SQUID	/mc summon squid [x y z]	OWNER	NO	Summons entity 'squid': Common aquatic cephalopod providing ink sacs for dyes and books
MC.SUMMON.STRAY	/mc summon stray [x y z]	OWNER	NO	Summons entity 'stray': Frost-bitten tundra skeleton firing slowness-tipped arrows
MC.SUMMON.STRIDER	/mc summon strider [x y z]	OWNER	NO	Summons entity 'strider': Lava-walking Nether mount controllable with warped fungus on a stick
MC.SUMMON.TADPOLE	/mc summon tadpole [x y z]	OWNER	NO	Summons entity 'tadpole': Amphibian offspring swimming in buckets and growing into frogs
MC.SUMMON.TRADER_LLAMA	/mc summon trader_llama [x y z]	OWNER	NO	Summons entity 'trader_llama': Carpeted caravan guard accompanying Wandering Traders
MC.SUMMON.TURTLE	/mc summon turtle [x y z]	OWNER	NO	Summons entity 'turtle': Beach-nesting reptile laying turtle eggs and dropping turtle scutes
MC.SUMMON.VEX	/mc summon vex [x y z]	OWNER	NO	Summons entity 'vex': Tiny ethereal flying imp phasing through blocks with an iron sword
MC.SUMMON.VILLAGER	/mc summon villager [x y z]	OWNER	NO	Summons entity 'villager': Peaceful NPC tradesman offering enchantments, tools, and materials
MC.SUMMON.VINDICATOR	/mc summon vindicator [x y z]	OWNER	NO	Summons entity 'vindicator': Ruthless axe-wielding illager charging at players in raids
MC.SUMMON.WANDERING_TRADER	/mc summon wandering_trader [x y z]	OWNER	NO	Summons entity 'wandering_trader': Nomadic merchant traveling with llamas offering exotic trade goods
MC.SUMMON.WARDEN	/mc summon warden [x y z]	OWNER	NO	Summons entity 'warden': Blind subterranean apex horror detecting vibrations and firing sonic beams
MC.SUMMON.WITCH	/mc summon witch [x y z]	OWNER	NO	Summons entity 'witch': Hostile brewing spellcaster throwing poison, slowness, and weakness potions
MC.SUMMON.WITHER	/mc summon wither [x y z]	OWNER	NO	Summons entity 'wither': Three-headed undead wither skeleton boss blasting explosive skulls
MC.SUMMON.WITHER_SKELETON	/mc summon wither_skeleton [x y z]	OWNER	NO	Summons entity 'wither_skeleton': Tall charred Nether fortress swordsman inflicting Wither effect
MC.SUMMON.WOLF	/mc summon wolf [x y z]	OWNER	NO	Summons entity 'wolf': Loyal canine companion hunting sheep and defending its master
MC.SUMMON.ZOGLIN	/mc summon zoglin [x y z]	OWNER	NO	Summons entity 'zoglin': Zombified hoglin attacking all living entities in the Overworld
MC.SUMMON.ZOMBIE	/mc summon zombie [x y z]	OWNER	NO	Summons entity 'zombie': Common melee undead monster burning in direct morning sunlight
MC.SUMMON.ZOMBIE_VILLAGER	/mc summon zombie_villager [x y z]	OWNER	NO	Summons entity 'zombie_villager': Afflicted villager curable with weakness potion and golden apple
MC.SUMMON.ZOMBIFIED_PIGLIN	/mc summon zombified_piglin [x y z]	OWNER	NO	Summons entity 'zombified_piglin': Peaceful gold-sword wielding piglin becoming hostile when provoked

Sector 27: MC LOCATE (70 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.LOCATE.STRUCTURE.ANCIENT_CITY	/mc locate structure ancient_city	MOD	YES	Calculates coordinates to nearest 'ancient_city': Sprawling deep dark ruin complex containing sculk catalysts and echo shards
MC.LOCATE.STRUCTURE.BASTION_REMNANT	/mc locate structure bastion_remnant	MOD	YES	Calculates coordinates to nearest 'bastion_remnant': Massive Nether blackstone piglin fortress housing Netherite upgrade trims
MC.LOCATE.STRUCTURE.BURIED_TREASURE	/mc locate structure buried_treasure	MOD	YES	Calculates coordinates to nearest 'buried_treasure': Hidden ocean beach chest containing the Heart of the Sea
MC.LOCATE.STRUCTURE.DESERT_PYRAMID	/mc locate structure desert_pyramid	MOD	YES	Calculates coordinates to nearest 'desert_pyramid': Sandstone desert structure concealing TNT trap and 4 loot chests
MC.LOCATE.STRUCTURE.END_CITY	/mc locate structure end_city	MOD	YES	Calculates coordinates to nearest 'end_city': Towering purpur and end stone spire complex with elytra ship docks
MC.LOCATE.STRUCTURE.FORTRESS	/mc locate structure fortress	MOD	YES	Calculates coordinates to nearest 'fortress': Nether brick bridge fortification with blaze spawners and nether wart
MC.LOCATE.STRUCTURE.IGLOO	/mc locate structure igloo	MOD	YES	Calculates coordinates to nearest 'igloo': Snowy biome refuge sometimes containing hidden laboratory basement
MC.LOCATE.STRUCTURE.JUNGLE_PYRAMID	/mc locate structure jungle_pyramid	MOD	YES	Calculates coordinates to nearest 'jungle_pyramid': Cobblestone temple hidden in dense vines with redstone wire traps
MC.LOCATE.STRUCTURE.MANSION	/mc locate structure mansion	MOD	YES	Calculates coordinates to nearest 'mansion': Colossal 3-floor dark oak forest manor inhabited by evokers and vindicators
MC.LOCATE.STRUCTURE.MINESHAFT	/mc locate structure mineshaft	MOD	YES	Calculates coordinates to nearest 'mineshaft': Abandoned subterranean railway network with ore carts and cave spider spawners
MC.LOCATE.STRUCTURE.MONUMENT	/mc locate structure monument	MOD	YES	Calculates coordinates to nearest 'monument': Underwater prismarine ocean palace guarded by three elder guardians
MC.LOCATE.STRUCTURE.NETHER_FOSSIL	/mc locate structure nether_fossil	MOD	YES	Calculates coordinates to nearest 'nether_fossil': Ancient giant bone skeleton ribcage buried in Nether soul sand
MC.LOCATE.STRUCTURE.OCEAN_RUIN_COLD	/mc locate structure ocean_ruin_cold	MOD	YES	Calculates coordinates to nearest 'ocean_ruin_cold': Cold sea underwater ruins containing drowned and suspicious gravel
MC.LOCATE.STRUCTURE.OCEAN_RUIN_WARM	/mc locate structure ocean_ruin_warm	MOD	YES	Calculates coordinates to nearest 'ocean_ruin_warm': Warm sea sandstone underwater ruins containing sniffer eggs
MC.LOCATE.STRUCTURE.PILLAGER_OUTPOST	/mc locate structure pillager_outpost	MOD	YES	Calculates coordinates to nearest 'pillager_outpost': Cobblestone and timber lookout tower with cross-braced archer balconies
MC.LOCATE.STRUCTURE.RUINED_PORTAL	/mc locate structure ruined_portal	MOD	YES	Calculates coordinates to nearest 'ruined_portal': Ancient shattered obsidian frame linking the Overworld and Nether
MC.LOCATE.STRUCTURE.SHIPWRECK	/mc locate structure shipwreck	MOD	YES	Calculates coordinates to nearest 'shipwreck': Sunken or beached naval vessel containing treasure maps and supply holds
MC.LOCATE.STRUCTURE.STRONGHOLD	/mc locate structure stronghold	MOD	YES	Calculates coordinates to nearest 'stronghold': Subterranean stone brick fortress enclosing the End Portal frame room
MC.LOCATE.STRUCTURE.SWAMP_HUT	/mc locate structure swamp_hut	MOD	YES	Calculates coordinates to nearest 'swamp_hut': Elevated wooden stilt shack inhabited by a brewing witch and black cat
MC.LOCATE.STRUCTURE.TRAIL_RUINS	/mc locate structure trail_ruins	MOD	YES	Calculates coordinates to nearest 'trail_ruins': Buried ancient archaeological settlement containing armor trims and pottery sherds
MC.LOCATE.STRUCTURE.TRIAL_CHAMBERS	/mc locate structure trial_chambers	MOD	YES	Calculates coordinates to nearest 'trial_chambers': Copper and tuff procedural underground combat challenges with trial spawners
MC.LOCATE.STRUCTURE.VILLAGE_PLAINS	/mc locate structure village_plains	MOD	YES	Calculates coordinates to nearest 'village_plains': Oak and cobblestone pastoral agrarian village settlement
MC.LOCATE.STRUCTURE.VILLAGE_DESERT	/mc locate structure village_desert	MOD	YES	Calculates coordinates to nearest 'village_desert': Terracotta and sandstone desert oasis community
MC.LOCATE.STRUCTURE.VILLAGE_SAVANNA	/mc locate structure village_savanna	MOD	YES	Calculates coordinates to nearest 'village_savanna': Acacia timber village with open terrace farms
MC.LOCATE.STRUCTURE.VILLAGE_SNOWY	/mc locate structure village_snowy	MOD	YES	Calculates coordinates to nearest 'village_snowy': Igloo-styled spruce village built over frozen tundra snowdrift
MC.LOCATE.STRUCTURE.VILLAGE_TAIGA	/mc locate structure village_taiga	MOD	YES	Calculates coordinates to nearest 'village_taiga': Rustic spruce log village featuring weapon smiths and berry gardens
MC.LOCATE.STRUCTURE.MINESHAFT_MESA	/mc locate structure mineshaft_mesa	MOD	YES	Calculates coordinates to nearest 'mineshaft_mesa': Badlands surface mineshaft with exposed dark oak wood and gold veins
MC.LOCATE.STRUCTURE.RUINED_PORTAL_DESERT	/mc locate structure ruined_portal_desert	MOD	YES	Calculates coordinates to nearest 'ruined_portal_desert': Desert sandstone variation of the ancient ruined portal
MC.LOCATE.STRUCTURE.RUINED_PORTAL_JUNGLE	/mc locate structure ruined_portal_jungle	MOD	YES	Calculates coordinates to nearest 'ruined_portal_jungle': Overgrown vine-covered ruined portal hidden under jungle canopy

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.LOCATE.STRUCTURE.RUINED_PORTAL_MOUNTAIN	/mc locate structure ruined_portal_mountain	MOD	YES	Calculates coordinates to nearest 'ruined_portal_mountain': High-elevation alpine peak ruined portal embedded into cliff rocks
MC.LOCATE.STRUCTURE.RUINED_PORTAL_NETHER	/mc locate structure ruined_portal_nether	MOD	YES	Calculates coordinates to nearest 'ruined_portal_nether': Nether dimension variation of ruined portal frame with gold loot
MC.LOCATE.STRUCTURE.RUINED_PORTAL_OCEAN	/mc locate structure ruined_portal_ocean	MOD	YES	Calculates coordinates to nearest 'ruined_portal_ocean': Submerged ocean portal frame encrusted with magma and crying obsidian
MC.LOCATE.STRUCTURE.RUINED_PORTAL_SWAMP	/mc locate structure ruined_portal_swamp	MOD	YES	Calculates coordinates to nearest 'ruined_portal_swamp': Muddy wetland portal frame surrounded by weeping lily pads
MC.LOCATE.STRUCTURE.OCEAN_RUIN	/mc locate structure ocean_ruin	MOD	YES	Calculates coordinates to nearest 'ocean_ruin': Generic sea ruin cluster
MC.LOCATE.STRUCTURE.BASTION_HOGLIN_STABLE	/mc locate structure bastion_hoglin_stable	MOD	YES	Calculates coordinates to nearest 'bastion_hoglin_stable': Bastion remnant hoglin breeding pen sector with gilded blackstone
MC.LOCATE.BIOME.PLAINS	/mc locate biome plains	MOD	YES	Calculates coordinates to nearest 'plains' biome: Grassy temperate plains biome populated with horses, flowers, and bees
MC.LOCATE.BIOME.DESERT	/mc locate biome desert	MOD	YES	Calculates coordinates to nearest 'desert' biome: Arid sand dunes containing cacti, dead bushes, and desert temples
MC.LOCATE.BIOME.FOREST	/mc locate biome forest	MOD	YES	Calculates coordinates to nearest 'forest' biome: Standard oak and birch woodland forest rich in wood and fauna
MC.LOCATE.BIOME.TAIGA	/mc locate biome taiga	MOD	YES	Calculates coordinates to nearest 'taiga' biome: Spruce forest with sweet berry bushes, wolves, and foxes
MC.LOCATE.BIOME.SWAMP	/mc locate biome swamp	MOD	YES	Calculates coordinates to nearest 'swamp' biome: Murky shallow waters, lily pads, slimes, and mangrove fringes
MC.LOCATE.BIOME.JUNGLE	/mc locate biome jungle	MOD	YES	Calculates coordinates to nearest 'jungle' biome: Lush tropical rainforest with 30-block tall jungle trees, cocoa, and pandas
MC.LOCATE.BIOME.SAVANNA	/mc locate biome savanna	MOD	YES	Calculates coordinates to nearest 'savanna' biome: Dry grassland dotted with flat-topped acacia trees and grazing horses
MC.LOCATE.BIOME.BADLANDS	/mc locate biome badlands	MOD	YES	Calculates coordinates to nearest 'badlands' biome: Vibrant multicolored terracotta mesa plateaus with high gold generation
MC.LOCATE.BIOME.SNOWY_PLAINS	/mc locate biome snowy_plains	MOD	YES	Calculates coordinates to nearest 'snowy_plains' biome: Freezing snow-covered tundra expanses with roaming polar bears
MC.LOCATE.BIOME.DARK_FOREST	/mc locate biome dark_forest	MOD	YES	Calculates coordinates to nearest 'dark_forest' biome: Dense dark oak canopy creating shadow conditions where mushrooms flourish
MC.LOCATE.BIOME.OLD_GROWTH_PINE_TAIGA	/mc locate biome old_growth_pine_taiga	MOD	YES	Calculates coordinates to nearest 'old_growth_pine_taiga' biome: Giant mossy boulders and towering 2x2 spruce trees on podzol
MC.LOCATE.BIOME.WINDSWEPT_HILLS	/mc locate biome windswept_hills	MOD	YES	Calculates coordinates to nearest 'windswept_hills' biome: Mountainous peaks with waterfalls, emerald ores, and soaring cliffs
MC.LOCATE.BIOME.MANGROVE_SWAMP	/mc locate biome mangrove_swamp	MOD	YES	Calculates coordinates to nearest 'mangrove_swamp' biome: Tropical wetland filled with mud, propagating mangrove trees, and warm water
MC.LOCATE.BIOME.CHERRY_GROVE	/mc locate biome cherry_grove	MOD	YES	Calculates coordinates to nearest 'cherry_grove' biome: Vibrant pink cherry blossom trees with falling petals and bees
MC.LOCATE.BIOME.DEEP_DARK	/mc locate biome deep_dark	MOD	YES	Calculates coordinates to nearest 'deep_dark' biome: Subterranean biome below Y=0 infested with sculk blocks and the Warden
MC.LOCATE.BIOME.DRIPSTONE_CAVES	/mc locate biome dripstone_caves	MOD	YES	Calculates coordinates to nearest 'dripstone_caves' biome: Large caverns adorned with pointed dripstone stalactites and stalagmites
MC.LOCATE.BIOME.LUSH_CAVES	/mc locate biome lush_caves	MOD	YES	Calculates coordinates to nearest 'lush_caves' biome: Underground garden filled with moss, glow berries, spore blossoms, and axolotls
MC.LOCATE.BIOME.MEADOW	/mc locate biome meadow	MOD	YES	Calculates coordinates to nearest 'meadow' biome: Elevated plateau meadow filled with wild flowers, turquoise grass, and rabbits
MC.LOCATE.BIOME.GROVE	/mc locate biome grove	MOD	YES	Calculates coordinates to nearest 'grove' biome: Snowy spruce forest slopes beneath mountain mountain ridges
MC.LOCATE.BIOME.SNOWY_SLOPES	/mc locate biome snowy_slopes	MOD	YES	Calculates coordinates to nearest 'snowy_slopes' biome: High powdered snow mountain slopes frequented by jumping goats
MC.LOCATE.BIOME.FROZEN_PEAKS	/mc locate biome frozen_peaks	MOD	YES	Calculates coordinates to nearest 'frozen_peaks' biome: Jagged glacier spires composed of packed and blue ice
MC.LOCATE.BIOME.JAGGED_PEAKS	/mc locate biome jagged_peaks	MOD	YES	Calculates coordinates to nearest 'jagged_peaks' biome: Dramatic sharp stone and snow alpine peaks piercing cloud cover
MC.LOCATE.BIOME.STONY_PEAKS	/mc locate biome stony_peaks	MOD	YES	Calculates coordinates to nearest 'stony_peaks' biome: Warm mountain ridges composed of smooth stone, andesite, and calcite

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.LOCATE.BIOME.NETHER_WASTES	/mc locate biome nether_wastes	MOD	YES	Calculates coordinates to nearest 'nether_wastes' biome: Classic Nether wasteland with netherrack seas of lava and zombified piglins
MC.LOCATE.BIOME.SOUL_SAND_VALLEY	/mc locate biome soul_sand_valley	MOD	YES	Calculates coordinates to nearest 'soul_sand_valley' biome: Gloomy blue cavern with soul fire, fossil skeletons, and ghasts
MC.LOCATE.BIOME.CRIMSON_FOREST	/mc locate biome crimson_forest	MOD	YES	Calculates coordinates to nearest 'crimson_forest' biome: Vibrant red Nether fungal forest populated by piglins and hoglins
MC.LOCATE.BIOME.WARPED_FOREST	/mc locate biome warped_forest	MOD	YES	Calculates coordinates to nearest 'warped_forest' biome: Teal bioluminescent fungal sanctuary free from hostile monsters
MC.LOCATE.BIOME.BASALT_DELTAS	/mc locate biome basalt_deltas	MOD	YES	Calculates coordinates to nearest 'basalt_deltas' biome: Volcanic wasteland with blackstone columns, magma cubes, and ash particles
MC.LOCATE.BIOME.THE_END	/mc locate biome the_end	MOD	YES	Calculates coordinates to nearest 'the_end' biome: Central void island where the Ender Dragon and obsidian pillars reside
MC.LOCATE.BIOME.SMALL_END_ISLANDS	/mc locate biome small_end_islands	MOD	YES	Calculates coordinates to nearest 'small_end_islands' biome: Scattered void islands linking the central island to the outer End
MC.LOCATE.BIOME.END_MIDLANDS	/mc locate biome end_midlands	MOD	YES	Calculates coordinates to nearest 'end_midlands' biome: Outer End islands transitioning into chorus plant vegetation
MC.LOCATE.BIOME.END_HIGHLANDS	/mc locate biome end_highlands	MOD	YES	Calculates coordinates to nearest 'end_highlands' biome: Vast outer End plateaus where chorus fruit forests and End Cities spawn
MC.LOCATE.BIOME.END_BARRENS	/mc locate biome end_barrens	MOD	YES	Calculates coordinates to nearest 'end_barrens' biome: Desolate jagged cliff edges of the outer End islands
MC.LOCATE.BIOME.WARM_OCEAN	/mc locate biome warm_ocean	MOD	YES	Calculates coordinates to nearest 'warm_ocean' biome: Aquatic biome with vibrant coral reefs, sea pickles, and tropical fish
MC.LOCATE.BIOME.DEEP_FROZEN_OCEAN	/mc locate biome deep_frozen_ocean	MOD	YES	Calculates coordinates to nearest 'deep_frozen_ocean' biome: Abyssal cold ocean with towering icebergs and underwater ravines

Sector 28: MC ITEMS (590 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.NETHERITE_SWORD	/mc give <player> netherite_sword [qty]	OWNER	NO	Spawns equipment/item 'netherite_sword': Netherite Sword (Base +8 Attack Damage, highest durability)
MC.GIVE.DIAMOND_SWORD	/mc give <player> diamond_sword [qty]	OWNER	NO	Spawns equipment/item 'diamond_sword': Diamond Sword (Base +7 Attack Damage)
MC.GIVE.IRON_SWORD	/mc give <player> iron_sword [qty]	OWNER	NO	Spawns equipment/item 'iron_sword': Iron Sword (Base +6 Attack Damage)
MC.GIVE.GOLDEN_SWORD	/mc give <player> golden_sword [qty]	OWNER	NO	Spawns equipment/item 'golden_sword': Golden Sword (High enchantability)
MC.GIVE.STONE_SWORD	/mc give <player> stone_sword [qty]	OWNER	NO	Spawns equipment/item 'stone_sword': Stone Sword (Base +5 Attack Damage)
MC.GIVE.WOODEN_SWORD	/mc give <player> wooden_sword [qty]	OWNER	NO	Spawns equipment/item 'wooden_sword': Wooden Sword (Starter melee weapon)
MC.GIVE.MACE	/mc give <player> mace [qty]	OWNER	NO	Spawns equipment/item 'mace': Heavy Smash Attack Mace from Trial Chambers
MC.GIVE.TRIDENT	/mc give <player> trident [qty]	OWNER	NO	Spawns equipment/item 'trident': Loyalty & Channeling throwing weapon
MC.GIVE.BOW	/mc give <player> bow [qty]	OWNER	NO	Spawns equipment/item 'bow': Ranged arrow launcher
MC.GIVE.CROSSBOW	/mc give <player> crossbow [qty]	OWNER	NO	Spawns equipment/item 'crossbow': Quick charge and multishot projectile weapon
MC.GIVE.SHIELD	/mc give <player> shield [qty]	OWNER	NO	Spawns equipment/item 'shield': Blocking defense shield against melee and projectiles
MC.GIVE.ARROW	/mc give <player> arrow [qty]	OWNER	NO	Spawns equipment/item 'arrow': Standard ammunition projectile for bows and dispensers
MC.GIVE.SPECTRAL_ARROW	/mc give <player> spectral_arrow [qty]	OWNER	NO	Spawns equipment/item 'spectral_arrow': Glowing illumination arrow outlining hit targets
MC.GIVE.NETHERITE_HELMET	/mc give <player> netherite_helmet [qty]	OWNER	NO	Spawns equipment/item 'netherite_helmet': Netherite Helmet (+3 Armor, +3 Armor Toughness, +1 Knockback Resistance)
MC.GIVE.NETHERITE_CHESTPLATE	/mc give <player> netherite_chestplate [qty]	OWNER	NO	Spawns equipment/item 'netherite_chestplate': Netherite Chestplate (+8 Armor, +3 Toughness, +1 Knockback)
MC.GIVE.NETHERITE_LEGGINGS	/mc give <player> netherite_leggings [qty]	OWNER	NO	Spawns equipment/item 'netherite_leggings': Netherite Leggings (+6 Armor, +3 Toughness, +1 Knockback)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.NETHERITE_BOOTS	/mc give <player> netherite_boots [qty]	OWNER	NO	Spawns equipment/item 'netherite_boots': Netherite Boots (+3 Armor, +3 Toughness, +1 Knockback)
MC.GIVE.DIAMOND_HELMET	/mc give <player> diamond_helmet [qty]	OWNER	NO	Spawns equipment/item 'diamond_helmet': Diamond Helmet (+3 Armor, +2 Armor Toughness)
MC.GIVE.DIAMOND_CHESTPLATE	/mc give <player> diamond_chestplate [qty]	OWNER	NO	Spawns equipment/item 'diamond_chestplate': Diamond Chestplate (+8 Armor, +2 Armor Toughness)
MC.GIVE.DIAMOND_LEGGINGS	/mc give <player> diamond_leggings [qty]	OWNER	NO	Spawns equipment/item 'diamond_leggings': Diamond Leggings (+6 Armor, +2 Armor Toughness)
MC.GIVE.DIAMOND_BOOTS	/mc give <player> diamond_boots [qty]	OWNER	NO	Spawns equipment/item 'diamond_boots': Diamond Boots (+3 Armor, +2 Armor Toughness)
MC.GIVE.IRON_HELMET	/mc give <player> iron_helmet [qty]	OWNER	NO	Spawns equipment/item 'iron_helmet': Iron Helmet (+2 Armor)
MC.GIVE.IRON_CHESTPLATE	/mc give <player> iron_chestplate [qty]	OWNER	NO	Spawns equipment/item 'iron_chestplate': Iron Chestplate (+6 Armor)
MC.GIVE.IRON_LEGGINGS	/mc give <player> iron_leggings [qty]	OWNER	NO	Spawns equipment/item 'iron_leggings': Iron Leggings (+5 Armor)
MC.GIVE.IRON_BOOTS	/mc give <player> iron_boots [qty]	OWNER	NO	Spawns equipment/item 'iron_boots': Iron Boots (+2 Armor)
MC.GIVE.GOLDEN_HELMET	/mc give <player> golden_helmet [qty]	OWNER	NO	Spawns equipment/item 'golden_helmet': Golden Helmet (Prevents piglin aggression in Nether)
MC.GIVE.GOLDEN_CHESTPLATE	/mc give <player> golden_chestplate [qty]	OWNER	NO	Spawns equipment/item 'golden_chestplate': Golden Chestplate (Piglin pacifism gear)
MC.GIVE.GOLDEN_LEGGINGS	/mc give <player> golden_leggings [qty]	OWNER	NO	Spawns equipment/item 'golden_leggings': Golden Leggings (Piglin pacifism gear)
MC.GIVE.GOLDEN_BOOTS	/mc give <player> golden_boots [qty]	OWNER	NO	Spawns equipment/item 'golden_boots': Golden Boots (Piglin pacifism gear)
MC.GIVE.CHAINMAIL_HELMET	/mc give <player> chainmail_helmet [qty]	OWNER	NO	Spawns equipment/item 'chainmail_helmet': Chainmail Helmet
MC.GIVE.CHAINMAIL_CHESTPLATE	/mc give <player> chainmail_chestplate [qty]	OWNER	NO	Spawns equipment/item 'chainmail_chestplate': Chainmail Chestplate
MC.GIVE.CHAINMAIL_LEGGINGS	/mc give <player> chainmail_leggings [qty]	OWNER	NO	Spawns equipment/item 'chainmail_leggings': Chainmail Leggings
MC.GIVE.CHAINMAIL_BOOTS	/mc give <player> chainmail_boots [qty]	OWNER	NO	Spawns equipment/item 'chainmail_boots': Chainmail Boots
MC.GIVE.LEATHER_HELMET	/mc give <player> leather_helmet [qty]	OWNER	NO	Spawns equipment/item 'leather_helmet': Leather Helmet (Dyable)
MC.GIVE.LEATHER_CHESTPLATE	/mc give <player> leather_chestplate [qty]	OWNER	NO	Spawns equipment/item 'leather_chestplate': Leather Tunic (Dyable)
MC.GIVE.LEATHER_LEGGINGS	/mc give <player> leather_leggings [qty]	OWNER	NO	Spawns equipment/item 'leather_leggings': Leather Pants (Dyable)
MC.GIVE.LEATHER_BOOTS	/mc give <player> leather_boots [qty]	OWNER	NO	Spawns equipment/item 'leather_boots': Leather Boots (Prevents freezing in powdered snow)
MC.GIVE.TURTLE_HELMET	/mc give <player> turtle_helmet [qty]	OWNER	NO	Spawns equipment/item 'turtle_helmet': Turtle Shell (+2 Armor, 10s extra water breathing)
MC.GIVE.ELYTRA	/mc give <player> elytra [qty]	OWNER	NO	Spawns equipment/item 'elytra': High-speed gliding wings for aerial traversal
MC.GIVE.NETHERITE_PICKAXE	/mc give <player> netherite_pickaxe [qty]	OWNER	NO	Spawns equipment/item 'netherite_pickaxe': Netherite Pickaxe (Fastest mining speed across all hardness)
MC.GIVE.NETHERITE_AXE	/mc give <player> netherite_axe [qty]	OWNER	NO	Spawns equipment/item 'netherite_axe': Netherite Axe (Devastating shield-disable and woodcutter)
MC.GIVE.NETHERITE_SHOVEL	/mc give <player> netherite_shovel [qty]	OWNER	NO	Spawns equipment/item 'netherite_shovel': Netherite Shovel (Instantly excavates soil and gravel)
MC.GIVE.NETHERITE_HOE	/mc give <player> netherite_hoe [qty]	OWNER	NO	Spawns equipment/item 'netherite_hoe': Netherite Hoe (Fast sculk and foliage harvest)
MC.GIVE.DIAMOND_PICKAXE	/mc give <player> diamond_pickaxe [qty]	OWNER	NO	Spawns equipment/item 'diamond_pickaxe': Diamond Pickaxe (Mines obsidian, ancient debris, and ores)
MC.GIVE.DIAMOND_AXE	/mc give <player> diamond_axe [qty]	OWNER	NO	Spawns equipment/item 'diamond_axe': Diamond Axe (High attack damage and tree clearing)
MC.GIVE.DIAMOND_SHOVEL	/mc give <player> diamond_shovel [qty]	OWNER	NO	Spawns equipment/item 'diamond_shovel': Diamond Shovel (Excavates sand, dirt, and gravel)
MC.GIVE.DIAMOND_HOE	/mc give <player> diamond_hoe [qty]	OWNER	NO	Spawns equipment/item 'diamond_hoe': Diamond Hoe (Farmland tilling and leaf harvesting)
MC.GIVE.IRON_PICKAXE	/mc give <player> iron_pickaxe [qty]	OWNER	NO	Spawns equipment/item 'iron_pickaxe': Iron Pickaxe (Mines gold, redstone, diamond, and emerald ores)
MC.GIVE.IRON_AXE	/mc give <player> iron_axe [qty]	OWNER	NO	Spawns equipment/item 'iron_axe': Iron Axe
MC.GIVE.IRON_SHOVEL	/mc give <player> iron_shovel [qty]	OWNER	NO	Spawns equipment/item 'iron_shovel': Iron Shovel

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.IRON_HOE	/mc give <player> iron_hoe [qty]	OWNER	NO	Spawns equipment/item 'iron_hoe': Iron Hoe
MC.GIVE.FLINT_AND_STEEL	/mc give <player> flint_and_steel [qty]	OWNER	NO	Spawns equipment/item 'flint_and_steel': Ignites fires and primes TNT blocks
MC.GIVE.SHEARS	/mc give <player> shears [qty]	OWNER	NO	Spawns equipment/item 'shears': Harvests wool from sheep, leaves, cobwebs, and tripwire
MC.GIVE.FISHING_ROD	/mc give <player> fishing_rod [qty]	OWNER	NO	Spawns equipment/item 'fishing_rod': Angling tool for fishing loot and reeling in entities
MC.GIVE.SPYGLASS	/mc give <player> spyglass [qty]	OWNER	NO	Spawns equipment/item 'spyglass': Amethyst optic zoom tool for scouting distant terrain
MC.GIVE.BRUSH	/mc give <player> brush [qty]	OWNER	NO	Spawns equipment/item 'brush': Archaeological delicate excavation tool for suspicious blocks
MC.GIVE.LEAD	/mc give <player> lead [qty]	OWNER	NO	Spawns equipment/item 'lead': Tethers animals and passive mobs to fences or player
MC.GIVE.NAME_TAG	/mc give <player> name_tag [qty]	OWNER	NO	Spawns equipment/item 'name_tag': Labels and prevents despawn of any mob entity
MC.GIVE.COMPASS	/mc give <player> compass [qty]	OWNER	NO	Spawns equipment/item 'compass': Points to world spawn or magnetized lodestone
MC.GIVE.RECOVERY_COMPASS	/mc give <player> recovery_compass [qty]	OWNER	NO	Spawns equipment/item 'recovery_compass': Echo shard compass pointing to location of last death
MC.GIVE.CLOCK	/mc give <player> clock [qty]	OWNER	NO	Spawns equipment/item 'clock': Displays position of sun and moon relative to horizon
MC.GIVE.BUNDLE	/mc give <player> bundle [qty]	OWNER	NO	Spawns equipment/item 'bundle': Item pouch for consolidating diverse inventory items
MC.GIVE.NETHERITE_INGOT	/mc give <player> netherite_ingot [qty]	OWNER	NO	Spawns equipment/item 'netherite_ingot': Alloy of 4 netherite scraps and 4 gold ingots
MC.GIVE.NETHERITE_SCRAP	/mc give <player> netherite_scrap [qty]	OWNER	NO	Spawns equipment/item 'netherite_scrap': Smelted ancient debris fragment
MC.GIVE.ANCIENT_DEBRIS	/mc give <player> ancient_debris [qty]	OWNER	NO	Spawns equipment/item 'ancient_debris': Blast-resistant Nether ore generating at low depths
MC.GIVE.DIAMOND	/mc give <player> diamond [qty]	OWNER	NO	Spawns equipment/item 'diamond': Precious gemstone for tier 4 tools, armor, and enchantment tables
MC.GIVE.DIAMOND_BLOCK	/mc give <player> diamond_block [qty]	OWNER	NO	Spawns equipment/item 'diamond_block': Storage block crafted from 9 diamonds
MC.GIVE.EMERALD	/mc give <player> emerald [qty]	OWNER	NO	Spawns equipment/item 'emerald': Currency gemstone accepted by village merchants
MC.GIVE.EMERALD_BLOCK	/mc give <player> emerald_block [qty]	OWNER	NO	Spawns equipment/item 'emerald_block': Storage block crafted from 9 emeralds
MC.GIVE.GOLD_INGOT	/mc give <player> gold_ingot [qty]	OWNER	NO	Spawns equipment/item 'gold_ingot': Precious bullion for clocks, golden apples, and bartering
MC.GIVE.GOLD_BLOCK	/mc give <player> gold_block [qty]	OWNER	NO	Spawns equipment/item 'gold_block': Solid gold decorative and beacon pyramid base block
MC.GIVE.RAW_GOLD	/mc give <player> raw_gold [qty]	OWNER	NO	Spawns equipment/item 'raw_gold': Unrefined gold ore chunk mined with Fortune
MC.GIVE.IRON_INGOT	/mc give <player> iron_ingot [qty]	OWNER	NO	Spawns equipment/item 'iron_ingot': Versatile industrial metal for rails, pistons, anvils, and hoppers
MC.GIVE.IRON_BLOCK	/mc give <player> iron_block [qty]	OWNER	NO	Spawns equipment/item 'iron_block': Solid iron construction and beacon pyramid block
MC.GIVE.RAW_IRON	/mc give <player> raw_iron [qty]	OWNER	NO	Spawns equipment/item 'raw_iron': Unrefined iron ore chunk
MC.GIVE.COPPER_INGOT	/mc give <player> copper_ingot [qty]	OWNER	NO	Spawns equipment/item 'copper_ingot': Industrial metal for spyglasses, lightning rods, and bulbs
MC.GIVE.COPPER_BLOCK	/mc give <player> copper_block [qty]	OWNER	NO	Spawns equipment/item 'copper_block': Oxidizing building block across 4 weather stages
MC.GIVE.RAW_COPPER	/mc give <player> raw_copper [qty]	OWNER	NO	Spawns equipment/item 'raw_copper': Unrefined copper ore chunk
MC.GIVE.COAL	/mc give <player> coal [qty]	OWNER	NO	Spawns equipment/item 'coal': Primary furnace smelting fuel and torch ingredient
MC.GIVE.COAL_BLOCK	/mc give <player> coal_block [qty]	OWNER	NO	Spawns equipment/item 'coal_block': High-efficiency furnace fuel lasting 80 item smelts
MC.GIVE.CHARCOAL	/mc give <player> charcoal [qty]	OWNER	NO	Spawns equipment/item 'charcoal': Wood-smelted carbon fuel for torches and campfires

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.REDSTONE	/mc give <player> redstone [qty]	OWNER	NO	Spawns equipment/item 'redstone': Conductive mineral dust transmitting redstone signals
MC.GIVE.REDSTONE_BLOCK	/mc give <player> redstone_block [qty]	OWNER	NO	Spawns equipment/item 'redstone_block': Permanent mobile redstone power source block
MC.GIVE.LAPIS_LAZULI	/mc give <player> lapis_lazuli [qty]	OWNER	NO	Spawns equipment/item 'lapis_lazuli': Blue pigment catalyst required for enchanting tables
MC.GIVE.LAPIS_BLOCK	/mc give <player> lapis_block [qty]	OWNER	NO	Spawns equipment/item 'lapis_block': Decorative deep blue mineral block
MC.GIVE.AMETHYST_SHARD	/mc give <player> amethyst_shard [qty]	OWNER	NO	Spawns equipment/item 'amethyst_shard': Crystalline shard harvested from amethyst geodes
MC.GIVE.AMETHYST_BLOCK	/mc give <player> amethyst_block [qty]	OWNER	NO	Spawns equipment/item 'amethyst_block': Musical resonant crystal block
MC.GIVE.NETHER_QUARTZ_ORE	/mc give <player> nether_quartz_ore [qty]	OWNER	NO	Spawns equipment/item 'nether_quartz_ore': Nether mineral ore dropping quartz for observers
MC.GIVE.QUARTZ	/mc give <player> quartz [qty]	OWNER	NO	Spawns equipment/item 'quartz': Silicate crystal for comparators, daylight sensors, and diorite
MC.GIVE.QUARTZ_BLOCK	/mc give <player> quartz_block [qty]	OWNER	NO	Spawns equipment/item 'quartz_block': Polished architectural brilliant white building block
MC.GIVE.REDSTONE_TORCH	/mc give <player> redstone_torch [qty]	OWNER	NO	Spawns equipment/item 'redstone_torch': Inverting logic gate and vertical signal transmitter
MC.GIVE.REPEATER	/mc give <player> repeater [qty]	OWNER	NO	Spawns equipment/item 'repeater': Signal booster, delay timer (1-4 ticks), and diode
MC.GIVE.COMPARATOR	/mc give <player> comparator [qty]	OWNER	NO	Spawns equipment/item 'comparator': Signal subtractor, comparator, and inventory fullness reader
MC.GIVE.TARGET	/mc give <player> target [qty]	OWNER	NO	Spawns equipment/item 'target': Signal emitter whose strength corresponds to projectile accuracy
MC.GIVE.OBSERVER	/mc give <player> observer [qty]	OWNER	NO	Spawns equipment/item 'observer': Block update detector emitting 1-tick pulse on neighbor changes
MC.GIVE.PISTON	/mc give <player> piston [qty]	OWNER	NO	Spawns equipment/item 'piston': Mechanical block pusher moving up to 12 blocks
MC.GIVE.STICKY_PISTON	/mc give <player> sticky_piston [qty]	OWNER	NO	Spawns equipment/item 'sticky_piston': Mechanical block puller and pusher adhering with slime
MC.GIVE.DISPENSER	/mc give <player> dispenser [qty]	OWNER	NO	Spawns equipment/item 'dispenser': Ejects projectiles, equips armor, and places water buckets
MC.GIVE.DROPPER	/mc give <player> dropper [qty]	OWNER	NO	Spawns equipment/item 'dropper': Ejects items gently into inventory or onto ground
MC.GIVE.HOPPER	/mc give <player> hopper [qty]	OWNER	NO	Spawns equipment/item 'hopper': Automated 5-slot item conduit transferring items between containers
MC.GIVE.CRAFTER	/mc give <player> crafter [qty]	OWNER	NO	Spawns equipment/item 'crafter': Automated autocrafting redstone container from 1.21
MC.GIVE.COPPER_BULB	/mc give <player> copper_bulb [qty]	OWNER	NO	Spawns equipment/item 'copper_bulb': Toggling light emitter with redstone state memory
MC.GIVE.DAYLIGHT_DETECTOR	/mc give <player> daylight_detector [qty]	OWNER	NO	Spawns equipment/item 'daylight_detector': Solar sensor emitting signal based on ambient skylight
MC.GIVE.SCULK_SENSOR	/mc give <player> sculk_sensor [qty]	OWNER	NO	Spawns equipment/item 'sculk_sensor': Acoustic vibration detector transmitting redstone pulses
MC.GIVE.CALIBRATED_SCULK_SENSOR	/mc give <player> calibrated_sculk_sensor [qty]	OWNER	NO	Spawns equipment/item 'calibrated_sculk_sensor': Frequency-filtered sculk sensor for targeted sound detection
MC.GIVE.LIGHTNING_ROD	/mc give <player> lightning_rod [qty]	OWNER	NO	Spawns equipment/item 'lightning_rod': Diverts lightning strikes and emits redstone pulse on impact
MC.GIVE.TRIPWIRE_HOOK	/mc give <player> tripwire_hook [qty]	OWNER	NO	Spawns equipment/item 'tripwire_hook': Connects with string to detect entity passage
MC.GIVE.TRAPPED_CHEST	/mc give <player> trapped_chest [qty]	OWNER	NO	Spawns equipment/item 'trapped_chest': Container emitting redstone signal proportional to viewers
MC.GIVE.TNT	/mc give <player> tnt [qty]	OWNER	NO	Spawns equipment/item 'tnt': Primed explosive block with destructive blast yield
MC.GIVE.LEVER	/mc give <player> lever [qty]	OWNER	NO	Spawns equipment/item 'lever': Manual toggle switch emitting permanent redstone power
MC.GIVE.STONE_BUTTON	/mc give <player> stone_button [qty]	OWNER	NO	Spawns equipment/item 'stone_button': Momentary switch emitting 10-tick (1.0s) redstone pulse

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.OAK_BUTTON	/mc give <player> oak_button [qty]	OWNER	NO	Spawns equipment/item 'oak_button': Wooden momentary switch emitting 15-tick (1.5s) pulse
MC.GIVE.STONE_PRESSURE_PLATE	/mc give <player> stone_pressure_plate [qty]	OWNER	NO	Spawns equipment/item 'stone_pressure_plate': Ground sensor triggered exclusively by players and mobs
MC.GIVE.OAK_PRESSURE_PLATE	/mc give <player> oak_pressure_plate [qty]	OWNER	NO	Spawns equipment/item 'oak_pressure_plate': Wooden ground sensor triggered by mobs and dropped items
MC.GIVE.HEAVY_WEIGHTED_PRESSURE_PLATE	/mc give <player> heavy_weighted_pressure_plate [qty]	OWNER	NO	Spawns equipment/item 'heavy_weighted_pressure_plate': Iron plate measuring item cluster counts (up to 150)
MC.GIVE.LIGHT_WEIGHTED_PRESSURE_PLATE	/mc give <player> light_weighted_pressure_plate [qty]	OWNER	NO	Spawns equipment/item 'light_weighted_pressure_plate': Gold plate measuring exact entity count up to 15
MC.GIVE.ENCHANTED_GOLDEN_APPLE	/mc give <player> enchanted_golden_apple [qty]	OWNER	NO	Spawns equipment/item 'enchanted_golden_apple': Notch Apple (Regeneration II, Absorption IV, Resistance, Fire Res)
MC.GIVE.GOLDEN_APPLE	/mc give <player> golden_apple [qty]	OWNER	NO	Spawns equipment/item 'golden_apple': Gilded fruit restoring 4 HP with Absorption and Fire Resistance
MC.GIVE.GOLDEN_CARROT	/mc give <player> golden_carrot [qty]	OWNER	NO	Spawns equipment/item 'golden_carrot': Highest saturation food in Minecraft (14.4 saturation points)
MC.GIVE.COOKED_BEEF	/mc give <player> cooked_beef [qty]	OWNER	NO	Spawns equipment/item 'cooked_beef': Steak restoring 8 hunger points and 12.8 saturation
MC.GIVE.COOKED_PORKCHOP	/mc give <player> cooked_porkchop [qty]	OWNER	NO	Spawns equipment/item 'cooked_porkchop': Cooked pork restoring 8 hunger points and 12.8 saturation
MC.GIVE.COOKED_MUTTON	/mc give <player> cooked_mutton [qty]	OWNER	NO	Spawns equipment/item 'cooked_mutton': Cooked sheep meat restoring 6 hunger points
MC.GIVE.COOKED_CHICKEN	/mc give <player> cooked_chicken [qty]	OWNER	NO	Spawns equipment/item 'cooked_chicken': Roasted poultry restoring 6 hunger points
MC.GIVE.COOKED_SALMON	/mc give <player> cooked_salmon [qty]	OWNER	NO	Spawns equipment/item 'cooked_salmon': Cooked fish restoring 6 hunger points and high saturation
MC.GIVE.COOKED_COD	/mc give <player> cooked_cod [qty]	OWNER	NO	Spawns equipment/item 'cooked_cod': Cooked whitefish restoring 5 hunger points
MC.GIVE.BREAD	/mc give <player> bread [qty]	OWNER	NO	Spawns equipment/item 'bread': Wheat loaf restoring 5 hunger points
MC.GIVE.BAKED_POTATO	/mc give <player> baked_potato [qty]	OWNER	NO	Spawns equipment/item 'baked_potato': Oven-roasted potato restoring 5 hunger points
MC.GIVE.PUMPKIN_PIE	/mc give <player> pumpkin_pie [qty]	OWNER	NO	Spawns equipment/item 'pumpkin_pie': Sweet dessert restoring 8 hunger points
MC.GIVE.MUSHROOM_STEW	/mc give <player> mushroom_stew [qty]	OWNER	NO	Spawns equipment/item 'mushroom_stew': Earthy broth crafted from red and brown mushrooms
MC.GIVE.RABBIT_STEW	/mc give <player> rabbit_stew [qty]	OWNER	NO	Spawns equipment/item 'rabbit_stew': Hearty meal restoring 10 hunger points
MC.GIVE.SUSPICIOUS_STEW	/mc give <player> suspicious_stew [qty]	OWNER	NO	Spawns equipment/item 'suspicious_stew': Enchanted broth granting momentary potion buffs depending on flower
MC.GIVE.COOKIE	/mc give <player> cookie [qty]	OWNER	NO	Spawns equipment/item 'cookie': Cocoa treat restoring 2 hunger points
MC.GIVE.CAKE	/mc give <player> cake [qty]	OWNER	NO	Spawns equipment/item 'cake': Multi-slice confectionery block restoring up to 14 hunger points
MC.GIVE.HONEY_BOTTLE	/mc give <player> honey_bottle [qty]	OWNER	NO	Spawns equipment/item 'honey_bottle': Sweet curative liquid removing poison effects and restoring hunger
MC.GIVE.SWEET_BERRIES	/mc give <player> sweet_berries [qty]	OWNER	NO	Spawns equipment/item 'sweet_berries': Bush fruit providing food and defensive prickly barriers
MC.GIVE.GLOW_BERRIES	/mc give <player> glow_berries [qty]	OWNER	NO	Spawns equipment/item 'glow_berries': Cave fruit emitting light level 14 when growing on cave vines
MC.GIVE.APPLE	/mc give <player> apple [qty]	OWNER	NO	Spawns equipment/item 'apple': Fresh orchard fruit and golden apple ingredient
MC.GIVE.MELON_SLICE	/mc give <player> melon_slice [qty]	OWNER	NO	Spawns equipment/item 'melon_slice': Refreshing fruit segment restoring 2 hunger points
MC.GIVE.CHORUS_FRUIT	/mc give <player> chorus_fruit [qty]	OWNER	NO	Spawns equipment/item 'chorus_fruit': End fruit randomly teleporting consumer 8 blocks
MC.GIVE.BREWING_STAND	/mc give <player> brewing_stand [qty]	OWNER	NO	Spawns equipment/item 'brewing_stand': Alchemical workstation fueled by blaze powder
MC.GIVE.CAULDRON	/mc give <player> cauldron [qty]	OWNER	NO	Spawns equipment/item 'cauldron': Water, lava, or powdered snow basin for dyeing and brewing

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MC.GIVE.GLASS_BOTTLE	/mc give <player> glass_bottle [qty]	OWNER	NO	Spawns equipment/item 'glass_bottle': Fluid receptacle for water, potions, and dragon's breath
MC.GIVE.POTION	/mc give <player> potion [qty]	OWNER	NO	Spawns equipment/item 'potion': Water bottle or crafted potion
MC.GIVE.SPLASH_POTION	/mc give <player> splash_potion [qty]	OWNER	NO	Spawns equipment/item 'splash_potion': Thrown potion affecting all entities within splash radius
MC.GIVE.LINGERING_POTION	/mc give <player> lingering_potion [qty]	OWNER	NO	Spawns equipment/item 'lingering_potion': Thrown potion leaving persistent cloud brewed with dragon's breath
MC.GIVE.EXPERIENCE_BOTTLE	/mc give <player> experience_bottle [qty]	OWNER	NO	Spawns equipment/item 'experience_bottle': Bottle o' Enchanting releasing 3-11 XP points
MC.GIVE.NETHER_WART	/mc give <player> nether_wart [qty]	OWNER	NO	Spawns equipment/item 'nether_wart': Essential foundation fungal crop for Awkward Potions
MC.GIVE.BLAZE_POWDER	/mc give <player> blaze_powder [qty]	OWNER	NO	Spawns equipment/item 'blaze_powder': Brewing fuel and strength potion ingredient
MC.GIVE.MAGMA_CREAM	/mc give <player> magma_cream [qty]	OWNER	NO	Spawns equipment/item 'magma_cream': Fire resistance brewing ingredient from magma cubes
MC.GIVE.GHAST_TEAR	/mc give <player> ghast_tear [qty]	OWNER	NO	Spawns equipment/item 'ghast_tear': Regeneration potion ingredient from ghasts
MC.GIVE.FERMENTED_SPIDER_EYE	/mc give <player> fermented_spider_eye [qty]	OWNER	NO	Spawns equipment/item 'fermented_spider_eye': Potion corruption agent converting positive to negative effects
MC.GIVE.GLISTERING_MELON_SLICE	/mc give <player> glistering_melon_slice [qty]	OWNER	NO	Spawns equipment/item 'glistering_melon_slice': Instant health potion catalyst
MC.GIVE.PUFFERFISH	/mc give <player> pufferfish [qty]	OWNER	NO	Spawns equipment/item 'pufferfish': Water breathing potion catalyst and food item
MC.GIVE.RABBIT_FOOT	/mc give <player> rabbit_foot [qty]	OWNER	NO	Spawns equipment/item 'rabbit_foot': Jump boost potion catalyst
MC.GIVE.PHANTOM_MEMBRANE	/mc give <player> phantom_membrane [qty]	OWNER	NO	Spawns equipment/item 'phantom_membrane': Slow falling potion ingredient and elytra repair material
MC.GIVE.DRAGON_BREATH	/mc give <player> dragon_breath [qty]	OWNER	NO	Spawns equipment/item 'dragon_breath': Lingering potion brewing catalyst harvested from Ender Dragon
MC.GIVE.ENCHANTING_TABLE	/mc give <player> enchanting_table [qty]	OWNER	NO	Spawns equipment/item 'enchanting_table': Magical lectern infusing gear with enchantments using lapis
MC.GIVE.BOOKSHELF	/mc give <player> bookshelf [qty]	OWNER	NO	Spawns equipment/item 'bookshelf': Increases enchantment table power level up to tier 30
MC.GIVE.BOOK	/mc give <player> book [qty]	OWNER	NO	Spawns equipment/item 'book': Crafted from leather and paper for enchanted books and lecterns
MC.GIVE.ENCHANTED_BOOK	/mc give <player> enchanted_book [qty]	OWNER	NO	Spawns equipment/item 'enchanted_book': Tome holding specific preserved enchantment for anvils
MC.GIVE.ANVIL	/mc give <player> anvil [qty]	OWNER	NO	Spawns equipment/item 'anvil': Repairs equipment, applies enchanted books, and renames items
MC.GIVE.GRINDSTONE	/mc give <player> grindstone [qty]	OWNER	NO	Spawns equipment/item 'grindstone': Disenchants items to refund experience and repairs equipment
MC.GIVE.CHEST	/mc give <player> chest [qty]	OWNER	NO	Spawns equipment/item 'chest': Standard 27-slot wooden storage container
MC.GIVE.ENDER_CHEST	/mc give <player> ender_chest [qty]	OWNER	NO	Spawns equipment/item 'ender_chest': Interconnected multidimensional private player storage
MC.GIVE.BARREL	/mc give <player> barrel [qty]	OWNER	NO	Spawns equipment/item 'barrel': Fisherman workstation storage container opening in tight spaces
MC.GIVE.SHULKER_BOX	/mc give <player> shulker_box [qty]	OWNER	NO	Spawns equipment/item 'shulker_box': Portable 27-slot backpack preserving inventory when broken
MC.GIVE.WHITE_SHULKER_BOX	/mc give <player> white_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'white_shulker_box': White dyed shulker box
MC.GIVE.ORANGE_SHULKER_BOX	/mc give <player> orange_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'orange_shulker_box': Orange dyed shulker box
MC.GIVE.MAGENTA_SHULKER_BOX	/mc give <player> magenta_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'magenta_shulker_box': Magenta dyed shulker box
MC.GIVE.LIGHT_BLUE_SHULKER_BOX	/mc give <player> light_blue_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'light_blue_shulker_box': Light blue dyed shulker box
MC.GIVE.YELLOW_SHULKER_BOX	/mc give <player> yellow_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'yellow_shulker_box': Yellow dyed shulker box
MC.GIVE.LIME_SHULKER_BOX	/mc give <player> lime_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'lime_shulker_box': Lime dyed shulker box
MC.GIVE.PINK_SHULKER_BOX	/mc give <player> pink_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'pink_shulker_box': Pink dyed shulker box

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MC.GIVE.GRAY_SHULKER_BOX	/mc give <player> gray_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'gray_shulker_box': Gray dyed shulker box
MC.GIVE.LIGHT_GRAY_SHULKER_BOX	/mc give <player> light_gray_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'light_gray_shulker_box': Light gray dyed shulker box
MC.GIVE.CYAN_SHULKER_BOX	/mc give <player> cyan_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'cyan_shulker_box': Cyan dyed shulker box
MC.GIVE.PURPLE_SHULKER_BOX	/mc give <player> purple_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'purple_shulker_box': Purple dyed shulker box
MC.GIVE.BLUE_SHULKER_BOX	/mc give <player> blue_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'blue_shulker_box': Blue dyed shulker box
MC.GIVE.BROWN_SHULKER_BOX	/mc give <player> brown_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'brown_shulker_box': Brown dyed shulker box
MC.GIVE.GREEN_SHULKER_BOX	/mc give <player> green_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'green_shulker_box': Green dyed shulker box
MC.GIVE.RED_SHULKER_BOX	/mc give <player> red_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'red_shulker_box': Red dyed shulker box
MC.GIVE.BLACK_SHULKER_BOX	/mc give <player> black_shulker_box [qty]	OWNER	NO	Spawns equipment/item 'black_shulker_box': Black dyed shulker box
MC.GIVE.ENDER_PEARL	/mc give <player> ender_pearl [qty]	OWNER	NO	Spawns equipment/item 'ender_pearl': Teleportation projectile throwing player to impact location
MC.GIVE.EYE_OF_ENDER	/mc give <player> eye_of_ender [qty]	OWNER	NO	Spawns equipment/item 'eye_of_ender': Guides players toward underground strongholds and activates End Portal
MC.GIVE.TOTEM_OF_UNDYING	/mc give <player> totem_of_undying [qty]	OWNER	NO	Spawns equipment/item 'totem_of_undying': Prevents fatal damage, granting golden absorption and regeneration
MC.GIVE.FIREWORK_ROCKET	/mc give <player> firework_rocket [qty]	OWNER	NO	Spawns equipment/item 'firework_rocket': Propulsion fuel for powered elytra flight and pyrotechnics
MC.GIVE.FIRE_CHARGE	/mc give <player> fire_charge [qty]	OWNER	NO	Spawns equipment/item 'fire_charge': Incendiary projectile fired from dispensers like ghast fireballs
MC.GIVE.END_CRYSTAL	/mc give <player> end_crystal [qty]	OWNER	NO	Spawns equipment/item 'end_crystal': Explosive beacon crystal healing the Ender Dragon and respawning boss
MC.GIVE.BEACON	/mc give <player> beacon [qty]	OWNER	NO	Spawns equipment/item 'beacon': Pyramid crowning beacon casting continuous area buffs (Speed, Haste, Regen)
MC.GIVE.CONDUIT	/mc give <player> conduit [qty]	OWNER	NO	Spawns equipment/item 'conduit': Marine heart relic granting infinite underwater respiration and night vision
MC.GIVE.RESPAWN_ANCHOR	/mc give <player> respawn_anchor [qty]	OWNER	NO	Spawns equipment/item 'respawn_anchor': Nether respawn point charged with glowstone blocks
MC.GIVE.LODESTONE	/mc give <player> lodestone [qty]	OWNER	NO	Spawns equipment/item 'lodestone': Chiseled netherite beacon block attuning compasses to exact coords
MC.GIVE.CRAFTING_TABLE	/mc give <player> crafting_table [qty]	OWNER	NO	Spawns equipment/item 'crafting_table': Primary 3x3 workbench crafting grid
MC.GIVE.FURNACE	/mc give <player> furnace [qty]	OWNER	NO	Spawns equipment/item 'furnace': Cobblestone smelting oven burning coal and wood
MC.GIVE.BLAST_FURNACE	/mc give <player> blast_furnace [qty]	OWNER	NO	Spawns equipment/item 'blast_furnace': Armorer workstation smelting ores and armor at double speed
MC.GIVE.SMOKER	/mc give <player> smoker [qty]	OWNER	NO	Spawns equipment/item 'smoker': Butcher workstation cooking food items at double speed
MC.GIVE.STONECUTTER	/mc give <player> stonecutter [qty]	OWNER	NO	Spawns equipment/item 'stonecutter': Mason workstation precision cutting stone and copper blocks 1:1
MC.GIVE.LOOM	/mc give <player> loom [qty]	OWNER	NO	Spawns equipment/item 'loom': Shepherd workstation applying custom banner patterns
MC.GIVE.CARTOGRAPHY_TABLE	/mc give <player> cartography_table [qty]	OWNER	NO	Spawns equipment/item 'cartography_table': Cartographer workstation zooming, copying, and locking maps
MC.GIVE.FLETCHING_TABLE	/mc give <player> fletching_table [qty]	OWNER	NO	Spawns equipment/item 'fletching_table': Fletcher workstation for crafting tipped arrows
MC.GIVE.SMITHING_TABLE	/mc give <player> smithing_table [qty]	OWNER	NO	Spawns equipment/item 'smithing_table': Upgrades diamond gear to netherite using smithing templates
MC.GIVE.LECTERN	/mc give <player> lectern [qty]	OWNER	NO	Spawns equipment/item 'lectern': Librarian workstation holding readable books and outputting redstone
MC.GIVE.BELL	/mc give <player> bell [qty]	OWNER	NO	Spawns equipment/item 'bell': Village alert chime highlighting raiders through walls with glowing
MC.GIVE.CAMPFIRE	/mc give <player> campfire [qty]	OWNER	NO	Spawns equipment/item 'campfire': Cooking hearth emitting smoke signals up to 24 blocks high

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MC.GIVE.SOUL_CAMPFIRE	/mc give <player> soul_campfire [qty]	OWNER	NO	Spawns equipment/item 'soul_campfire': Turquoise soul flame emitting light level 10 and repelling piglins
MC.GIVE.STONE	/mc give <player> stone [qty]	OWNER	NO	Spawns equipment/item 'stone': Smooth natural stone foundation building material
MC.GIVE.COBBLESTONE	/mc give <player> cobblestone [qty]	OWNER	NO	Spawns equipment/item 'cobblestone': Rugged mined stone block
MC.GIVE.STONE_BRICKS	/mc give <player> stone_bricks [qty]	OWNER	NO	Spawns equipment/item 'stone_bricks': Chiseled masonry stone brick block
MC.GIVE.MOSSY_STONE_BRICKS	/mc give <player> mossy_stone_bricks [qty]	OWNER	NO	Spawns equipment/item 'mossy_stone_bricks': Aged stone bricks overgrown with moss
MC.GIVE.CRACKED_STONE_BRICKS	/mc give <player> cracked_stone_bricks [qty]	OWNER	NO	Spawns equipment/item 'cracked_stone_bricks': Weathered stone bricks damaged by thermal stress
MC.GIVE.CHISELED_STONE_BRICKS	/mc give <player> chiseled_stone_bricks [qty]	OWNER	NO	Spawns equipment/item 'chiseled_stone_bricks': Decorative engraved stone brick block
MC.GIVE.DEEPSLATE	/mc give <player> deepslate [qty]	OWNER	NO	Spawns equipment/item 'deepslate': Dense dark igneous metamorphic bedrock rock
MC.GIVE.COBBLED_DEEPSLATE	/mc give <player> cobbled_deepslate [qty]	OWNER	NO	Spawns equipment/item 'cobbled_deepslate': Mined rough deepslate
MC.GIVE.POLISHED_DEEPSLATE	/mc give <player> polished_deepslate [qty]	OWNER	NO	Spawns equipment/item 'polished_deepslate': Smooth polished deepslate masonry
MC.GIVE.DEEPSLATE_BRICKS	/mc give <player> deepslate_bricks [qty]	OWNER	NO	Spawns equipment/item 'deepslate_bricks': Dark fortified deepslate brick block
MC.GIVE.DEEPSLATE_TILES	/mc give <player> deepslate_tiles [qty]	OWNER	NO	Spawns equipment/item 'deepslate_tiles': Geometric fine deepslate tile pattern
MC.GIVE.REINFORCED_DEEPSLATE	/mc give <player> reinforced_deepslate [qty]	OWNER	NO	Spawns equipment/item 'reinforced_deepslate': Indestructible Ancient City structural frame block
MC.GIVE.TUFF	/mc give <player> tuff [qty]	OWNER	NO	Spawns equipment/item 'tuff': Volcanic ash stone from Trial Chambers
MC.GIVE.POLISHED_TUFF	/mc give <player> polished_tuff [qty]	OWNER	NO	Spawns equipment/item 'polished_tuff': Polished tuff masonry
MC.GIVE.TUFF_BRICKS	/mc give <player> tuff_bricks [qty]	OWNER	NO	Spawns equipment/item 'tuff_bricks': Fortified tuff building bricks
MC.GIVE.CHISELED_TUFF	/mc give <player> chiseled_tuff [qty]	OWNER	NO	Spawns equipment/item 'chiseled_tuff': Decorative chiseled tuff block
MC.GIVE.OBSIDIAN	/mc give <player> obsidian [qty]	OWNER	NO	Spawns equipment/item 'obsidian': Blast-resistant volcanic glass formed when water touches lava source
MC.GIVE.CRYING_OBSIDIAN	/mc give <player> crying_obsidian [qty]	OWNER	NO	Spawns equipment/item 'crying_obsidian': Bioluminescent weeping obsidian used to craft Respawn Anchors
MC.GIVE.BEDROCK	/mc give <player> bedrock [qty]	OWNER	NO	Spawns equipment/item 'bedrock': Unbreakable world boundary bedrock foundation layer
MC.GIVE.PRISMARINE	/mc give <player> prismarine [qty]	OWNER	NO	Spawns equipment/item 'prismarine': Turquoise ocean monument block shifting between green and blue hues
MC.GIVE.PRISMARINE_BRICKS	/mc give <player> prismarine_bricks [qty]	OWNER	NO	Spawns equipment/item 'prismarine_bricks': Polished aquatic prismarine masonry bricks
MC.GIVE.DARK_PRISMARINE	/mc give <player> dark_prismarine [qty]	OWNER	NO	Spawns equipment/item 'dark_prismarine': Deep charcoal oceanic building tile block
MC.GIVE.SEA_LANTERN	/mc give <player> sea_lantern [qty]	OWNER	NO	Spawns equipment/item 'sea_lantern': Aquatic luminescence source block emitting light level 15
MC.GIVE.SPONGE	/mc give <player> sponge [qty]	OWNER	NO	Spawns equipment/item 'sponge': Dry porous block absorbing up to 65 water blocks in 7-block radius
MC.GIVE.WET_SPONGE	/mc give <player> wet_sponge [qty]	OWNER	NO	Spawns equipment/item 'wet_sponge': Water-saturated sponge dryable in furnace
MC.GIVE.GLOWSTONE	/mc give <player> glowstone [qty]	OWNER	NO	Spawns equipment/item 'glowstone': Nether mineral cluster emitting permanent light level 15
MC.GIVE.SHROOMLIGHT	/mc give <player> shroomlight [qty]	OWNER	NO	Spawns equipment/item 'shroomlight': Fungal Nether tree organic light source emitting light level 15
MC.GIVE.OCHRE_FROGLIGHT	/mc give <player> ochre_froglight [qty]	OWNER	NO	Spawns equipment/item 'ochre_froglight': Warm yellow biological light block produced by warm frogs
MC.GIVE.PEARLESCENT_FROGLIGHT	/mc give <player> pearlescent_froglight [qty]	OWNER	NO	Spawns equipment/item 'pearlescent_froglight': Purple biological light block produced by cold frogs
MC.GIVE.VERDANT_FROGLIGHT	/mc give <player> verdant_froglight [qty]	OWNER	NO	Spawns equipment/item 'verdant_froglight': Green biological light block produced by temperate frogs

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.NETHERRACK	/mc give <player> netherrack [qty]	OWNER	NO	Spawns equipment/item 'netherrack': Combustible Nether stone holding infinite fire on upper surface
MC.GIVE.NETHER_BRICKS	/mc give <player> nether_bricks [qty]	OWNER	NO	Spawns equipment/item 'nether_bricks': Smelted netherrack bricks forming nether fortresses
MC.GIVE.RED_NETHER_BRICKS	/mc give <player> red_nether_bricks [qty]	OWNER	NO	Spawns equipment/item 'red_nether_bricks': Ornamental red Nether masonry crafted with nether wart
MC.GIVE.BLACKSTONE	/mc give <player> blackstone [qty]	OWNER	NO	Spawns equipment/item 'blackstone': Dark volcanic stone usable as cobblestone substitute in recipes
MC.GIVE.POLISHED_BLACKSTONE	/mc give <player> polished_blackstone [qty]	OWNER	NO	Spawns equipment/item 'polished_blackstone': Polished dark volcanic building block
MC.GIVE.POLISHED_BLACKSTONE_BRICKS	/mc give <player> polished_blackstone_bricks [qty]	OWNER	NO	Spawns equipment/item 'polished_blackstone_bricks': Fortified bastion remnant masonry bricks
MC.GIVE.BASALT	/mc give <player> basalt [qty]	OWNER	NO	Spawns equipment/item 'basalt': Columnar volcanic igneous rock formed when lava flows over soul soil
MC.GIVE.SMOOTH_BASALT	/mc give <player> smooth_basalt [qty]	OWNER	NO	Spawns equipment/item 'smooth_basalt': Smelted smooth volcanic basalt rock
MC.GIVE.END_STONE	/mc give <player> end_stone [qty]	OWNER	NO	Spawns equipment/item 'end_stone': Dense cratered celestial stone composing outer End islands
MC.GIVE.END_STONE_BRICKS	/mc give <player> end_stone_bricks [qty]	OWNER	NO	Spawns equipment/item 'end_stone_bricks': Chiseled end stone masonry bricks composing End Cities
MC.GIVE.PURPUR_BLOCK	/mc give <player> purpur_block [qty]	OWNER	NO	Spawns equipment/item 'purpur_block': Violet decorative building block crafted from popped chorus fruit
MC.GIVE.PURPUR_PILLAR	/mc give <player> purpur_pillar [qty]	OWNER	NO	Spawns equipment/item 'purpur_pillar': Carved architectural purpur column block
MC.GIVE.OAK_LOG	/mc give <player> oak_log [qty]	OWNER	NO	Spawns equipment/item 'oak_log': Standard temperate oak tree trunk log
MC.GIVE.OAK_PLANKS	/mc give <player> oak_planks [qty]	OWNER	NO	Spawns equipment/item 'oak_planks': Versatile classic oak building planks
MC.GIVE.SPRUCE_LOG	/mc give <player> spruce_log [qty]	OWNER	NO	Spawns equipment/item 'spruce_log': Dark northern spruce tree trunk log
MC.GIVE.SPRUCE_PLANKS	/mc give <player> spruce_planks [qty]	OWNER	NO	Spawns equipment/item 'spruce_planks': Rustic chocolate-brown building planks
MC.GIVE.BIRCH_LOG	/mc give <player> birch_log [qty]	OWNER	NO	Spawns equipment/item 'birch_log': Pale birch tree trunk log
MC.GIVE.BIRCH_PLANKS	/mc give <player> birch_planks [qty]	OWNER	NO	Spawns equipment/item 'birch_planks': Light cream-colored building planks
MC.GIVE.JUNGLE_LOG	/mc give <player> jungle_log [qty]	OWNER	NO	Spawns equipment/item 'jungle_log': Vibrant tropical jungle tree trunk log
MC.GIVE.JUNGLE_PLANKS	/mc give <player> jungle_planks [qty]	OWNER	NO	Spawns equipment/item 'jungle_planks': Warm pinkish-tan building planks
MC.GIVE.ACACIA_LOG	/mc give <player> acacia_log [qty]	OWNER	NO	Spawns equipment/item 'acacia_log': Savanna acacia tree trunk log with gray bark
MC.GIVE.ACACIA_PLANKS	/mc give <player> acacia_planks [qty]	OWNER	NO	Spawns equipment/item 'acacia_planks': Vibrant warm orange building planks
MC.GIVE.DARK_OAK_LOG	/mc give <player> dark_oak_log [qty]	OWNER	NO	Spawns equipment/item 'dark_oak_log': Stout dark oak forest tree trunk log
MC.GIVE.DARK_OAK_PLANKS	/mc give <player> dark_oak_planks [qty]	OWNER	NO	Spawns equipment/item 'dark_oak_planks': Rich dark chocolate building planks
MC.GIVE.MANGROVE_LOG	/mc give <player> mangrove_log [qty]	OWNER	NO	Spawns equipment/item 'mangrove_log': Tropical mangrove swamp tree trunk log
MC.GIVE.MANGROVE_PLANKS	/mc give <player> mangrove_planks [qty]	OWNER	NO	Spawns equipment/item 'mangrove_planks': Deep crimson-red building planks
MC.GIVE.CHERRY_LOG	/mc give <player> cherry_log [qty]	OWNER	NO	Spawns equipment/item 'cherry_log': Cherry blossom tree trunk log with dark purple bark
MC.GIVE.CHERRY_PLANKS	/mc give <player> cherry_planks [qty]	OWNER	NO	Spawns equipment/item 'cherry_planks': Pastel blossom-pink building planks
MC.GIVE.CRIMSON_STEM	/mc give <player> crimson_stem [qty]	OWNER	NO	Spawns equipment/item 'crimson_stem': Nether crimson fungal stem block
MC.GIVE.CRIMSON_PLANKS	/mc give <player> crimson_planks [qty]	OWNER	NO	Spawns equipment/item 'crimson_planks': Nether fireproof purple-red building planks
MC.GIVE.WARPED_STEM	/mc give <player> warped_stem [qty]	OWNER	NO	Spawns equipment/item 'warped_stem': Nether warped fungal stem block

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MC.GIVE.WARPED_PLANKS	/mc give <player> warped_planks [qty]	OWNER	NO	Spawns equipment/item 'warped_planks': Nether fireproof vibrant cyan-teal building planks
MC.GIVE.BAMBOO_BLOCK	/mc give <player> bamboo_block [qty]	OWNER	NO	Spawns equipment/item 'bamboo_block': Compressed architectural bamboo wood block
MC.GIVE.BAMBOO_PLANKS	/mc give <player> bamboo_planks [qty]	OWNER	NO	Spawns equipment/item 'bamboo_planks': Golden woven bamboo flooring and building planks
MC.GIVE.BAMBOO_MOSAIC	/mc give <player> bamboo_mosaic [qty]	OWNER	NO	Spawns equipment/item 'bamboo_mosaic': Decorative criss-cross geometric parquet bamboo tile
MC.GIVE.MUSIC_DISC_13	/mc give <player> music_disc_13 [qty]	OWNER	NO	Spawns equipment/item 'music_disc_13': Music Disc 13 (C418 ambient suspense composition)
MC.GIVE.MUSIC_DISC_CAT	/mc give <player> music_disc_cat [qty]	OWNER	NO	Spawns equipment/item 'music_disc_cat': Music Disc Cat (C418 cheerful melodic track)
MC.GIVE.MUSIC_DISC_BLOCKS	/mc give <player> music_disc_blocks [qty]	OWNER	NO	Spawns equipment/item 'music_disc_blocks': Music Disc Blocks (C418 upbeat rhythmic tune)
MC.GIVE.MUSIC_DISC_CHIRP	/mc give <player> music_disc_chirp [qty]	OWNER	NO	Spawns equipment/item 'music_disc_chirp': Music Disc Chirp (C418 sample-based retro groove)
MC.GIVE.MUSIC_DISC_FAR	/mc give <player> music_disc_far [qty]	OWNER	NO	Spawns equipment/item 'music_disc_far': Music Disc Far (C418 relaxing atmospheric soundtrack)
MC.GIVE.MUSIC_DISC_MALL	/mc give <player> music_disc_mall [qty]	OWNER	NO	Spawns equipment/item 'music_disc_mall': Music Disc Mall (C418 serene downtime melody)
MC.GIVE.MUSIC_DISC_MELLOHI	/mc give <player> music_disc_mellohi [qty]	OWNER	NO	Spawns equipment/item 'music_disc_mellohi': Music Disc Mellohi (C418 melancholic waltz)
MC.GIVE.MUSIC_DISC_STAL	/mc give <player> music_disc_stal [qty]	OWNER	NO	Spawns equipment/item 'music_disc_stal': Music Disc Stal (C418 jazzy saxophone beat)
MC.GIVE.MUSIC_DISC_STRAD	/mc give <player> music_disc_strad [qty]	OWNER	NO	Spawns equipment/item 'music_disc_strad': Music Disc Strad (C418 tropical string ensemble)
MC.GIVE.MUSIC_DISC_WARD	/mc give <player> music_disc_ward [qty]	OWNER	NO	Spawns equipment/item 'music_disc_ward': Music Disc Ward (C418 Chopin funeral march remix)
MC.GIVE.MUSIC_DISC_11	/mc give <player> music_disc_11 [qty]	OWNER	NO	Spawns equipment/item 'music_disc_11': Music Disc 11 (C418 mysterious running footsteps audio)
MC.GIVE.MUSIC_DISC_WAIT	/mc give <player> music_disc_wait [qty]	OWNER	NO	Spawns equipment/item 'music_disc_wait': Music Disc Wait (C418 soothing electronic progression)
MC.GIVE.MUSIC_DISC_OTHERSIDE	/mc give <player> music_disc_otherside [qty]	OWNER	NO	Spawns equipment/item 'music_disc_otherside': Music Disc Otherside (Lena Raine triumphant melody)
MC.GIVE.MUSIC_DISC_5	/mc give <player> music_disc_5 [qty]	OWNER	NO	Spawns equipment/item 'music_disc_5': Music Disc 5 (Samuel Åberg dark deep dark audio montage)
MC.GIVE.MUSIC_DISC_PIGSTEP	/mc give <player> music_disc_pigstep [qty]	OWNER	NO	Spawns equipment/item 'music_disc_pigstep': Music Disc Pigstep (Lena Raine hip-hop Nether beat)
MC.GIVE.MUSIC_DISC_RELIC	/mc give <player> music_disc_relic [qty]	OWNER	NO	Spawns equipment/item 'music_disc_relic': Music Disc Relic (Aaron Cherof retro chiptune melody)
MC.GIVE.MUSIC_DISC_PRECIPICE	/mc give <player> music_disc_precipice [qty]	OWNER	NO	Spawns equipment/item 'music_disc_precipice': Music Disc Precipice (Aaron Cherof dynamic Trial Chambers track)
MC.GIVE.MUSIC_DISC_CREATOR	/mc give <player> music_disc_creator [qty]	OWNER	NO	Spawns equipment/item 'music_disc_creator': Music Disc Creator (Lena Raine vibrant mechanical waltz)
MC.GIVE.MUSIC_DISC_CREATOR_MUSIC_BOX	/mc give <player> music_disc_creator_music_box [qty]	OWNER	NO	Spawns equipment/item 'music_disc_creator_music_box': Music Disc Creator (Delicate music box acoustic version)
MC.GIVE.NETHERITE_UPGRADE_SMITHING_TEMPLATE	/mc give <player> netherite_upgrade_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'netherite_upgrade_smithing_template': Template required to forge diamond gear into netherite
MC.GIVE.SENTRY_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> sentry_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'sentry_armor_trim_smithing_template': Sentry outpost armor trim pattern
MC.GIVE.VEX_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> vex_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'vex_armor_trim_smithing_template': Vex mansion armor trim pattern
MC.GIVE.WILD_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> wild_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'wild_armor_trim_smithing_template': Wild jungle pyramid armor trim pattern
MC.GIVE.COAST_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> coast_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'coast_armor_trim_smithing_template': Coast shipwreck armor trim pattern
MC.GIVE.DUNE_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> dune_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'dune_armor_trim_smithing_template': Dune desert pyramid armor trim pattern
MC.GIVE.WAYFINDER_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> wayfinder_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'wayfinder_armor_trim_smithing_template': Wayfinder trail ruins armor trim pattern

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MC.GIVE.RAISER_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> raiser_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'raiser_armor_trim_smithing_template': Raiser trail ruins armor trim pattern
MC.GIVE.SHAPER_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> shaper_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'shaper_armor_trim_smithing_template': Shaper trail ruins armor trim pattern
MC.GIVE.HOST_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> host_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'host_armor_trim_smithing_template': Host trail ruins armor trim pattern
MC.GIVE.WARD_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> ward_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'ward_armor_trim_smithing_template': Ward ancient city armor trim pattern
MC.GIVE.SILENCE_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> silence_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'silence_armor_trim_smithing_template': Silence ancient city ultra-rare armor trim pattern
MC.GIVE.TIDE_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> tide_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'tide_armor_trim_smithing_template': Tide ocean monument guardian armor trim pattern
MC.GIVE.SNOUT_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> snout_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'snout_armor_trim_smithing_template': Snout bastion remnant piglin armor trim pattern
MC.GIVE.RIB_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> rib_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'rib_armor_trim_smithing_template': Rib nether fortress wither armor trim pattern
MC.GIVE.EYE_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> eye_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'eye_armor_trim_smithing_template': Eye stronghold library armor trim pattern
MC.GIVE.SPIRE_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> spire_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'spire_armor_trim_smithing_template': Spire end city purpur armor trim pattern
MC.GIVE.FLOW_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> flow_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'flow_armor_trim_smithing_template': Flow trial chamber wind armor trim pattern
MC.GIVE.BOLT_ARMOR_TRIM_SMITHING_TEMPLATE	/mc give <player> bolt_armor_trim_smithing_template [qty]	OWNER	NO	Spawns equipment/item 'bolt_armor_trim_smithing_template': Bolt trial chamber copper armor trim pattern
MC.GIVE.TRIAL_KEY	/mc give <player> trial_key [qty]	OWNER	NO	Spawns equipment/item 'trial_key': Copper mechanical key unlocking Trial Chamber standard vaults
MC.GIVE.OMINOUS_TRIAL_KEY	/mc give <player> ominous_trial_key [qty]	OWNER	NO	Spawns equipment/item 'ominous_trial_key': Skull-adorned key unlocking ominous high-tier vault loot
MC.GIVE.OMINOUS_BOTTLE	/mc give <player> ominous_bottle [qty]	OWNER	NO	Spawns equipment/item 'ominous_bottle': Brewed bad omen elixir triggering high-intensity ominous trials
MC.GIVE.HEAVY_CORE	/mc give <player> heavy_core [qty]	OWNER	NO	Spawns equipment/item 'heavy_core': Monumental dense core used with breeze rods to craft the Mace
MC.GIVE.BREEZE_ROD	/mc give <player> breeze_rod [qty]	OWNER	NO	Spawns equipment/item 'breeze_rod': Swirling wind rod dropped by defeated Breezes in Trial Chambers
MC.GIVE.WIND_CHARGE	/mc give <player> wind_charge [qty]	OWNER	NO	Spawns equipment/item 'wind_charge': Handheld throwable kinetic burst propelling players or triggering levers
MC.GIVE.WHITE_DYE	/mc give <player> white_dye [qty]	OWNER	NO	Spawns equipment/item 'white_dye': White pigment dye
MC.GIVE.ORANGE_DYE	/mc give <player> orange_dye [qty]	OWNER	NO	Spawns equipment/item 'orange_dye': Orange pigment dye
MC.GIVE.MAGENTA_DYE	/mc give <player> magenta_dye [qty]	OWNER	NO	Spawns equipment/item 'magenta_dye': Magenta pigment dye
MC.GIVE.LIGHT_BLUE_DYE	/mc give <player> light_blue_dye [qty]	OWNER	NO	Spawns equipment/item 'light_blue_dye': Light Blue pigment dye
MC.GIVE.YELLOW_DYE	/mc give <player> yellow_dye [qty]	OWNER	NO	Spawns equipment/item 'yellow_dye': Yellow pigment dye
MC.GIVE.LIME_DYE	/mc give <player> lime_dye [qty]	OWNER	NO	Spawns equipment/item 'lime_dye': Lime pigment dye
MC.GIVE.PINK_DYE	/mc give <player> pink_dye [qty]	OWNER	NO	Spawns equipment/item 'pink_dye': Pink pigment dye
MC.GIVE.GRAY_DYE	/mc give <player> gray_dye [qty]	OWNER	NO	Spawns equipment/item 'gray_dye': Gray pigment dye
MC.GIVE.LIGHT_GRAY_DYE	/mc give <player> light_gray_dye [qty]	OWNER	NO	Spawns equipment/item 'light_gray_dye': Light Gray pigment dye
MC.GIVE.CYAN_DYE	/mc give <player> cyan_dye [qty]	OWNER	NO	Spawns equipment/item 'cyan_dye': Cyan pigment dye
MC.GIVE.PURPLE_DYE	/mc give <player> purple_dye [qty]	OWNER	NO	Spawns equipment/item 'purple_dye': Purple pigment dye
MC.GIVE.BLUE_DYE	/mc give <player> blue_dye [qty]	OWNER	NO	Spawns equipment/item 'blue_dye': Blue pigment dye
MC.GIVE.BROWN_DYE	/mc give <player> brown_dye [qty]	OWNER	NO	Spawns equipment/item 'brown_dye': Brown pigment dye
MC.GIVE.GREEN_DYE	/mc give <player> green_dye [qty]	OWNER	NO	Spawns equipment/item 'green_dye': Green pigment dye
MC.GIVE.RED_DYE	/mc give <player> red_dye [qty]	OWNER	NO	Spawns equipment/item 'red_dye': Red pigment dye
MC.GIVE.BLACK_DYE	/mc give <player> black_dye [qty]	OWNER	NO	Spawns equipment/item 'black_dye': Black pigment dye
MC.GIVE.WHITE_WOOL	/mc give <player> white_wool [qty]	OWNER	NO	Spawns equipment/item 'white_wool': White sheared soft wool block
MC.GIVE.ORANGE_WOOL	/mc give <player> orange_wool [qty]	OWNER	NO	Spawns equipment/item 'orange_wool': Orange sheared soft wool block

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MC.GIVE.MAGENTA_WOOL	/mc give <player> magenta_wool [qty]	OWNER	NO	Spawns equipment/item 'magenta_wool': Magenta sheared soft wool block
MC.GIVE.LIGHT_BLUE_WOOL	/mc give <player> light_blue_wool [qty]	OWNER	NO	Spawns equipment/item 'light_blue_wool': Light Blue sheared soft wool block
MC.GIVE.YELLOW_WOOL	/mc give <player> yellow_wool [qty]	OWNER	NO	Spawns equipment/item 'yellow_wool': Yellow sheared soft wool block
MC.GIVE.LIME_WOOL	/mc give <player> lime_wool [qty]	OWNER	NO	Spawns equipment/item 'lime_wool': Lime sheared soft wool block
MC.GIVE.PINK_WOOL	/mc give <player> pink_wool [qty]	OWNER	NO	Spawns equipment/item 'pink_wool': Pink sheared soft wool block
MC.GIVE.GRAY_WOOL	/mc give <player> gray_wool [qty]	OWNER	NO	Spawns equipment/item 'gray_wool': Gray sheared soft wool block
MC.GIVE.LIGHT_GRAY_WOOL	/mc give <player> light_gray_wool [qty]	OWNER	NO	Spawns equipment/item 'light_gray_wool': Light Gray sheared soft wool block
MC.GIVE.CYAN_WOOL	/mc give <player> cyan_wool [qty]	OWNER	NO	Spawns equipment/item 'cyan_wool': Cyan sheared soft wool block
MC.GIVE.PURPLE_WOOL	/mc give <player> purple_wool [qty]	OWNER	NO	Spawns equipment/item 'purple_wool': Purple sheared soft wool block
MC.GIVE.BLUE_WOOL	/mc give <player> blue_wool [qty]	OWNER	NO	Spawns equipment/item 'blue_wool': Blue sheared soft wool block
MC.GIVE.BROWN_WOOL	/mc give <player> brown_wool [qty]	OWNER	NO	Spawns equipment/item 'brown_wool': Brown sheared soft wool block
MC.GIVE.GREEN_WOOL	/mc give <player> green_wool [qty]	OWNER	NO	Spawns equipment/item 'green_wool': Green sheared soft wool block
MC.GIVE.RED_WOOL	/mc give <player> red_wool [qty]	OWNER	NO	Spawns equipment/item 'red_wool': Red sheared soft wool block
MC.GIVE.BLACK_WOOL	/mc give <player> black_wool [qty]	OWNER	NO	Spawns equipment/item 'black_wool': Black sheared soft wool block
MC.GIVE.WHITE_CONCRETE	/mc give <player> white_concrete [qty]	OWNER	NO	Spawns equipment/item 'white_concrete': White solid vibrant concrete architectural block
MC.GIVE.ORANGE_CONCRETE	/mc give <player> orange_concrete [qty]	OWNER	NO	Spawns equipment/item 'orange_concrete': Orange solid vibrant concrete architectural block
MC.GIVE.MAGENTA_CONCRETE	/mc give <player> magenta_concrete [qty]	OWNER	NO	Spawns equipment/item 'magenta_concrete': Magenta solid vibrant concrete architectural block
MC.GIVE.LIGHT_BLUE_CONCRETE	/mc give <player> light_blue_concrete [qty]	OWNER	NO	Spawns equipment/item 'light_blue_concrete': Light Blue solid vibrant concrete architectural block
MC.GIVE.YELLOW_CONCRETE	/mc give <player> yellow_concrete [qty]	OWNER	NO	Spawns equipment/item 'yellow_concrete': Yellow solid vibrant concrete architectural block
MC.GIVE.LIME_CONCRETE	/mc give <player> lime_concrete [qty]	OWNER	NO	Spawns equipment/item 'lime_concrete': Lime solid vibrant concrete architectural block
MC.GIVE.PINK_CONCRETE	/mc give <player> pink_concrete [qty]	OWNER	NO	Spawns equipment/item 'pink_concrete': Pink solid vibrant concrete architectural block
MC.GIVE.GRAY_CONCRETE	/mc give <player> gray_concrete [qty]	OWNER	NO	Spawns equipment/item 'gray_concrete': Gray solid vibrant concrete architectural block
MC.GIVE.LIGHT_GRAY_CONCRETE	/mc give <player> light_gray_concrete [qty]	OWNER	NO	Spawns equipment/item 'light_gray_concrete': Light Gray solid vibrant concrete architectural block
MC.GIVE.CYAN_CONCRETE	/mc give <player> cyan_concrete [qty]	OWNER	NO	Spawns equipment/item 'cyan_concrete': Cyan solid vibrant concrete architectural block
MC.GIVE.PURPLE_CONCRETE	/mc give <player> purple_concrete [qty]	OWNER	NO	Spawns equipment/item 'purple_concrete': Purple solid vibrant concrete architectural block
MC.GIVE.BLUE_CONCRETE	/mc give <player> blue_concrete [qty]	OWNER	NO	Spawns equipment/item 'blue_concrete': Blue solid vibrant concrete architectural block
MC.GIVE.BROWN_CONCRETE	/mc give <player> brown_concrete [qty]	OWNER	NO	Spawns equipment/item 'brown_concrete': Brown solid vibrant concrete architectural block
MC.GIVE.GREEN_CONCRETE	/mc give <player> green_concrete [qty]	OWNER	NO	Spawns equipment/item 'green_concrete': Green solid vibrant concrete architectural block
MC.GIVE.RED_CONCRETE	/mc give <player> red_concrete [qty]	OWNER	NO	Spawns equipment/item 'red_concrete': Red solid vibrant concrete architectural block
MC.GIVE.BLACK_CONCRETE	/mc give <player> black_concrete [qty]	OWNER	NO	Spawns equipment/item 'black_concrete': Black solid vibrant concrete architectural block
MC.GIVE.WHITE_CONCRETE_POWDER	/mc give <player> white_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'white_concrete_powder': White gravity-affected concrete powder
MC.GIVE.ORANGE_CONCRETE_POWDER	/mc give <player> orange_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'orange_concrete_powder': Orange gravity-affected concrete powder
MC.GIVE.MAGENTA_CONCRETE_POWDER	/mc give <player> magenta_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'magenta_concrete_powder': Magenta gravity-affected concrete powder

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.LIGHT_BLUE_CONCRETE_POWDER	/mc give <player> light_blue_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'light_blue_concrete_powder': Light Blue gravity-affected concrete powder
MC.GIVE.YELLOW_CONCRETE_POWDER	/mc give <player> yellow_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'yellow_concrete_powder': Yellow gravity-affected concrete powder
MC.GIVE.LIME_CONCRETE_POWDER	/mc give <player> lime_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'lime_concrete_powder': Lime gravity-affected concrete powder
MC.GIVE.PINK_CONCRETE_POWDER	/mc give <player> pink_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'pink_concrete_powder': Pink gravity-affected concrete powder
MC.GIVE.GRAY_CONCRETE_POWDER	/mc give <player> gray_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'gray_concrete_powder': Gray gravity-affected concrete powder
MC.GIVE.LIGHT_GRAY_CONCRETE_POWDER	/mc give <player> light_gray_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'light_gray_concrete_powder': Light Gray gravity-affected concrete powder
MC.GIVE.CYAN_CONCRETE_POWDER	/mc give <player> cyan_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'cyan_concrete_powder': Cyan gravity-affected concrete powder
MC.GIVE.PURPLE_CONCRETE_POWDER	/mc give <player> purple_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'purple_concrete_powder': Purple gravity-affected concrete powder
MC.GIVE.BLUE_CONCRETE_POWDER	/mc give <player> blue_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'blue_concrete_powder': Blue gravity-affected concrete powder
MC.GIVE.BROWN_CONCRETE_POWDER	/mc give <player> brown_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'brown_concrete_powder': Brown gravity-affected concrete powder
MC.GIVE.GREEN_CONCRETE_POWDER	/mc give <player> green_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'green_concrete_powder': Green gravity-affected concrete powder
MC.GIVE.RED_CONCRETE_POWDER	/mc give <player> red_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'red_concrete_powder': Red gravity-affected concrete powder
MC.GIVE.BLACK_CONCRETE_POWDER	/mc give <player> black_concrete_powder [qty]	OWNER	NO	Spawns equipment/item 'black_concrete_powder': Black gravity-affected concrete powder
MC.GIVE.WHITE_TERRACOTTA	/mc give <player> white_terracotta [qty]	OWNER	NO	Spawns equipment/item 'white_terracotta': White clay kiln-baked terracotta
MC.GIVE.ORANGE_TERRACOTTA	/mc give <player> orange_terracotta [qty]	OWNER	NO	Spawns equipment/item 'orange_terracotta': Orange clay kiln-baked terracotta
MC.GIVE.MAGENTA_TERRACOTTA	/mc give <player> magenta_terracotta [qty]	OWNER	NO	Spawns equipment/item 'magenta_terracotta': Magenta clay kiln-baked terracotta
MC.GIVE.LIGHT_BLUE_TERRACOTTA	/mc give <player> light_blue_terracotta [qty]	OWNER	NO	Spawns equipment/item 'light_blue_terracotta': Light Blue clay kiln-baked terracotta
MC.GIVE.YELLOW_TERRACOTTA	/mc give <player> yellow_terracotta [qty]	OWNER	NO	Spawns equipment/item 'yellow_terracotta': Yellow clay kiln-baked terracotta
MC.GIVE.LIME_TERRACOTTA	/mc give <player> lime_terracotta [qty]	OWNER	NO	Spawns equipment/item 'lime_terracotta': Lime clay kiln-baked terracotta
MC.GIVE.PINK_TERRACOTTA	/mc give <player> pink_terracotta [qty]	OWNER	NO	Spawns equipment/item 'pink_terracotta': Pink clay kiln-baked terracotta
MC.GIVE.GRAY_TERRACOTTA	/mc give <player> gray_terracotta [qty]	OWNER	NO	Spawns equipment/item 'gray_terracotta': Gray clay kiln-baked terracotta
MC.GIVE.LIGHT_GRAY_TERRACOTTA	/mc give <player> light_gray_terracotta [qty]	OWNER	NO	Spawns equipment/item 'light_gray_terracotta': Light Gray clay kiln-baked terracotta
MC.GIVE.CYAN_TERRACOTTA	/mc give <player> cyan_terracotta [qty]	OWNER	NO	Spawns equipment/item 'cyan_terracotta': Cyan clay kiln-baked terracotta
MC.GIVE.PURPLE_TERRACOTTA	/mc give <player> purple_terracotta [qty]	OWNER	NO	Spawns equipment/item 'purple_terracotta': Purple clay kiln-baked terracotta
MC.GIVE.BLUE_TERRACOTTA	/mc give <player> blue_terracotta [qty]	OWNER	NO	Spawns equipment/item 'blue_terracotta': Blue clay kiln-baked terracotta
MC.GIVE.BROWN_TERRACOTTA	/mc give <player> brown_terracotta [qty]	OWNER	NO	Spawns equipment/item 'brown_terracotta': Brown clay kiln-baked terracotta
MC.GIVE.GREEN_TERRACOTTA	/mc give <player> green_terracotta [qty]	OWNER	NO	Spawns equipment/item 'green_terracotta': Green clay kiln-baked terracotta
MC.GIVE.RED_TERRACOTTA	/mc give <player> red_terracotta [qty]	OWNER	NO	Spawns equipment/item 'red_terracotta': Red clay kiln-baked terracotta
MC.GIVE.BLACK_TERRACOTTA	/mc give <player> black_terracotta [qty]	OWNER	NO	Spawns equipment/item 'black_terracotta': Black clay kiln-baked terracotta
MC.GIVE.WHITE_GLAZED_TERRACOTTA	/mc give <player> white_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'white_glazed_terracotta': White decorative patterned glazed tile

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.ORANGE_GLAZED_TERRACOTTA	/mc give <player> orange_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'orange_glazed_terracotta': Orange decorative patterned glazed tile
MC.GIVE.MAGENTA_GLAZED_TERRACOTTA	/mc give <player> magenta_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'magenta_glazed_terracotta': Magenta decorative patterned glazed tile
MC.GIVE.LIGHT_BLUE_GLAZED_TERRACOTTA	/mc give <player> light_blue_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'light_blue_glazed_terracotta': Light Blue decorative patterned glazed tile
MC.GIVE.YELLOW_GLAZED_TERRACOTTA	/mc give <player> yellow_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'yellow_glazed_terracotta': Yellow decorative patterned glazed tile
MC.GIVE.LIME_GLAZED_TERRACOTTA	/mc give <player> lime_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'lime_glazed_terracotta': Lime decorative patterned glazed tile
MC.GIVE.PINK_GLAZED_TERRACOTTA	/mc give <player> pink_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'pink_glazed_terracotta': Pink decorative patterned glazed tile
MC.GIVE.GRAY_GLAZED_TERRACOTTA	/mc give <player> gray_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'gray_glazed_terracotta': Gray decorative patterned glazed tile
MC.GIVE.LIGHT_GRAY_GLAZED_TERRACOTTA	/mc give <player> light_gray_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'light_gray_glazed_terracotta': Light Gray decorative patterned glazed tile
MC.GIVE.CYAN_GLAZED_TERRACOTTA	/mc give <player> cyan_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'cyan_glazed_terracotta': Cyan decorative patterned glazed tile
MC.GIVE.PURPLE_GLAZED_TERRACOTTA	/mc give <player> purple_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'purple_glazed_terracotta': Purple decorative patterned glazed tile
MC.GIVE.BLUE_GLAZED_TERRACOTTA	/mc give <player> blue_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'blue_glazed_terracotta': Blue decorative patterned glazed tile
MC.GIVE.BROWN_GLAZED_TERRACOTTA	/mc give <player> brown_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'brown_glazed_terracotta': Brown decorative patterned glazed tile
MC.GIVE.GREEN_GLAZED_TERRACOTTA	/mc give <player> green_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'green_glazed_terracotta': Green decorative patterned glazed tile
MC.GIVE.RED_GLAZED_TERRACOTTA	/mc give <player> red_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'red_glazed_terracotta': Red decorative patterned glazed tile
MC.GIVE.BLACK_GLAZED_TERRACOTTA	/mc give <player> black_glazed_terracotta [qty]	OWNER	NO	Spawns equipment/item 'black_glazed_terracotta': Black decorative patterned glazed tile
MC.GIVE.WHITE_STAINED_GLASS	/mc give <player> white_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'white_stained_glass': White translucent architectural glass
MC.GIVE.ORANGE_STAINED_GLASS	/mc give <player> orange_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'orange_stained_glass': Orange translucent architectural glass
MC.GIVE.MAGENTA_STAINED_GLASS	/mc give <player> magenta_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'magenta_stained_glass': Magenta translucent architectural glass
MC.GIVE.LIGHT_BLUE_STAINED_GLASS	/mc give <player> light_blue_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'light_blue_stained_glass': Light Blue translucent architectural glass
MC.GIVE.YELLOW_STAINED_GLASS	/mc give <player> yellow_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'yellow_stained_glass': Yellow translucent architectural glass
MC.GIVE.LIME_STAINED_GLASS	/mc give <player> lime_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'lime_stained_glass': Lime translucent architectural glass
MC.GIVE.PINK_STAINED_GLASS	/mc give <player> pink_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'pink_stained_glass': Pink translucent architectural glass
MC.GIVE.GRAY_STAINED_GLASS	/mc give <player> gray_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'gray_stained_glass': Gray translucent architectural glass
MC.GIVE.LIGHT_GRAY_STAINED_GLASS	/mc give <player> light_gray_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'light_gray_stained_glass': Light Gray translucent architectural glass
MC.GIVE.CYAN_STAINED_GLASS	/mc give <player> cyan_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'cyan_stained_glass': Cyan translucent architectural glass
MC.GIVE.PURPLE_STAINED_GLASS	/mc give <player> purple_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'purple_stained_glass': Purple translucent architectural glass
MC.GIVE.BLUE_STAINED_GLASS	/mc give <player> blue_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'blue_stained_glass': Blue translucent architectural glass
MC.GIVE.BROWN_STAINED_GLASS	/mc give <player> brown_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'brown_stained_glass': Brown translucent architectural glass
MC.GIVE.GREEN_STAINED_GLASS	/mc give <player> green_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'green_stained_glass': Green translucent architectural glass
MC.GIVE.RED_STAINED_GLASS	/mc give <player> red_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'red_stained_glass': Red translucent architectural glass

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.BLACK_STAINED_GLASS	/mc give <player> black_stained_glass [qty]	OWNER	NO	Spawns equipment/item 'black_stained_glass': Black translucent architectural glass
MC.GIVE.WHITE_BED	/mc give <player> white_bed [qty]	OWNER	NO	Spawns equipment/item 'white_bed': White sleeping cot setting respawn point
MC.GIVE.ORANGE_BED	/mc give <player> orange_bed [qty]	OWNER	NO	Spawns equipment/item 'orange_bed': Orange sleeping cot setting respawn point
MC.GIVE.MAGENTA_BED	/mc give <player> magenta_bed [qty]	OWNER	NO	Spawns equipment/item 'magenta_bed': Magenta sleeping cot setting respawn point
MC.GIVE.LIGHT_BLUE_BED	/mc give <player> light_blue_bed [qty]	OWNER	NO	Spawns equipment/item 'light_blue_bed': Light Blue sleeping cot setting respawn point
MC.GIVE.YELLOW_BED	/mc give <player> yellow_bed [qty]	OWNER	NO	Spawns equipment/item 'yellow_bed': Yellow sleeping cot setting respawn point
MC.GIVE.LIME_BED	/mc give <player> lime_bed [qty]	OWNER	NO	Spawns equipment/item 'lime_bed': Lime sleeping cot setting respawn point
MC.GIVE.PINK_BED	/mc give <player> pink_bed [qty]	OWNER	NO	Spawns equipment/item 'pink_bed': Pink sleeping cot setting respawn point
MC.GIVE.GRAY_BED	/mc give <player> gray_bed [qty]	OWNER	NO	Spawns equipment/item 'gray_bed': Gray sleeping cot setting respawn point
MC.GIVE.LIGHT_GRAY_BED	/mc give <player> light_gray_bed [qty]	OWNER	NO	Spawns equipment/item 'light_gray_bed': Light Gray sleeping cot setting respawn point
MC.GIVE.CYAN_BED	/mc give <player> cyan_bed [qty]	OWNER	NO	Spawns equipment/item 'cyan_bed': Cyan sleeping cot setting respawn point
MC.GIVE.PURPLE_BED	/mc give <player> purple_bed [qty]	OWNER	NO	Spawns equipment/item 'purple_bed': Purple sleeping cot setting respawn point
MC.GIVE.BLUE_BED	/mc give <player> blue_bed [qty]	OWNER	NO	Spawns equipment/item 'blue_bed': Blue sleeping cot setting respawn point
MC.GIVE.BROWN_BED	/mc give <player> brown_bed [qty]	OWNER	NO	Spawns equipment/item 'brown_bed': Brown sleeping cot setting respawn point
MC.GIVE.GREEN_BED	/mc give <player> green_bed [qty]	OWNER	NO	Spawns equipment/item 'green_bed': Green sleeping cot setting respawn point
MC.GIVE.RED_BED	/mc give <player> red_bed [qty]	OWNER	NO	Spawns equipment/item 'red_bed': Red sleeping cot setting respawn point
MC.GIVE.BLACK_BED	/mc give <player> black_bed [qty]	OWNER	NO	Spawns equipment/item 'black_bed': Black sleeping cot setting respawn point
MC.GIVE.WHITE_BANNER	/mc give <player> white_banner [qty]	OWNER	NO	Spawns equipment/item 'white_banner': White customizable heraldic cloth banner
MC.GIVE.ORANGE_BANNER	/mc give <player> orange_banner [qty]	OWNER	NO	Spawns equipment/item 'orange_banner': Orange customizable heraldic cloth banner
MC.GIVE.MAGENTA_BANNER	/mc give <player> magenta_banner [qty]	OWNER	NO	Spawns equipment/item 'magenta_banner': Magenta customizable heraldic cloth banner
MC.GIVE.LIGHT_BLUE_BANNER	/mc give <player> light_blue_banner [qty]	OWNER	NO	Spawns equipment/item 'light_blue_banner': Light Blue customizable heraldic cloth banner
MC.GIVE.YELLOW_BANNER	/mc give <player> yellow_banner [qty]	OWNER	NO	Spawns equipment/item 'yellow_banner': Yellow customizable heraldic cloth banner
MC.GIVE.LIME_BANNER	/mc give <player> lime_banner [qty]	OWNER	NO	Spawns equipment/item 'lime_banner': Lime customizable heraldic cloth banner
MC.GIVE.PINK_BANNER	/mc give <player> pink_banner [qty]	OWNER	NO	Spawns equipment/item 'pink_banner': Pink customizable heraldic cloth banner
MC.GIVE.GRAY_BANNER	/mc give <player> gray_banner [qty]	OWNER	NO	Spawns equipment/item 'gray_banner': Gray customizable heraldic cloth banner
MC.GIVE.LIGHT_GRAY_BANNER	/mc give <player> light_gray_banner [qty]	OWNER	NO	Spawns equipment/item 'light_gray_banner': Light Gray customizable heraldic cloth banner
MC.GIVE.CYAN_BANNER	/mc give <player> cyan_banner [qty]	OWNER	NO	Spawns equipment/item 'cyan_banner': Cyan customizable heraldic cloth banner
MC.GIVE.PURPLE_BANNER	/mc give <player> purple_banner [qty]	OWNER	NO	Spawns equipment/item 'purple_banner': Purple customizable heraldic cloth banner
MC.GIVE.BLUE_BANNER	/mc give <player> blue_banner [qty]	OWNER	NO	Spawns equipment/item 'blue_banner': Blue customizable heraldic cloth banner
MC.GIVE.BROWN_BANNER	/mc give <player> brown_banner [qty]	OWNER	NO	Spawns equipment/item 'brown_banner': Brown customizable heraldic cloth banner

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.GREEN_BANNER	/mc give <player> green_banner [qty]	OWNER	NO	Spawns equipment/item 'green_banner': Green customizable heraldic cloth banner
MC.GIVE.RED_BANNER	/mc give <player> red_banner [qty]	OWNER	NO	Spawns equipment/item 'red_banner': Red customizable heraldic cloth banner
MC.GIVE.BLACK_BANNER	/mc give <player> black_banner [qty]	OWNER	NO	Spawns equipment/item 'black_banner': Black customizable heraldic cloth banner
MC.GIVE.EXPOSED_COPPER	/mc give <player> exposed_copper [qty]	OWNER	NO	Spawns equipment/item 'exposed_copper': Lightly oxidized verdigris exposed copper block
MC.GIVE.WEATHERED_COPPER	/mc give <player> weathered_copper [qty]	OWNER	NO	Spawns equipment/item 'weathered_copper': Heavily oxidized green weathered copper block
MC.GIVE.OXIDIZED_COPPER	/mc give <player> oxidized_copper [qty]	OWNER	NO	Spawns equipment/item 'oxidized_copper': Fully oxidized turquoise copper block
MC.GIVE.CUT_COPPER	/mc give <player> cut_copper [qty]	OWNER	NO	Spawns equipment/item 'cut_copper': Cut copper tiled roofing block
MC.GIVE.EXPOSED_CUT_COPPER	/mc give <player> exposed_cut_copper [qty]	OWNER	NO	Spawns equipment/item 'exposed_cut_copper': Exposed cut copper block
MC.GIVE.WEATHERED_CUT_COPPER	/mc give <player> weathered_cut_copper [qty]	OWNER	NO	Spawns equipment/item 'weathered_cut_copper': Weathered cut copper block
MC.GIVE.OXIDIZED_CUT_COPPER	/mc give <player> oxidized_cut_copper [qty]	OWNER	NO	Spawns equipment/item 'oxidized_cut_copper': Oxidized cut copper block
MC.GIVE.WAXED_COPPER_BLOCK	/mc give <player> waxed_copper_block [qty]	OWNER	NO	Spawns equipment/item 'waxed_copper_block': Honeycomb waxed copper preserving original sheen
MC.GIVE.WAXED_EXPOSED_COPPER	/mc give <player> waxed_exposed_copper [qty]	OWNER	NO	Spawns equipment/item 'waxed_exposed_copper': Honeycomb waxed exposed copper
MC.GIVE.WAXED_WEATHERED_COPPER	/mc give <player> waxed_weathered_copper [qty]	OWNER	NO	Spawns equipment/item 'waxed_weathered_copper': Honeycomb waxed weathered copper
MC.GIVE.WAXED_OXIDIZED_COPPER	/mc give <player> waxed_oxidized_copper [qty]	OWNER	NO	Spawns equipment/item 'waxed_oxidized_copper': Honeycomb waxed oxidized copper
MC.GIVE.OAK_SAPLING	/mc give <player> oak_sapling [qty]	OWNER	NO	Spawns equipment/item 'oak_sapling': Oak tree sapling producing apples
MC.GIVE.SPRUCE_SAPLING	/mc give <player> spruce_sapling [qty]	OWNER	NO	Spawns equipment/item 'spruce_sapling': Northern evergreen spruce sapling
MC.GIVE.BIRCH_SAPLING	/mc give <player> birch_sapling [qty]	OWNER	NO	Spawns equipment/item 'birch_sapling': Pale white bark birch sapling
MC.GIVE.JUNGLE_SAPLING	/mc give <player> jungle_sapling [qty]	OWNER	NO	Spawns equipment/item 'jungle_sapling': Tropical jungle tree sapling growing into 2x2 giants
MC.GIVE.ACACIA_SAPLING	/mc give <player> acacia_sapling [qty]	OWNER	NO	Spawns equipment/item 'acacia_sapling': Savanna acacia sapling growing diagonal branches
MC.GIVE.DARK_OAK_SAPLING	/mc give <player> dark_oak_sapling [qty]	OWNER	NO	Spawns equipment/item 'dark_oak_sapling': Dark oak forest sapling requiring 2x2 cluster to grow
MC.GIVE.MANGROVE_PROPAGULE	/mc give <player> mangrove_propagule [qty]	OWNER	NO	Spawns equipment/item 'mangrove_propagule': Swamp mangrove hanging shoot growing into muddy trees
MC.GIVE.CHERRY_SAPLING	/mc give <player> cherry_sapling [qty]	OWNER	NO	Spawns equipment/item 'cherry_sapling': Pink cherry blossom sapling producing petal drifts
MC.GIVE.AZALEA	/mc give <player> azalea [qty]	OWNER	NO	Spawns equipment/item 'azalea': Flowering subterranean bush with deep roots pointing to lush caves
MC.GIVE.FLOWERING_AZALEA	/mc give <player> flowering_azalea [qty]	OWNER	NO	Spawns equipment/item 'flowering_azalea': Blossoming pink azalea foliage block
MC.GIVE.MOSS_BLOCK	/mc give <player> moss_block [qty]	OWNER	NO	Spawns equipment/item 'moss_block': Fertilizable organic moss block spreading greenery with bone meal
MC.GIVE.MOSS_CARPET	/mc give <player> moss_carpet [qty]	OWNER	NO	Spawns equipment/item 'moss_carpet': Thin decorative natural moss floor covering
MC.GIVE.PALE_HANGING_MOSS	/mc give <player> pale_hanging_moss [qty]	OWNER	NO	Spawns equipment/item 'pale_hanging_moss': Eerie drooping pale hanging moss from the Pale Garden
MC.GIVE.SPORE_BLOSSOM	/mc give <player> spore_blossom [qty]	OWNER	NO	Spawns equipment/item 'spore_blossom': Ceiling-hanging flower emitting delicate green drifting spore particles
MC.GIVE.HANGING_ROOTS	/mc give <player> hanging_roots [qty]	OWNER	NO	Spawns equipment/item 'hanging_roots': Exposed subterranean tree root systems
MC.GIVE.BIG_DRIPLEAF	/mc give <player> big_dripleaf [qty]	OWNER	NO	Spawns equipment/item 'big_dripleaf': Tiltable plant leaf supporting players momentarily before tilting
MC.GIVE.SMALL_DRIPLEAF	/mc give <player> small_dripleaf [qty]	OWNER	NO	Spawns equipment/item 'small_dripleaf': Ornamental aquatic dripleaf seedling

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.GLOW_LICHEN	/mc give <player> glow_lichen [qty]	OWNER	NO	Spawns equipment/item 'glow_lichen': Subdued subterranean bioluminescent wall lichen (light level 7)
MC.GIVE.SCULK	/mc give <player> sculk [qty]	OWNER	NO	Spawns equipment/item 'sculk': Acoustic organic block absorbing death experience into sculk veins
MC.GIVE.SCULK_CATALYST	/mc give <player> sculk_catalyst [qty]	OWNER	NO	Spawns equipment/item 'sculk_catalyst': Sculk block that converts mob death XP into spreading sculk blooms
MC.GIVE.SCULK_SHRIEKER	/mc give <player> sculk_shrieker [qty]	OWNER	NO	Spawns equipment/item 'sculk_shrieker': Ancient warning trap shrieking and summoning the Warden
MC.GIVE.SCULK_VEIN	/mc give <player> sculk_vein [qty]	OWNER	NO	Spawns equipment/item 'sculk_vein': Spreading tendrils transmitting sound signals across blocks
MC.GIVE.LILY_PAD	/mc give <player> lily_pad [qty]	OWNER	NO	Spawns equipment/item 'lily_pad': Floating aquatic surface pad supporting player walking
MC.GIVE.MUD	/mc give <player> mud [qty]	OWNER	NO	Spawns equipment/item 'mud': Soft earthy ground block crafted by applying water to dirt
MC.GIVE.PACKED_MUD	/mc give <player> packed_mud [qty]	OWNER	NO	Spawns equipment/item 'packed_mud': Compressed dried mud building block
MC.GIVE.MUD_BRICKS	/mc give <player> mud_bricks [qty]	OWNER	NO	Spawns equipment/item 'mud_bricks': Sun-baked kiln mud building bricks
MC.GIVE.MUDDY_MANGROVE_ROOTS	/mc give <player> muddy_mangrove_roots [qty]	OWNER	NO	Spawns equipment/item 'muddy_mangrove_roots': Interlocking swamp tree roots encased in rich mud
MC.GIVE.RAW_IRON_BLOCK	/mc give <player> raw_iron_block [qty]	OWNER	NO	Spawns equipment/item 'raw_iron_block': Compact storage block of 9 raw iron chunks
MC.GIVE.RAW_GOLD_BLOCK	/mc give <player> raw_gold_block [qty]	OWNER	NO	Spawns equipment/item 'raw_gold_block': Compact storage block of 9 raw gold chunks
MC.GIVE.RAW_COPPER_BLOCK	/mc give <player> raw_copper_block [qty]	OWNER	NO	Spawns equipment/item 'raw_copper_block': Compact storage block of 9 raw copper chunks
MC.GIVE.COAL_ORE	/mc give <player> coal_ore [qty]	OWNER	NO	Spawns equipment/item 'coal_ore': Standard stone coal ore block
MC.GIVE.DEEPSLATE_COAL_ORE	/mc give <player> deepslate_coal_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_coal_ore': Deep underground deepslate coal ore block
MC.GIVE.IRON_ORE	/mc give <player> iron_ore [qty]	OWNER	NO	Spawns equipment/item 'iron_ore': Stone iron ore block
MC.GIVE.DEEPSLATE_IRON_ORE	/mc give <player> deepslate_iron_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_iron_ore': Deep slate banded iron formation ore block
MC.GIVE.COPPER_ORE	/mc give <player> copper_ore [qty]	OWNER	NO	Spawns equipment/item 'copper_ore': Stone copper ore block
MC.GIVE.DEEPSLATE_COPPER_ORE	/mc give <player> deepslate_copper_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_copper_ore': Deepslate copper ore block
MC.GIVE.GOLD_ORE	/mc give <player> gold_ore [qty]	OWNER	NO	Spawns equipment/item 'gold_ore': Stone gold ore block
MC.GIVE.DEEPSLATE_GOLD_ORE	/mc give <player> deepslate_gold_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_gold_ore': Deepslate gold ore block
MC.GIVE.REDSTONE_ORE	/mc give <player> redstone_ore [qty]	OWNER	NO	Spawns equipment/item 'redstone_ore': Glowing redstone mineral ore block
MC.GIVE.DEEPSLATE_REDSTONE_ORE	/mc give <player> deepslate_redstone_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_redstone_ore': Deepslate glowing redstone ore block
MC.GIVE.EMERALD_ORE	/mc give <player> emerald_ore [qty]	OWNER	NO	Spawns equipment/item 'emerald_ore': High-altitude mountain emerald ore block
MC.GIVE.DEEPSLATE_EMERALD_ORE	/mc give <player> deepslate_emerald_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_emerald_ore': Rare deepslate emerald ore block
MC.GIVE.LAPIS_ORE	/mc give <player> lapis_ore [qty]	OWNER	NO	Spawns equipment/item 'lapis_ore': Stone lapis lazuli ore block
MC.GIVE.DEEPSLATE_LAPIS_ORE	/mc give <player> deepslate_lapis_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_lapis_ore': Deepslate lapis lazuli ore block
MC.GIVE.DIAMOND_ORE	/mc give <player> diamond_ore [qty]	OWNER	NO	Spawns equipment/item 'diamond_ore': Stone diamond ore block
MC.GIVE.DEEPSLATE_DIAMOND_ORE	/mc give <player> deepslate_diamond_ore [qty]	OWNER	NO	Spawns equipment/item 'deepslate_diamond_ore': Deepslate diamond ore generating below Y=0
MC.ENCHANT.SHARPNESS	/mc enchant <player> sharpness [lvl]	OWNER	NO	Applies 'sharpness' enchantment: Increases melee damage against all mobs
MC.ENCHANT.SMITE	/mc enchant <player> smite [lvl]	OWNER	NO	Applies 'smite' enchantment: Vastly increases melee attack damage against undead mobs
MC.ENCHANT.BANE_OF_ARTHROPODS	/mc enchant <player> bane_of_arthropods [lvl]	OWNER	NO	Applies 'bane_of_arthropods' enchantment: Increases damage against spiders, silverfish, and endermites
MC.ENCHANT.KNOCKBACK	/mc enchant <player> knockback [lvl]	OWNER	NO	Applies 'knockback' enchantment: Knocks back struck targets by several blocks

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.ENCHANT.FIRE_ASPECT	/mc enchant <player> fire_aspect [lvl]	OWNER	NO	Applies 'fire_aspect' enchantment: Ignites target entity on fire upon hit
MC.ENCHANT.LOOTING	/mc enchant <player> looting [lvl]	OWNER	NO	Applies 'looting' enchantment: Increases mob drop yield and rare drop chances
MC.ENCHANT.SWEEPING_EDGE	/mc enchant <player> sweeping_edge [lvl]	OWNER	NO	Applies 'sweeping_edge' enchantment: Increases sweeping blade attack damage percentage
MC.ENCHANT.EFFICIENCY	/mc enchant <player> efficiency [lvl]	OWNER	NO	Applies 'efficiency' enchantment: Vastly accelerates mining speed of tools
MC.ENCHANT.SILK_TOUCH	/mc enchant <player> silk_touch [lvl]	OWNER	NO	Applies 'silk_touch' enchantment: Mines blocks as themselves rather than their ordinary drops
MC.ENCHANT.UNBREAKING	/mc enchant <player> unbreaking [lvl]	OWNER	NO	Applies 'unbreaking' enchantment: Reduces chance of equipment taking durability damage on use
MC.ENCHANT.FORTUNE	/mc enchant <player> fortune [lvl]	OWNER	NO	Applies 'fortune' enchantment: Multiplies block drop counts for ores and crops
MC.ENCHANT.POWER	/mc enchant <player> power [lvl]	OWNER	NO	Applies 'power' enchantment: Increases arrow projectile damage from bows
MC.ENCHANT.PUNCH	/mc enchant <player> punch [lvl]	OWNER	NO	Applies 'punch' enchantment: Adds heavy knockback force to bow arrows
MC.ENCHANT.FLAME	/mc enchant <player> flame [lvl]	OWNER	NO	Applies 'flame' enchantment: Ignites arrows shot from bow with fire
MC.ENCHANT.INFINITY	/mc enchant <player> infinity [lvl]	OWNER	NO	Applies 'infinity' enchantment: Shoots infinite normal arrows with at least 1 arrow in inventory
MC.ENCHANT.LUCK_OF_THE_SEA	/mc enchant <player> luck_of_the_sea [lvl]	OWNER	NO	Applies 'luck_of_the_sea' enchantment: Increases chance of valuable treasure catches when fishing
MC.ENCHANT.LURE	/mc enchant <player> lure [lvl]	OWNER	NO	Applies 'lure' enchantment: Reduces wait time until fish bite hook
MC.ENCHANT.LOYALTY	/mc enchant <player> loyalty [lvl]	OWNER	NO	Applies 'loyalty' enchantment: Trident returns automatically to player hand after being thrown
MC.ENCHANT.IMPALING	/mc enchant <player> impaling [lvl]	OWNER	NO	Applies 'impaling' enchantment: Inflicts massive damage bonus against aquatic entities
MC.ENCHANT.RIPTIDE	/mc enchant <player> riptide [lvl]	OWNER	NO	Applies 'riptide' enchantment: Launches player forward through air when thrown in water or rain
MC.ENCHANT.CHANNELING	/mc enchant <player> channeling [lvl]	OWNER	NO	Applies 'channeling' enchantment: Summons lightning bolt on struck entity during thunderstorms
MC.ENCHANT.MULTISHOT	/mc enchant <player> multishot [lvl]	OWNER	NO	Applies 'multishot' enchantment: Fires 3 arrows or firework rockets simultaneously from crossbow
MC.ENCHANT.QUICK_CHARGE	/mc enchant <player> quick_charge [lvl]	OWNER	NO	Applies 'quick_charge' enchantment: Accelerates crossbow reload speed dramatically
MC.ENCHANT.PIERCING	/mc enchant <player> piercing [lvl]	OWNER	NO	Applies 'piercing' enchantment: Arrows pass through multiple enemies and can be retrieved
MC.ENCHANT.DENSITY	/mc enchant <player> density [lvl]	OWNER	NO	Applies 'density' enchantment: Increases Mace smash attack damage per block fallen
MC.ENCHANT.BREACH	/mc enchant <player> breach [lvl]	OWNER	NO	Applies 'breach' enchantment: Reduces target armor effectiveness against Mace attacks
MC.ENCHANT.WIND_BURST	/mc enchant <player> wind_burst [lvl]	OWNER	NO	Applies 'wind_burst' enchantment: Emits burst of wind bouncing player upward upon hitting Mace smash
MC.ENCHANT.PROTECTION	/mc enchant <player> protection [lvl]	OWNER	NO	Applies 'protection' enchantment: Reduces all environmental and combat damage by 4% per level
MC.ENCHANT.FIRE_PROTECTION	/mc enchant <player> fire_protection [lvl]	OWNER	NO	Applies 'fire_protection' enchantment: Reduces fire and lava damage and extinguishes burn time
MC.ENCHANT.FEATHER_FALLING	/mc enchant <player> feather_falling [lvl]	OWNER	NO	Applies 'feather_falling' enchantment: Reduces kinetic fall damage and ender pearl teleport damage
MC.ENCHANT.BLAST_PROTECTION	/mc enchant <player> blast_protection [lvl]	OWNER	NO	Applies 'blast_protection' enchantment: Reduces explosive damage from TNT and creepers, and knockback
MC.ENCHANT.PROJECTILE_PROTECTION	/mc enchant <player> projectile_protection [lvl]	OWNER	NO	Applies 'projectile_protection' enchantment: Reduces damage from arrows, tridents, and shulker bullets
MC.ENCHANT.RESPIRATION	/mc enchant <player> respiration [lvl]	OWNER	NO	Applies 'respiration' enchantment: Extends underwater breathing duration and enhances underwater vision
MC.ENCHANT.AQUA_AFFINITY	/mc enchant <player> aqua_affinity [lvl]	OWNER	NO	Applies 'aqua_affinity' enchantment: Eliminates underwater mining speed penalty for tools
MC.ENCHANT.THORNS	/mc enchant <player> thorns [lvl]	OWNER	NO	Applies 'thorns' enchantment: Inflicts rebound damage on attackers when wearing armor

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.ENCHANT.DEPTH_STRIDER	/mc enchant <player> depth_strider [lvl]	OWNER	NO	Applies 'depth_strider' enchantment: Increases underwater walking speed to match surface pace
MC.ENCHANT.FROST_WALKER	/mc enchant <player> frost_walker [lvl]	OWNER	NO	Applies 'frost_walker' enchantment: Freezes water blocks beneath player feet into frosted ice
MC.ENCHANT.SOUL_SPEED	/mc enchant <player> soul_speed [lvl]	OWNER	NO	Applies 'soul_speed' enchantment: Boosts movement velocity across soul sand and soul soil
MC.ENCHANT.SWIFT_SNEAK	/mc enchant <player> swift_sneak [lvl]	OWNER	NO	Applies 'swift_sneak' enchantment: Increases player crouching and sneaking movement speed
MC.ENCHANT.MENDING	/mc enchant <player> mending [lvl]	OWNER	NO	Applies 'mending' enchantment: Repairs equipment durability using collected experience orbs
MC.ENCHANT.CURSE_OF_VANISHING	/mc enchant <player> curse_of_vanishing [lvl]	OWNER	NO	Applies 'curse_of_vanishing' enchantment: Equipment disappears upon death instead of dropping on ground
MC.ENCHANT.CURSE_OF_BINDING	/mc enchant <player> curse_of_binding [lvl]	OWNER	NO	Applies 'curse_of_binding' enchantment: Equipment cannot be removed from armor slot until player dies
MC.GIVE.RAIL	/mc give <player> rail [qty]	OWNER	NO	Spawns transport equipment 'rail': Standard railway track for minecarts
MC.GIVE.POWERED_RAIL	/mc give <player> powered_rail [qty]	OWNER	NO	Spawns transport equipment 'powered_rail': Redstone-powered booster track accelerating minecarts
MC.GIVE.DETECTOR_RAIL	/mc give <player> detector_rail [qty]	OWNER	NO	Spawns transport equipment 'detector_rail': Track emitting redstone pulse when minecart passes over
MC.GIVE.ACTIVATOR_RAIL	/mc give <player> activator_rail [qty]	OWNER	NO	Spawns transport equipment 'activator_rail': Track priming TNT minecarts and ejecting mobs
MC.GIVE.MINECART	/mc give <player> minecart [qty]	OWNER	NO	Spawns transport equipment 'minecart': Passenger conveyance running on rails
MC.GIVE.CHEST_MINECART	/mc give <player> chest_minecart [qty]	OWNER	NO	Spawns transport equipment 'chest_minecart': Mobile 27-slot freight minecart
MC.GIVE.FURNACE_MINECART	/mc give <player> furnace_minecart [qty]	OWNER	NO	Spawns transport equipment 'furnace_minecart': Locomotive powered by burning coal
MC.GIVE.TNT_MINECART	/mc give <player> tnt_minecart [qty]	OWNER	NO	Spawns transport equipment 'tnt_minecart': Explosive rail vehicle detonating instantly on collision
MC.GIVE.HOPPER_MINECART	/mc give <player> hopper_minecart [qty]	OWNER	NO	Spawns transport equipment 'hopper_minecart': High-speed item vacuum minecart picking items through blocks
MC.GIVE.OAK_BOAT	/mc give <player> oak_boat [qty]	OWNER	NO	Spawns transport equipment 'oak_boat': Oak wooden watercraft seating two entities
MC.GIVE.SPRUCE_BOAT	/mc give <player> spruce_boat [qty]	OWNER	NO	Spawns transport equipment 'spruce_boat': Spruce wooden watercraft
MC.GIVE.BIRCH_BOAT	/mc give <player> birch_boat [qty]	OWNER	NO	Spawns transport equipment 'birch_boat': Birch wooden watercraft
MC.GIVE.JUNGLE_BOAT	/mc give <player> jungle_boat [qty]	OWNER	NO	Spawns transport equipment 'jungle_boat': Jungle wooden watercraft
MC.GIVE.ACACIA_BOAT	/mc give <player> acacia_boat [qty]	OWNER	NO	Spawns transport equipment 'acacia_boat': Acacia wooden watercraft
MC.GIVE.DARK_OAK_BOAT	/mc give <player> dark_oak_boat [qty]	OWNER	NO	Spawns transport equipment 'dark_oak_boat': Dark oak wooden watercraft
MC.GIVE.MANGROVE_BOAT	/mc give <player> mangrove_boat [qty]	OWNER	NO	Spawns transport equipment 'mangrove_boat': Mangrove wooden watercraft
MC.GIVE.CHERRY_BOAT	/mc give <player> cherry_boat [qty]	OWNER	NO	Spawns transport equipment 'cherry_boat': Cherry wooden watercraft
MC.GIVE.BAMBOO_RAFT	/mc give <player> bamboo_raft [qty]	OWNER	NO	Spawns transport equipment 'bamboo_raft': Bamboo woven buoyant raft
MC.GIVE.OAK_CHEST_BOAT	/mc give <player> oak_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'oak_chest_boat': Oak boat equipped with rear cargo storage chest
MC.GIVE.SPRUCE_CHEST_BOAT	/mc give <player> spruce_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'spruce_chest_boat': Spruce boat with cargo chest
MC.GIVE.BIRCH_CHEST_BOAT	/mc give <player> birch_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'birch_chest_boat': Birch boat with cargo chest
MC.GIVE.JUNGLE_CHEST_BOAT	/mc give <player> jungle_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'jungle_chest_boat': Jungle boat with cargo chest
MC.GIVE.ACACIA_CHEST_BOAT	/mc give <player> acacia_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'acacia_chest_boat': Acacia boat with cargo chest
MC.GIVE.DARK_OAK_CHEST_BOAT	/mc give <player> dark_oak_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'dark_oak_chest_boat': Dark oak boat with cargo chest

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MC.GIVE.MANGROVE_CHEST_BOAT	/mc give <player> mangrove_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'mangrove_chest_boat': Mangrove boat with cargo chest
MC.GIVE.CHERRY_CHEST_BOAT	/mc give <player> cherry_chest_boat [qty]	OWNER	NO	Spawns transport equipment 'cherry_chest_boat': Cherry boat with cargo chest
MC.GIVE.BAMBOO_CHEST_RAFT	/mc give <player> bamboo_chest_raft [qty]	OWNER	NO	Spawns transport equipment 'bamboo_chest_raft': Bamboo raft with cargo chest
MC.GIVE.SADDLE	/mc give <player> saddle [qty]	OWNER	NO	Spawns transport equipment 'saddle': Mounting harness for riding horses, donkeys, pigs, and striders
MC.GIVE.DIAMOND_HORSE_ARMOR	/mc give <player> diamond_horse_armor [qty]	OWNER	NO	Spawns transport equipment 'diamond_horse_armor': Tier 4 horse armor providing +11 defense
MC.GIVE.IRON_HORSE_ARMOR	/mc give <player> iron_horse_armor [qty]	OWNER	NO	Spawns transport equipment 'iron_horse_armor': Tier 2 horse armor providing +5 defense
MC.GIVE.GOLDEN_HORSE_ARMOR	/mc give <player> golden_horse_armor [qty]	OWNER	NO	Spawns transport equipment 'golden_horse_armor': Tier 3 horse armor providing +7 defense
MC.GIVE.LEATHER_HORSE_ARMOR	/mc give <player> leather_horse_armor [qty]	OWNER	NO	Spawns transport equipment 'leather_horse_armor': Dyable protective leather equine barding
MC.GIVE.WOLF_ARMOR	/mc give <player> wolf_armor [qty]	OWNER	NO	Spawns transport equipment 'wolf_armor': Armadillo scute armor shielding tamed wolves

Sector 29: SYS MONITORING (19 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SYS_MON.REPORT_DAILY	/report daily	MEMBER	YES	Generates and dispatches daily server report covering Host, Services, Storage, Performance, and Security to WhatsApp & Email.
SYS_MON.REPORT_WEEKLY	/report weekly	MEMBER	YES	Displays 7-day weekly server growth & incident trends from SQLite snapshot history.
SYS_MON.REPORT_NOW	/report now	MEMBER	YES	Triggers live on-demand comprehensive server health report right now.
SYS_MON.STATUS	/monitor status	MEMBER	YES	Real-time overview of Oracle host and all background daemons.
SYS_MON.DISK	/monitor disk	MEMBER	YES	Inspects partition storage, inodes, top directories, and safeguard thresholds.
SYS_MON.MEMORY	/monitor memory	MEMBER	YES	Inspects RAM, buffer cache, swap, and Minecraft JVM heap allocation.
SYS_MON.CPU	/monitor cpu	MEMBER	YES	Inspects ARM64 vCPU load averages, architecture, and top active processes.
SYS_MON.NETWORK	/monitor network	MEMBER	YES	Inspects interface bandwidth I/O and active listening network ports.
SYS_MON.SERVICES	/monitor services	MEMBER	YES	Inspects active runtime status, PIDs, and memory for all core daemons.
SYS_MON.FAILURES	/monitor failures	MEMBER	YES	Displays recent crash history, failed systemd units, and restart events.
SYS_MON.ALERTS_LIST	/alerts list	MEMBER	YES	Inspects pending or retrying notifications in the SQLite queue.
SYS_MON.ALERTS_HISTORY	/alerts history	MEMBER	YES	Displays the last 10 dispatched multi-channel alerts with delivery states.
SYS_MON.ALERTS_PREFERENCES	/alerts preferences	MEMBER	YES	Inspects the active multi-channel notification routing matrix.
SYS_MON.ALERTS_TEST	/alerts test	MEMBER	YES	Dispatches an end-to-end multi-channel verification alert.
SYS_MON.MAIL_STATUS	/mail status	MEMBER	YES	Inspects SMTP connection status, credentials, and sent counters.
SYS_MON.MAIL_TEST	/mail test	MEMBER	YES	Dispatches an interactive SMTP test email to the verified owner.
SYS_MON.MAIL_FAILURES	/mail failures	MEMBER	YES	Displays recent SMTP transmission error logs.
SYS_MON.MAIL_HISTORY	/mail history	MEMBER	YES	Displays recently transmitted email notifications.
SYS_MON.MAIL_REPAIR_REPORT	/mail repair-report	MEMBER	YES	Displays complete email notification audit and repair documentation.

Sector 30: ASSISTANT CORE (1 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ASST.DASHBOARD	/assistant	MOD	YES	Personal assistant overview: reminders, tasks, calendar, birthdays, tickets

Sector 31: ASSISTANT REMINDERS (8 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ASST.REMIND.ADD	/remind <time> <message>	MOD	YES	Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
ASST.REMIND.LIST	/reminders	MOD	YES	List all pending and active personal reminders
ASST.REMIND.SNOOZE	/reminder snooze <id> [time]	MOD	YES	Snooze a pending reminder by 10m, 30m, 1h, etc.
ASST.REMIND.CANCEL	/reminder cancel <id>	MOD	YES	Cancel or complete an active personal reminder
ASST.REMIND.EDIT	/reminder edit <id> <text>	MOD	YES	Edit text content of a scheduled reminder
ASST.SCHEDULE.ADD	/schedule add <daily|weekly|monthly> <time> <cmd/text>	OWNER	YES	Configure recurring automated job or message
ASST.SCHEDULE.LIST	/schedule list	OWNER	YES	List all recurring schedules and automations
ASST.SCHEDULE.MANAGE	/schedule <pause|resume|delete> <id>	OWNER	YES	Pause, resume, or delete a recurring schedule

Sector 32: ASSISTANT TODOS (14 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ASST.TODO.ADD	/todo add <task>	MOD	YES	Add a task with #tag, !urgent, --due YYYY-MM-DD, --shared
ASST.TODO.LIST	/todo list [all|done|shared]	MOD	YES	View task list filtered by open, done, shared, or tag
ASST.TODO.DONE	/todo done <id>	MOD	YES	Mark a task as completed
ASST.TODO.REOPEN	/todo reopen <id>	MOD	YES	Reopen a previously completed task
ASST.TODO.EDIT	/todo edit <id> <text>	MOD	YES	Edit task title or details
ASST.TODO.DELETE	/todo delete <id>	MOD	YES	Delete a task from to-do list
ASST.TODO.SEARCH	/todo search <query>	MOD	YES	Search tasks by keyword or tag
ASST.TODO.PRIORITY	/todo priority <id> <low|normal|high|urgent>	MOD	YES	Change priority level of a task
ASST.TODO.DUE	/todo due <id> <date>	MOD	YES	Set or update due date of a task
TODO.SUBTASK	/todo subtask	MOD	YES	Add a subtask to an existing parent todo
TODO.SUBTASKS	/todo subtasks	MOD	YES	List all child subtasks associated with a parent todo
TODO.DEP	/todo dep	MOD	YES	Set prerequisite dependency relationship between two tasks
TODO.ARCHIVE	/todo archive	MOD	YES	Archive completed task out of active view
TODO.RESTORE	/todo restore	MOD	YES	Restore an archived task back to active list

Sector 33: ASSISTANT BIRTHDAYS (7 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ASST.BIRTHDAY.ADD	/birthday add <name> <date> [notes]	MOD	YES	Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
ASST.BIRTHDAY.LIST	/birthday list	MOD	YES	List all tracked birthdays
ASST.BIRTHDAY.UPCOMING	/birthday upcoming [days]	MOD	YES	View birthdays occurring within next N days (default 30)
ASST.BIRTHDAY.EDIT	/birthday edit <id> <date>	MOD	YES	Edit birthday date
ASST.BIRTHDAY.DELETE	/birthday delete <id>	MOD	YES	Remove birthday from tracker
BDAY.SNOOZE	/birthday snooze	MOD	YES	Snooze birthday notifications for specified duration
BDAY.MUTE	/birthday mute	MOD	YES	Mute notifications for birthday entry

Sector 34: ASSISTANT CALENDAR (7 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ASST.CALENDAR.VIEW	/calendar <today|week|month>	MOD	YES	Display personal and staff events for today, this week, or month
ASST.CALENDAR.ADD	/calendar add <time> <title>	MOD	YES	Add an event to the calendar (supports --loc, --desc, --shared)
ASST.CALENDAR.SEARCH	/calendar search <query>	MOD	YES	Search calendar events by keyword
ASST.CALENDAR.DELETE	/calendar delete <id>	MOD	YES	Delete a calendar event
ASST.CALENDAR.EXPORT	/calendar export	MOD	YES	Export calendar to standard .ics file and send as WhatsApp document
CAL.RESCHEDULE	/calendar reschedule	MOD	YES	Reschedule calendar event to new date/time with overlap warnings
CAL.CONFLICTS	/calendar conflicts	MOD	YES	Check schedule for overlapping or conflicting calendar events

Sector 35: ASSISTANT FAVOURITES (7 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ASST.FAV.ADD	/fav add <alias> <command>	MOD	YES	Create a personal command shortcut (e.g. /fav add tps /mc tps)
ASST.FAV.REMOVE	/fav remove <alias/id>	MOD	YES	Delete a favourite shortcut
ASST.FAV.LIST	/fav list [folder]	MOD	YES	List all saved favourite shortcuts grouped by folder
ASST.FAV.RUN	/fav run <alias>	MOD	YES	Execute saved shortcut (re-validates permissions at runtime)
ASST.FAV.FOLDER	/fav folder <alias> <folder_name>	MOD	YES	Assign favourite shortcut to a folder/category
FAV.SEARCH	/fav search	MOD	YES	Search command shortcuts by alias name or target command
FAV.DUPLICATE	/fav duplicate	MOD	YES	Clone a command shortcut to a new alias

Sector 36: STAFF REPORTS (7 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
REPORT.CREATE	/report <bug|player|suggestion> <title> | <details>	MEMBER	YES	Submit a bug report, player allegation, or server suggestion
REPORT.STATUS	/report status <ticket-id>	MEMBER	YES	Check status, assignment, and resolution of a submitted ticket
REPORT.LIST	/report list [status] [type]	MOD	YES	List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
REPORT.ASSIGN	/report assign <ticket-id> <staff_phone>	MOD	YES	Assign a ticket to a staff member
REPORT.NOTE	/report note <ticket-id> <note>	MOD	YES	Add internal staff investigation note to a ticket
REPORT.RESOLVE	/report resolve <ticket-id> <resolution>	MOD	YES	Mark ticket as resolved with official resolution notes
REPORT.CLOSE	/report close <ticket-id>	MOD	YES	Close an investigated ticket

Sector 37: CLOUD STORAGE (18 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
CLOUD.STATUS	/cloud status	MOD	YES	Personal Cloud storage status, user quota, Minecraft safety reserve, and system health
CLOUD.STORAGE	/cloud storage	MOD	YES	Storage quota audit, user usage breakdown, and host 25 GB Minecraft protection status
CLOUD.FILES	/cloud files [namespace] [folder]	MOD	YES	Browse stored files with sizes, upload timestamps, and direct file IDs
CLOUD.SEARCH	/cloud search <keyword>	MOD	YES	Search stored files by filename keyword, extension, or tags
CLOUD.DOWNLOAD	/cloud download <file-id>	MOD	YES	Retrieve a file directly via WhatsApp document attachment or generate direct link
CLOUD.CLEANUP	/cloud cleanup	OWNER	YES	Manually trigger the 30-second automated physical deletion worker for expired files
CLOUD.UPLOAD	/cloud upload [folder]	MOD	YES	Upload and organize documents/media into personal cloud storage
CLIP.CREATE	/clip create [title] [duration] [password]	MOD	YES	Create a new multi-block temporary online clipboard with optional password and TTL
CLIP.ADD	/clip add <clip-id|token> <text>	MOD	YES	Add a new content block to an existing temporary online clipboard
CLIP.APPEND	/clip append <clip-id|token> <block-id> <text>	MOD	YES	Append text to the end of a specific clipboard block
CLIP.PREPEND	/clip prepend <clip-id|token> <block-id> <text>	MOD	YES	Prepend text to the beginning of a specific clipboard block
CLIP.REPLACE	/clip replace <clip-id|token> <block-id> <new-text>	MOD	YES	Replace the entire content of a specific clipboard block
CLIP.RENAME	/clip rename <clip-id|token> <block-id> <new-title>	MOD	YES	Rename the title of a specific clipboard block
CLIP.DELETE	/clip delete <clip-id|token> <block-id>	MOD	YES	Permanently delete a specific block from a clipboard
CLIP.LIST	/clip list	MOD	YES	List all active temporary clipboards created by your phone number
CLIP.VIEW	/clip view <clip-id|token>	MOD	YES	Inspect and view the contents of an active temporary clipboard
CLIP.REVOKE	/clip revoke <clip-id|token>	MOD	YES	Immediately revoke and deactivate a temporary clipboard link
CLIP.EXTEND	/clip extend <clip-id|token> [duration]	MOD	YES	Extend the validity lifetime of an active temporary clipboard

Sector 38: CLOUD SHARING (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
SHARE.CREATE	/share create <file-id> [duration] [max_downloads] [password]	MOD	YES	Create an expiring temporary download link with cryptographic token, rate limits, and password
SHARE.LIST	/share list	MOD	YES	List all active temporary share links with download counts and expiration dates
SHARE.STATUS	/share status <link-id|token>	MOD	YES	View detailed statistics and audit metadata for a specific share link
SHARE.REVOKE	/share revoke <link-id|token>	MOD	YES	Instantly deactivate a temporary download link and purge associated file from disk
SHARE.EXTEND	/share extend <link-id|token> <duration>	MOD	YES	Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
TRANSFER.CREATE	/transfer create [title] [duration] [password] [max-downloads]	MOD	YES	Create a temporary file transfer bundle workspace for multiple file uploads
TRANSFER.LIST	/transfer list	MOD	YES	List all active temporary file transfer workspaces
TRANSFER.FILES	/transfer files <transfer-id|token>	MOD	YES	List all files uploaded to a temporary file transfer bundle
TRANSFER.REVOKE	/transfer revoke <transfer-id|token>	MOD	YES	Immediately revoke and permanently purge a file transfer bundle
TRANSFER.EXTEND	/transfer extend <transfer-id|token> [duration]	MOD	YES	Extend the validity lifetime of an active file transfer bundle

Sector 39: URL SHORTENER (9 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
URL.SHORTEN	/url shorten <url> [code] [duration] [password]	MOD	YES	Create a fast self-hosted short URL with SSRF/private IP blocking and optional password
URL.LIST	/url list	MOD	YES	List all active shortened URLs and their total click metrics
URL.STATS	/url stats <code>	MOD	YES	Inspect click analytics, creation date, and target destination for a short code
URL.REVOKE	/url revoke <code>	MOD	YES	Instantly deactivate and revoke a self-hosted short link
URL.QR	/url qr <slug>	MOD	YES	Generate visual QR code PNG image for shortened URL redirection
URL.RENAME	/url rename <old_code> <new_slug>	MOD	YES	Rename shortened URL slug with collision detection and length recalculation
URL.EDIT	/url edit <slug> <new_url>	MOD	YES	Update destination target URL of an active shortened link
URL.RESTORE	/url restore <slug>	MOD	YES	Reactivate previously revoked or soft-deleted shortened link
URL.EXTEND	/url extend <slug> <duration>	MOD	YES	Extend expiration lifetime duration of an active shortened link

Sector 40: MEDIA IMAGE (29 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MEDIA.DASHBOARD	/media	MEMBER	YES	Master Digital Utility & Media Workbench interactive dashboard with quick links and tools overview
MEDIA.IMG.HELP	/img help	MEMBER	YES	Image processing lab quick manual, parameter syntax, and examples
MEDIA.IMG.INFO	/img info	MOD	YES	Deep image inspection: dimensions, megapixels, aspect ratio, DPI, channels, transparency, EXIF, and GPS audit
MEDIA.IMG.RESIZE.BOX	/img resize 1200x800	MOD	YES	Smart bounding box aspect-ratio-preserving image resize
MEDIA.IMG.RESIZE.PCT	/img resize 50%	MOD	YES	Percentage-based image scaling preserving native proportions
MEDIA.IMG.RESIZE.PAD	/img resize 1080x1080 pad #ffffff	MOD	YES	Square or custom canvas expansion with solid background padding
MEDIA.IMG.RESIZE.PRINT	/img resize 6x4in@300dpi	MOD	YES	Physical print dimensions in inches or centimeters with custom DPI target
MEDIA.IMG.COMPRESS.QUAL	/img compress 75	MOD	YES	Lossy image compression with specified quality (1-100) and metadata stripping
MEDIA.IMG.COMPRESS.TARGET	/img compress 500kb	MOD	YES	Binary search compression targeting exact maximum file size in KB or MB
MEDIA.IMG.CONV.WEBP	/img convert webp	MOD	YES	Convert image to modern Google WebP format with high compression efficiency
MEDIA.IMG.CONV.PNG	/img convert png	MOD	YES	Convert image to lossless Portable Network Graphics (PNG) preserving alpha
MEDIA.IMG.CONV.JPG	/img convert jpg	MOD	YES	Convert image to standard JPEG format with MozJPEG optimization

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MEDIA.IMG.CONV.AVIF	/img convert avif	MOD	YES	Convert image to next-generation AV1 Image File Format (AVIF)
MEDIA.IMG.CONV.TIFF	/img convert tiff	MOD	YES	Convert image to archival high-bitdepth Tagged Image File Format (TIFF)
MEDIA.IMG.CONV.BMP	/img convert bmp	MOD	YES	Convert image to uncompressed Windows Bitmap (BMP) via ImageMagick
MEDIA.IMG.CONV.ICO	/img convert ico	MOD	YES	Convert image to Windows Icon/Favicon (ICO) format via ImageMagick
MEDIA.IMG.ROTATE.90	/img rotate 90	MOD	YES	Rotate image clockwise by 90 degrees
MEDIA.IMG.ROTATE.180	/img rotate 180	MOD	YES	Rotate image clockwise by 180 degrees
MEDIA.IMG.ROTATE.270	/img rotate 270	MOD	YES	Rotate image clockwise by 270 degrees (90 counter-clockwise)
MEDIA.IMG.FLIP.H	/img flip h	MOD	YES	Flip image horizontally across the vertical axis (mirror effect)
MEDIA.IMG.FLIP.V	/img flip v	MOD	YES	Flip image vertically upside down
MEDIA.IMG.CROP	/img crop 100,100,800,600	MOD	YES	Crop region of interest from image by left, top, width, height
MEDIA.IMG.GRAYSCALE	/img grayscale	MOD	YES	Convert image to 8-bit black-and-white grayscale
MEDIA.IMG.BORDER	/img border 10 #000000	MOD	YES	Surround image with solid color border of specified width and hex color
MEDIA.IMG.SHARPEN	/img sharpen	MOD	YES	Sharpen image details using unsharp mask filter
MEDIA.IMG.BLUR	/img blur 5	MOD	YES	Apply Gaussian blur filter with specified sigma radius
MEDIA.IMG.STRIP	/img strip	MOD	YES	Privacy shield: strip all EXIF tags, camera metadata, and GPS geotags
MEDIA.IMG.WATERMARK	/img watermark The Brown SMP	MOD	YES	Stamp semi-transparent diagonal watermark branding text across image
IMG.WIZARD	/img wizard	MOD	YES	Launch guided interactive WhatsApp image processing wizard

Sector 41: MEDIA PDF (30 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MEDIA.PDF.HELP	/pdf help	MEMBER	YES	PDF Utility Laboratory quick manual and syntax reference
MEDIA.PDF.INFO	/pdf info	MOD	YES	Inspect PDF page count, dimensions, orientation, PDF version, encryption, title, and author
MEDIA.PDF.COMPRESS.LOW	/pdf compress low	MOD	YES	Lossless PDF compression: structural optimization and stream deflating
MEDIA.PDF.COMPRESS.BALANCED	/pdf compress balanced	MOD	YES	Ghostscript balanced compression: downsamples images to 150 DPI for ebook/sharing
MEDIA.PDF.COMPRESS.HIGH	/pdf compress high	MOD	YES	Maximum Ghostscript compression: 72 DPI screen optimization for minimal file size
MEDIA.PDF.SPLIT.ALL	/pdf split all	MOD	YES	Split all PDF pages into individual single-page documents inside a ZIP archive
MEDIA.PDF.SPLIT.RANGE	/pdf split 1-3	MOD	YES	Extract specific page range from document into a newly generated PDF
MEDIA.PDF.ROTATE.ALL	/pdf rotate 90 all	MOD	YES	Rotate all pages in PDF clockwise by 90, 180, or 270 degrees
MEDIA.PDF.ROTATE.PAGES	/pdf rotate 90 1,2	MOD	YES	Rotate specific comma-separated pages in PDF document
MEDIA.PDF.DELETE	/pdf delete 1,4	MOD	YES	Remove unwanted pages from PDF document and assemble the remaining pages
MEDIA.PDF.WATERMARK	/pdf watermark CONFIDENTIAL	MOD	YES	Overlay diagonal semi-transparent watermark text across every page in PDF
MEDIA.PDF.PAGENO	/pdf pageno	MOD	YES	Stamp standardized 'Page X of Y' numbering at bottom-center of every page
MEDIA.PDF.TOIMAGES	/pdf toimages	MOD	YES	Convert PDF pages into high-resolution PNG images packaged in a ZIP archive
MEDIA.PDF.TEXT	/pdf text	MOD	YES	Extract selectable text content from document to chat message or .txt attachment
MEDIA.PDF.ENCRYPT	/pdf encrypt secret123	MOD	YES	Encrypt PDF with 256-bit AES password protection using QPDF
MEDIA.PDF.DECRYPT	/pdf decrypt secret123	MOD	YES	Remove password protection and decrypt PDF document using QPDF
MEDIA.PDF.REPAIR	/pdf repair	MOD	YES	Rebuild corrupt cross-reference tables and linearize PDF for fast web view

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PDF.MERGE	/pdf merge	MOD	YES	Combine multiple PDF documents in chosen order into one verified PDF
PDF.WIZARD	/pdf wizard	MOD	YES	Launch guided interactive WhatsApp PDF laboratory wizard
PDF.REORDER	/pdf reorder <seq>	MOD	YES	Reorder and rearrange pages in a PDF document in specified order (e.g. 3,1,2)
PDF.EDIT_META	/pdf meta <key=val>	MOD	YES	Edit title, author, and metadata fields of a PDF document
PDF.VALIDATE	/pdf validate	MOD	YES	Validate PDF structure, XRef tables, and object streams for syntax integrity
PDF.NUP	/pdf nup <count> [order]	MOD	YES	Impose multiple PDF pages onto single sheets in N-up grid formation
PDF.BOOKLET	/pdf booklet	MOD	YES	Reorder and impose PDF pages into foldable 4-page signature saddle-stitch booklet
PDF.POSTER	/pdf poster [grid] [overlap]	MOD	YES	Tile large single PDF page across a multi-sheet paper grid with cut guides
PDF.FIT	/pdf fit [paper] [mode]	MOD	YES	Fit and scale PDF pages to standard paper dimensions (A4, Letter, Legal)
PDF.SCALE	/pdf scale <percent>	MOD	YES	Scale all PDF pages proportionally by specified custom percentage
PDF.PREVIEW	/pdf preview [page] [dpi]	MOD	YES	Generate PNG visual rendering of specified PDF page at chosen resolution
PDF.BATES	/pdf bates [prefix] [start_no]	MOD	YES	Apply sequential alphanumeric legal Bates numbering stamps across PDF document
PDF.PRINT_READY	/pdf print-ready	MOD	YES	Standardize PDF document to print-ready preflight format

Sector 42: MEDIA DIGITAL (19 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MEDIA.QR.TEXT	/qr <text>	MEMBER	YES	Generate universal 2D QR Code image from arbitrary text content
MEDIA.QR.URL	/qr url https://brownsmp.net	MEMBER	YES	Generate QR code pointing to external website URL
MEDIA.QR.WIFI	/qr wifi HomeNetwork Pass123 WPA	MEMBER	YES	Generate auto-connecting WiFi network QR Code for instant phone camera scan
MEDIA.QR.CONTACT	/qr contact Alice +918822786312 alice@example.com	MEMBER	YES	Generate vCard 3.0 virtual contact card QR Code for instant address book import
MEDIA.QR.PAYMENT	/qr payment merchant@upi 500 The Brown SMP	MEMBER	YES	Generate standardized UPI payment QR Code for PhonePe, GPay, Paytm
MEDIA.QR.EMAIL	/qr email admin@brownsmp.net Server Inquiry	MEMBER	YES	Generate pre-filled mailto QR Code with address and subject line
MEDIA.QR.PHONE	/qr phone +918822786312	MEMBER	YES	Generate direct tel: click-to-call phone number QR Code
MEDIA.BARCODE.CODE128	/barcode code128 SMP-12345	MEMBER	YES	Generate high-density Code 128 alphanumeric barcode image
MEDIA.BARCODE.CODE39	/barcode code39 SERVER99	MEMBER	YES	Generate standard industrial Code 39 barcode image
MEDIA.BARCODE.EAN13	/barcode ean13 590123412345	MEMBER	YES	Generate standard 13-digit EAN retail barcode with check digit validation
MEDIA.BARCODE.EAN8	/barcode ean8 96385074	MEMBER	YES	Generate compact 8-digit EAN-8 retail barcode image
MEDIA.BARCODE.UPCA	/barcode upca 012345678905	MEMBER	YES	Generate standard 12-digit UPC-A North American retail barcode
MEDIA.BARCODE.UPCE	/barcode upce 0123456	MEMBER	YES	Generate zero-suppressed UPC-E compact retail barcode
MEDIA.BARCODE.ITF14	/barcode itf14 10012345678902	MEMBER	YES	Generate 14-digit ITF-14 interleave 2-of-5 shipping container barcode
MEDIA.BARCODE.CODABAR	/barcode codabar A12345678B	MEMBER	YES	Generate Codabar numeric barcode with start/stop characters
MEDIA.BARCODE.GS1128	/barcode gs1-128 (01)00123456789012(10)ABC123	MEMBER	YES	Generate GS1-128 barcode with application identifiers
UTIL.CALC	/calc	MEMBER	YES	Safe arithmetic calculator evaluating math expressions without shell execution
UTIL.HASH	/hash	MEMBER	YES	Generate cryptographic SHA256, SHA512, MD5, or SHA1 digests
UTIL.BASE64	/base64	MEMBER	YES	Encode or decode Base64 strings safely

Sector 43: MEDIA LINGUISTIC (3 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MEDIA.DICT.SW	/sw resilience	MEMBER	YES	Quick dictionary lookup with phonetics, audio pronunciation, definitions, and synonyms
MEDIA.DICT.LOOKUP	/dict ethereal	MEMBER	YES	Comprehensive linguistic research: IPA phonetics, parts of speech, and usage examples
MEDIA.DICT.SEARCHWORD	/search word serendipity	MEMBER	YES	Multi-source lexicon exploration across Datamuse and Free Dictionary APIs

Sector 44: SYS AUTOMATION (12 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
AUTO.CREATE	/automation create	OWNER	NO	Create a new custom background automation with typed action and schedule
AUTO.PREVIEW	/automation preview	OWNER	NO	Preview automation execution plan, affected services, and risk classification
AUTO.RUN	/automation run	OWNER	NO	Trigger immediate execution of an automation with concurrency guard
AUTO.SNOOZE	/automation snooze	OWNER	NO	Snooze automation execution until specified duration or timestamp
AUTO.EDIT	/automation edit	OWNER	NO	Edit field configuration of an existing automation
AUTO.DUPLICATE	/automation duplicate	OWNER	NO	Clone an existing automation under a new title and ID
AUTO.DELETE	/automation delete	OWNER	NO	Delete automation definition with recoverable tombstone backup
AUTO.RESTORE	/automation restore	OWNER	NO	Restore a deleted automation from tombstone archive
AUTO.TEST	/automation test	OWNER	NO	Dry-run test an automation without state activation
AUTO.PAUSE_ALL	/automation pause-all	OWNER	NO	Global automation pause suppressing all scheduled automations
AUTO.RESUME_ALL	/automation resume-all	OWNER	NO	Resume all paused automations across the server
AUTO.EMERGENCY_STOP	/automation emergency-stop	OWNER	NO	Emergency killswitch for all active and scheduled automations

Sector 45: SYS ALERTS (15 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
ALERT.VIEW	/alerts view	MOD	YES	View deep status, history, trigger count, and cooldown of an alert rule
ALERT.ACK	/alerts ack	MOD	YES	Acknowledge active alert incident without disabling monitoring rule
ALERT.SNOOZE	/alerts snooze	MOD	YES	Snooze alert rule notifications for specified time window
ALERT.PAUSE	/alerts pause	OWNER	NO	Pause monitoring and notification for an alert rule
ALERT.RESUME	/alerts resume	OWNER	NO	Resume active evaluation of an alert rule
ALERT.MUTE	/alerts mute	OWNER	NO	Mute notification broadcasts for rule (critical security alerts immune)
ALERT.STOP_STREAM	/alerts stop-stream	OWNER	NO	Halt active repeating notification stream for continuing incident
ALERT.DISABLE	/alerts disable	OWNER	NO	Disable alert rule evaluation entirely
ALERT.ENABLE	/alerts enable	OWNER	NO	Enable alert rule for active background evaluation
ALERT.EDIT	/alerts edit	OWNER	NO	Modify threshold, severity, or channel for alert rule
ALERT.CREATE	/alerts create	OWNER	NO	Create custom alert monitoring rule from supported system metrics
ALERT.DELETE	/alerts delete	OWNER	NO	Permanently remove an alert rule
ALERT.PAUSE_ALL	/alerts pause-all	OWNER	NO	Global pause on all non-critical monitoring alerts
ALERT.RESUME_ALL	/alerts resume-all	OWNER	NO	Resume all paused alert rules globally
ALERT.QUIET_HOURS	/alerts quiet-hours	OWNER	NO	Configure quiet-hours window to suppress non-critical notifications

Sector 46: SYS MAIL (7 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MAIL.CONFIG.VIEW	/mail config view	OWNER	NO	View active SMTP configuration summary with masked passwords
MAIL.CONFIG.SET	/mail config set	OWNER	NO	Update SMTP host, port, sender email, or encryption mode
MAIL.CONFIG.SECRET	/mail config secret	OWNER	NO	Set private SMTP password securely (saved 0600, never echoed back)
MAIL.TEST.SMTP	/mail test smtp	OWNER	NO	Probe live SMTP server TLS handshake and connection latency
MAIL.TEST.AUTH	/mail test auth	OWNER	NO	Verify SMTP username and password credentials against mail server

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
MAIL.TEST.SEND	/mail test send	OWNER	NO	Dispatch live test email with verification code to primary owner
MAIL.QUEUE.CLEAR	/mail clear-queue	OWNER	NO	Purge stale queued email messages from spooler

Sector 47: COLLEGE ACADEMICS (8 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
COLLEGE.ASSIGNMENT.ADD	/college assignment add	MOD	YES	Log a college course assignment with deadline and notes
COLLEGE.ASSIGNMENT.LIST	/college assignment list	MOD	YES	List pending or completed course assignments
COLLEGE.ASSIGNMENT.DONE	/college assignment done	MOD	YES	Mark college assignment as completed
COLLEGE.EXAM.ADD	/college exam add	MOD	YES	Schedule an upcoming college exam or test
COLLEGE.EXAM.LIST	/college exam list	MOD	YES	View upcoming exam schedule
COLLEGE.TIMETABLE	/college timetable	MOD	YES	View class timetable and lecture schedule
COLLEGE.ATTENDANCE	/college attendance	MOD	YES	View attendance percentage and threshold compliance per subject
COLLEGE.DELETE	/college delete	MOD	YES	Remove a college assignment or exam record

Sector 48: PERSONAL PRODUCTIVITY (10 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PROD.HABIT.ADD	/habit add	MOD	YES	Register a new daily or weekly personal habit
PROD.HABIT.LIST	/habit list	MOD	YES	List personal habits with current streak counts
PROD.HABIT.CHECK	/habit check	MOD	YES	Check off a habit for today and advance streak counter
PROD.GOAL.ADD	/goal add	MOD	YES	Set a trackable goal with target metric and deadline
PROD.GOAL.PROGRESS	/goal progress	MOD	YES	Update progress metric towards a tracked goal
PROD.GOAL.LIST	/goal list	MOD	YES	List personal goals with percentage completion
PROD.EXPENSE.ADD	/expense add	MOD	YES	Log personal expenditure with category and description
PROD.EXPENSE.SUMMARY	/expense summary	MOD	YES	View expenditure summary and transaction history
PROD.SUB.ADD	/sub add	MOD	YES	Track recurring subscription service and billing cycle
PROD.SUB.LIST	/sub list	MOD	YES	List active recurring subscriptions and monthly expenditure total

Sector 49: DOCUMENTS (6 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
FILE.DOC_INFO	/doc info	MOD	YES	Inspect document details, magic-byte MIME type, sha256/md5 hashes, and line stats
FILE.DOC_HASH	/doc hash	MOD	YES	Verify document integrity against an expected SHA-256, MD5, or SHA-512 cryptographic hash
FILE.ZIP_INSPECT	/doc zip-inspect	MOD	YES	Audit ZIP archive contents, compression ratio, and scan for zip-slip path traversal exploits
FILE.ZIP_EXTRACT	/doc zip-extract	MOD	YES	Safely extract ZIP archive contents with strict jail sandbox and zip-slip prevention
FILE.CSV_TO_JSON	/doc csv2json	MOD	YES	Convert CSV document or tabular text into structured JSON array
FILE.JSON_TO_CSV	/doc json2csv	MOD	YES	Convert JSON array document or text into structured CSV format

Sector 50: PRINT WORKBENCH (17 Commands)

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PRINT.MENU	/print	MOD	YES	Interactive 15-option print imposition and document layout workbench menu
PRINT.WIZARD	/print wizard	MOD	YES	Step-by-step guided interactive print wizard state machine
PRINT.PREVIEW	/print preview [page] [dpi]	MOD	YES	High-resolution visual page preview rendering using Poppler pdftoppm engine
PRINT.2UP	/print 2up	MOD	YES	2-up imposition layout placing two pages side-by-side per physical sheet
PRINT.4UP	/print 4up	MOD	YES	4-up imposition layout placing four pages in a 2x2 grid per sheet
PRINT.NUP	/print nup <count> [order] [border]	MOD	YES	Arbitrary N-up layout (1, 2, 4, 6, 8, 9, 12, 16) with custom traversal order and borders

Stable Command ID	Invocation Syntax	Role	Delegable	Operational Description & Parameter Scope
PRINT.BOOKLET	/print booklet	MOD	YES	Saddle-stitch 4-page signature imposition for foldable physical booklets with center crease guide
PRINT.POSTER	/print poster [cols]x[rows] [overlap]	MOD	YES	Tiled multi-page poster splitting with configurable overlap margin and cut marks
PRINT.FIT	/print fit [paper] [mode]	MOD	YES	Page scaling and auto-fit to standard paper sizes (A3-A6, Letter, Legal, Tabloid)
PRINT.SCALE	/print scale <percent>	MOD	YES	Custom percentage zoom scaling factor applied across all document pages
PRINT.BATES	/print bates [prefix] [start_no]	MOD	YES	Sequential legal Bates numbering stamp overlay for evidentiary and official records
PRINT.PHOTO	/print photo [spec] [paper]	MOD	YES	Passport and ID photo print sheet arranging 6x 35x45mm photos on 4x6 inch photo paper
PRINT.PRINTER	/print printer	MOD	YES	Probe physical hardware printer attachments, CUPS daemon status, and spooler queues
PRINT.PRESETS	/print presets	MOD	YES	List and inspect pre-configured print imposition profiles and layout presets
PRINT.PRESET.APPLY	/print preset apply <id>	MOD	YES	Apply saved print layout preset to an attached or uploaded document
PRINT.PRINT_READY	/print print-ready	MOD	YES	Standardize document to A4 print-ready PDF with font preservation, bleed margins and validation
PRINT.HELP	/print help	MOD	YES	Display complete command documentation and syntax reference for Print Workbench