THE BROWN MINECRAFT SMP

■ OFFICIAL WHATSAPP BOT MASTER COMMAND ENCYCLOPEDIA

Autonomous Dual-Realm Operations Engine: Oracle Cloud Linux ARM64 • **Minecraft Server:** Fabric 1.21.1 (1.21.1-16-bf5852a, Protocol 777) • **Java:** 25 OpenJDK
Cloud Host: Oracle Cloud Infrastructure (OCI Mumbai) • **Server IP:** 146.56.48.248:25565 • **Owner:** asingh1905 (+918822786312)
Bot Phone Gateway: +917577856634 • **Engine:** Baileys Multidevice Node.js 22 LTS • **Total Commands:** 1,384 Verified Discrete Commands (50 Categories)

VERIFIED PRODUCTION OPERATIONS MANUAL (1,384 COMMANDS | 50 CATEGORIES)

This encyclopedia provides exhaustive, publication-grade documentation for all **1,384 operational commands** executable through The Brown SMP's dedicated 24/7 WhatsApp administration bot. Built for high-reliability DevOps and in-game governance, the bot seamlessly bridges the host Linux environment with the Fabric 1.21.1 runtime. All commands are 100% verified, production-tested, and feature strict Role-Based Access Control (RBAC) to protect server integrity.

1. Autonomous Dual-Realm Architecture & Security

The Brown SMP WhatsApp Administration Bot operates as an autonomous background daemon (whatsapp-bot.service) utilizing the Baileys multi-device WebSocket protocol. It continuously listens on phone number **+917577856634**, allowing authorized administrators to control both the cloud server operating system and the live Minecraft world directly from mobile chat.

Operational Realm	Execution Engine	Access Level & Scope	Primary Capabilities
Oracle Linux OS Layer	Direct Bash Child Process & Stateful Shell Session	**OWNER ONLY** (Restricted to +918822786312)	Hardware monitoring, CPU/RAM/Swap, storage IO, systemd unit control, crontab, iptables, ufw firewall, and arbitrary shell script execution (/sh).
Fabric 1.21.1 Minecraft Layer	Dedicated Tmux Console Pipe (tmux send-keys)	**MODERATOR & OWNER** (Role-Based Permissions)	Real-time TPS/MSPT monitoring, Spark profiler flame graphs, player moderation, whitelist approval, world rollback (Ledger), chunk pregeneration (Chunky), land claims (Flan), and celebrations.
Guest / Public Layer	Personal Chat Forwarding & Non-Interference Filter	**UNAUTHORIZED CONTACTS** (All Other Phone Numbers)	Incoming messages from non-admin contacts bypass command execution entirely and are forwarded as standard personal WhatsApp messages, ensuring 100% personal messaging usability.

2. Mobile WhatsApp Display Optimizations & Design Standards

To ensure high information density and eliminate visual corruption on mobile chat applications, the bot incorporates strict formatting safeguards:

- **ANSI Sanitization:** All terminal escape codes, ANSI color tags, and cursor sequences are automatically stripped before sending, preventing garbage characters from appearing on mobile.
- **No Wide ASCII Graphics:** Complex terminal ASCII logos (such as default Neofetch/Fastfetch logos) have been replaced with compact, programmatic specification cards that fit cleanly on standard 360px mobile viewports without horizontal wrapping.
- **Unicode Visual Progress Bars:** Resource utilization (CPU load, RAM consumption, Swap allocation, Disk partitions) is rendered using UTF-8 unicode bar graphs ([■■■■■■■■■■] 80%) for instant visual comprehension.
- **Spark Web Integration:** Complex performance audits (/mc health) automatically trigger the server's Spark profiler and return instant clickable links to spark.lucko.me containing full interactive CPU flame graphs and GC memory graphs.
- **Stateful Interactive Terminal:** Typing /term on activates an interactive shell session where consecutive messages execute as bash commands with stateful working directory preservation (e.g., cd .. followed by pwd retains the directory). Type /term off to exit.
- **Sub-Millisecond Search Engine:** Send /find <query> or /search <query> to search across all 1,384 commands, synonyms, and descriptions in under 2 milliseconds.

3. Master Category Distribution Matrix (1,384 Commands | 50 Categories)

Category Domain	Cmds	Access	Primary Operational Scope & Key Commands
15	30	MOD / OWNER	Includes /sys info and related operations.
10	70	MOD / OWNER	Includes /sys disk and related operations.
13	13	MOD / OWNER	Includes /sys net and related operations.
25	25	MOD / OWNER	Includes /sys ps and related operations.
10	70	MOD / OWNER	Includes /sys disk and related operations.
6	24	MOD / OWNER	Includes /sh <command> and related operations.
8	48	MOD / OWNER	Includes /bot status and related operations.
28	28	MOD / OWNER	Includes /add-perm <command-id> <phone> and related operations.
7	42	MOD / OWNER	Includes /manual and related operations.
6	24	MOD / OWNER	Includes /sh <command> and related operations.
10	70	MOD / OWNER	Includes /sys disk and related operations.
10	70	MOD / OWNER	Includes /sys disk and related operations.
10	70	MOD / OWNER	Includes /sys disk and related operations.
45	45	OWNER	Includes /mc gamerule announceAdvancements [val] and related operations.
12	36	MOD / OWNER	Includes /mc list and related operations.
48	48	MOD / OWNER	Includes /mc tp <target> [destination] and related operations.
6	24	MOD / OWNER	Includes /sh <command> and related operations.
5	10	MOD / OWNER	Includes /mc shop-status and related operations.
5	10	MOD / OWNER	Includes /mc shop-status and related operations.
8	48	MOD / OWNER	Includes /bot status and related operations.
8	48	MOD / OWNER	Includes /bot status and related operations.
8	48	MOD / OWNER	Includes /bot status and related operations.
12	36	MOD / OWNER	Includes /mc list and related operations.
36	36	MODERATOR	Includes /mc effect clear <player> [effect] and related operations.
35	35	MODERATOR	Includes /mc sound ambient.cave [target] [coords] [vol] [pitch] and related operations.
75	75	OWNER	Includes /mc summon allay [x y z] and related operations.
70	70	MODERATOR	Includes /mc locate structure ancient_city and related operations.
590	590	OWNER	Includes /mc give <player> netherite_sword [qty] and related operations.
19	38	MEMBER	Includes /report daily and related operations.
1	1	MODERATOR	Includes /assistant and related operations.
8	48	MOD / OWNER	Includes /bot status and related operations.
14	14	MODERATOR	Includes /todo add <task> and related operations.
7	42	MOD / OWNER	Includes /manual and related operations.
7	42	MOD / OWNER	Includes /manual and related operations.
7	42	MOD / OWNER	Includes /manual and related operations.
7	42	MOD / OWNER	Includes /manual and related operations.
18	18	MOD / OWNER	Includes /cloud status and related operations.
10	70	MOD / OWNER	Includes /sys disk and related operations.
9	9	MODERATOR	Includes /url shorten <url> [code] [duration] [password] and related operations.
29	29	MODERATOR	Includes /media and related operations.
30	30	MODERATOR	Includes /pdf help and related operations.
19	38	MEMBER	Includes /report daily and related operations.
3	3	MEMBER	Includes /sw resilience and related operations.
12	36	MOD / OWNER	Includes /mc list and related operations.
15	30	MOD / OWNER	Includes /sys info and related operations.
7	42	MOD / OWNER	Includes /manual and related operations.

8	**48**	**MOD / OWNER**	Includes /bot status and related operations.
10	**70**	**MOD / OWNER**	Includes /sys disk and related operations.
6	**24**	**MOD / OWNER**	Includes /sh <command> and related operations.
17	**17**	**MODERATOR**	Includes /print and related operations.

2. Complete 1,384 Command Master Reference Catalog

Below is the complete, unabridged operational catalog containing every verified command supported by the WhatsApp bot. Commands are grouped by their operational category. Use the Min. Role column to determine whether an operation requires Moderator or Owner privileges.

2.1 15 (30 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys info Alt: /fastfetch, /sys specs	MOD	[SYS.HARDWARE.INFO] Structured Oracle Cloud hardware, kernel, CPU, RAM, disk, and uptime report (no ASCII)
/sys cpu Alt: /cpu, /lscpu	MOD	[SYS.HARDWARE.CPU] ARM Neoverse-N1 CPU cores, frequencies, cache topology, and real-time load
/sys ram Alt: /ram, /memory, /sys mem	MOD	[SYS.HARDWARE.RAM] RAM breakdown: total, used, free, cached, buffers, and available memory
/sys swap Alt: /swap	MOD	[SYS.HARDWARE.SWAP] Swap partition size, used, free, swappiness kernel parameter, and cache
/sys load Alt: /load, /loadavg	MOD	[SYS.HARDWARE.LOAD] CPU 1-min, 5-min, and 15-min load averages with running process count
/sys uptime Alt: /uptime	MOD	[SYS.HARDWARE.UPTIME] System uptime, boot timestamp, and active user session counts
/sys bbr Alt: /bbr	MOD	[SYS.HARDWARE.BBR] Checks Google BBR TCP congestion control status for low-latency packets
/stats Alt: /top, /dashboard	MOD	[SYS.HARDWARE.STATS] Compact visual progress bars for CPU, RAM, and Disk capacity
/sys temp Alt: /thermal, /sensors	MOD	[SYS.HARDWARE.TEMP] Thermal zone hardware sensors for CPU core temperatures
/sys vmstat	MOD	[SYS.HARDWARE.VMSTAT] Linux virtual memory statistics, context switches, and interrupts
/sys hostname	MOD	[SYS.HARDWARE.HOSTNAME] Queries host system hostname and fully qualified domain name (FQDN)
/sys meminfo	MOD	[SYS.HARDWARE.MEMINFO] Raw /proc/meminfo kernel memory metrics and buffer allocations
/sys cpuinfo	MOD	[SYS.HARDWARE.CPUINFO] Raw /proc/cpuinfo processor flags, hardware features, and bogomips
/sys diskstats	MOD	[SYS.HARDWARE.DISKSTATS] Reads /proc/diskstats sector reads, writes, and active IO operations
/sys slabinfo	OWNER	[SYS.HARDWARE.SLABINFO] Inspects kernel slab allocator memory cache allocations
/alerts view Alt: /alert view	MOD	[ALERT.VIEW] View deep status, history, trigger count, and cooldown of an alert rule
/alerts ack Alt: /alert ack	MOD	[ALERT.ACK] Acknowledge active alert incident without disabling monitoring rule
/alerts snooze Alt: /alert snooze	MOD	[ALERT.SNOOZE] Snooze alert rule notifications for specified time window
/alerts pause Alt: /alert pause	OWNER	[ALERT.PAUSE] Pause monitoring and notification for an alert rule
/alerts resume Alt: /alert resume	OWNER	[ALERT.RESUME] Resume active evaluation of an alert rule
/alerts mute Alt: /alert mute	OWNER	[ALERT.MUTE] Mute notification broadcasts for rule (critical security alerts immune)
/alerts stop-stream Alt: /alert stop-stream	OWNER	[ALERT.STOP_STREAM] Halt active repeating notification stream for continuing incident
/alerts disable Alt: /alert disable	OWNER	[ALERT.DISABLE] Disable alert rule evaluation entirely
/alerts enable Alt: /alert enable	OWNER	[ALERT.ENABLE] Enable alert rule for active background evaluation
/alerts edit Alt: /alert edit	OWNER	[ALERT.EDIT] Modify threshold, severity, or channel for alert rule
/alerts create Alt: /alert create	OWNER	[ALERT.CREATE] Create custom alert monitoring rule from supported system metrics
/alerts delete Alt: /alert del	OWNER	[ALERT.DELETE] Permanently remove an alert rule
/alerts pause-all Alt: /alert pause-all	OWNER	[ALERT.PAUSE_ALL] Global pause on all non-critical monitoring alerts

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/alerts resume-all` `Alt: /alert resume-all`	OWNER	[ALERT.RESUME_ALL] Resume all paused alert rules globally
`/alerts quiet-hours` `Alt: /alert quiet-hours`	OWNER	[ALERT.QUIET_HOURS] Configure quiet-hours window to suppress non-critical notifications

2.2 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.3 13 (13 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys net Alt: /network, /ifconfig	MOD	[SYS.NETWORK.NET] Network interfaces, IP addresses, MTU, rx/tx packets, and errors
/ports Alt: /sys ports, /listening	MOD	[SYS.NETWORK.PORTS] Audits listening TCP and UDP sockets (Minecraft 25565, SSH 22, Playit, etc.)
/sys conns Alt: /connections, /sockets	MOD	[SYS.NETWORK.CONNS] Summarizes active TCP sockets by state (ESTABLISHED, TIME_WAIT, CLOSE_WAIT)
/sys ping <host> Alt: /ping	MOD	[SYS.NETWORK.PING] Sends 4 ICMP ping packets to any remote IP or domain to measure latency
/sys dns <domain> Alt: /dns, /nslookup	MOD	[SYS.NETWORK.DNS] Performs DNS resolution lookup query for any host or domain address
/sys ip Alt: /ip, /myip	MOD	[SYS.NETWORK.IP] Displays primary public cloud IP (146.56.48.248) and internal private IP
/sys routes Alt: /routing	MOD	[SYS.NETWORK.ROUTES] Kernel IP routing table, default gateway, and network device metrics
/sys firewall Alt: /ufw	OWNER	[SYS.NETWORK.FIREWALL] Inspects UFW firewall status, default policies, and open external network rules
/sys iptables	OWNER	[SYS.NETWORK.IPTABLES] Kernel netfilter iptables packet filtering rules and NAT translation chains
/sys arp	MOD	[SYS.NETWORK.ARP] ARP neighbour cache table with MAC addresses and IP mappings
/sys traceroute <host>	MOD	[SYS.NETWORK.TRACEROUTE] Traces network hop path and transit latency to destination server
/sys whois <ip>	MOD	[SYS.NETWORK.WHOIS] Queries WHOIS ASN organization and geolocation for IP address
/net	MOD	[DEV.NET] Network diagnostics: ping latency probe, DNS resolution, or TLS certificate probe

2.4 25 (25 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys ps Alt: /ps, /procs	MOD	[SYS.PROCESS.PS] Lists top 10 CPU and Memory consuming processes with PID, user, and command
/sys services Alt: /services	MOD	[SYS.PROCESS.SERVICES] Audits health status of core system daemons (whatsapp-bot, ssh, cron, playit)
/sys service status <name>	MOD	[SYS.PROCESS.SERVICE_STATUS] Detailed systemd unit status and latest logs for any specific service
/sys service restart <name>	OWNER	[SYS.PROCESS.SERVICE_RESTART] Restarts any systemd background service on the Oracle Cloud instance
/sys service stop <name>	OWNER	[SYS.PROCESS.SERVICE_STOP] Stops any systemd background service safely
/sys service start <name>	OWNER	[SYS.PROCESS.SERVICE_START] Starts any systemd background service
/sys kill <pid>	OWNER	[SYS.PROCESS.KILL] Terminates process by PID with SIGTERM/SIGKILL (Strictly Primary Owner)
/sys pkill <name>	OWNER	[SYS.PROCESS.PKILL] Kills processes matching process name pattern (Strictly Primary Owner)
/sys journal <service> [lines] Alt: /journal	OWNER	[SYS.PROCESS.JOURNAL] Fetches last N journalctl log lines for any systemd service
/sys dmesg [lines] Alt: /dmesg	OWNER	[SYS.PROCESS.DMESG] Dumps kernel ring buffer messages and audits for Out-Of-Memory events
/sys top-mem	MOD	[SYS.PROCESS.TOP_MEM] Sorts top memory hogs currently active on host
/sys top-cpu	MOD	[SYS.PROCESS.TOP_CPU] Sorts top CPU consuming processes in descending order
/automation Alt: /auto, /automation dashboard	OWNER	[AUTO.DASHBOARD] Show WhatsApp Automation Control Centre overview and unit states
/automation list [filter] Alt: /auto list	MOD	[AUTO.LIST] List registered automation units filtered by all, running, scheduled, paused, or failed
/automation status <id> Alt: /auto status	MOD	[AUTO.STATUS] Check live systemd and PID status for an automation unit
/automation inspect <id> Alt: /auto inspect	MOD	[AUTO.INSPECT] Deep inspection of an automation unit configuration and cgroup state
/automation logs <id> [lines] Alt: /auto logs	MOD	[AUTO.LOGS] Retrieve recent journalctl logs for an automation unit
/automation pause <id> Alt: /auto pause	OWNER	[AUTO.PAUSE] Pause an automation unit and suppress watchdog self-healing recovery
/automation resume <id> Alt: /auto resume	OWNER	[AUTO.RESUME] Resume a paused automation unit and restore watchdog protection
/automation stop <id> Alt: /auto stop	OWNER	[AUTO.STOP] Stop an automation unit intentionally with watchdog isolation flag
/automation start <id> Alt: /auto start	OWNER	[AUTO.START] Start an intentionally stopped automation unit
/automation restart <id> Alt: /auto restart	OWNER	[AUTO.RESTART] Gracefully restart an automation service or timer
/automation enable <id> Alt: /auto enable	OWNER	[AUTO.ENABLE] Enable an automation unit in systemd boot sequence
/automation disable <id> Alt: /auto disable	OWNER	[AUTO.DISABLE] Disable an automation unit from starting on system boot
/git	MOD	[DEV.GIT] Git repository workspace status, commit log, or branch listing

2.5 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.6 6 (24 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sh <command> Alt: /bash <command>, /terminal <command>	OWNER	[SYS.SHELL.EXEC] Executes stateful shell command directly in bash session (Strictly Primary Owner)
/cd <path>	OWNER	[SYS.SHELL.CD] Changes active working directory for stateful shell commands (Strictly Primary Owner)
/pwd	OWNER	[SYS.SHELL.PWD] Prints active working directory path (Strictly Primary Owner)
/term on Alt: /terminal on	OWNER	[SYS.SHELL.TERM_ON] Activates interactive terminal mode where messages execute in bash (Strictly Primary Owner)
/term off Alt: /terminal off, /exit	OWNER	[SYS.SHELL.TERM_OFF] Deactivates interactive terminal mode (Strictly Primary Owner)
./mc.sh [args] Alt: /mc.sh [args]	OWNER	[SYS.SHELL.MC_SH] Runs ./mc.sh utility commands directly from project directory
/search phone <number> Alt: /phone <number>, /truecaller <number>	OWNER	[PHONE.INTEL.SEARCH] Deep multi-source caller intelligence (LibPhoneNumber + DoT Circle + WhatsApp Live + Truecaller)
/search phone-login <phone> Alt: /phone-login <phone>	OWNER	[PHONE.INTEL.LOGIN] Initiates official Truecaller SMS OTP login flow (Strictly Primary Owner)
/search phone-verify <otp> Alt: /phone-verify <otp>	OWNER	[PHONE.INTEL.VERIFY] Verifies 6-digit Truecaller OTP and saves installation token (Strictly Primary Owner)
/search phone-token <token> Alt: /phone-token <token>	OWNER	[PHONE.INTEL.TOKEN] Directly stores Truecaller installation ID token (Strictly Primary Owner)
/search phone-status Alt: /phone-status	OWNER	[PHONE.INTEL.STATUS] Displays Truecaller link status, API health, and telecom cache stats
/search phone-clear	OWNER	[PHONE.INTEL.CLEAR] Clears cached phone intelligence records (Strictly Primary Owner)
/mc money-get <player> Alt: /mc bal <player>, /mc balance <player>	MOD	[MC.ECONOMY.MONEY_GET] Queries verified player rupee balance from EconomyCraft balances.json database
/mc money-set <player> <amount>	OWNER	[MC.ECONOMY.MONEY_SET] Sets exact rupee balance for specified player
/mc money-add <player> <amount>	OWNER	[MC.ECONOMY.MONEY_ADD] Credits specified amount of rupees to player balance
/mc money-remove <player> <amount>	OWNER	[MC.ECONOMY.MONEY_REMOVE] Deducts specified amount of rupees from player balance
/mc pay <sender> <recipient> <amount>	MOD	[MC.ECONOMY.PAY] Transfers funds between two server player accounts
/mc money-top	MOD	[MC.ECONOMY.TOP] Displays top 10 wealthiest players on The Brown SMP
/doc info Alt: /doc inspect	MOD	[FILE.DOC_INFO] Inspect document details, magic-byte MIME type, sha256/md5 hashes, and line stats
/doc hash	MOD	[FILE.DOC_HASH] Verify document integrity against an expected SHA-256, MD5, or SHA-512 cryptographic hash
/doc zip-inspect	MOD	[FILE.ZIP_INSPECT] Audit ZIP archive contents, compression ratio, and scan for zip-slip path traversal exploits
/doc zip-extract	MOD	[FILE.ZIP_EXTRACT] Safely extract ZIP archive contents with strict jail sandbox and zip-slip prevention
/doc csv2json	MOD	[FILE.CSV_TO_JSON] Convert CSV document or tabular text into structured JSON array
/doc json2csv	MOD	[FILE.JSON_TO_CSV] Convert JSON array document or text into structured CSV format

2.7 8 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/bot status Alt: /bot health	MOD	[BOT.STATUS] Checks WhatsApp connection status, uptime, PID, memory, and auth store state
/bot restart	OWNER	[BOT.RESTART] Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
/bot ping	MOD	[BOT.PING] Measures bot message round-trip processing responsiveness
/help Alt: /menu	MOD	[BOT.HELP] Renders role-specific command menu and quick command categories
/find <query> Alt: /search <query>	MOD	[BOT.FIND] Instantly searches across all 1,100+ commands by keyword or syntax
/cmds [category] Alt: /commands [category]	MOD	[BOT.CMDS] Browses command catalog by category sector
/owner list	OWNER	[BOT.OWNER.LIST] Lists authorized server owner phone numbers
/owner add <phone>	OWNER	[BOT.OWNER.ADD] Adds secondary owner number (Strictly Primary Owner)
/mc chunky start	OWNER	[MC.CHUNKY.START] Starts world chunk pregeneration task to eliminate exploration lag
/mc chunky pause	OWNER	[MC.CHUNKY.PAUSE] Pauses running chunk pregeneration task
/mc chunky continue	OWNER	[MC.CHUNKY.CONTINUE] Resumes paused chunk pregeneration task
/mc chunky cancel	OWNER	[MC.CHUNKY.CANCEL] Cancels and clears active pregeneration queue
/mc chunky progress	MOD	[MC.CHUNKY.PROGRESS] Displays pregenerated chunk percentage, rate, and ETA
/mc chunky radius <blocks>	OWNER	[MC.CHUNKY.RADIUS] Configures pregeneration radius distance in blocks
/mc chunky world [world_name]	OWNER	[MC.CHUNKY.WORLD] Selects world dimension target for Chunky (overworld/nether/end)
/mc chunky shape <circle|square|star>	OWNER	[MC.CHUNKY.SHAPE] Sets pregeneration geometric boundary pattern
/mc ledger inspect	MOD	[MC.LEDGER.INSPECT] Toggles block click inspection mode for grief detection
/mc ledger search [player] [action] [time]	MOD	[MC.LEDGER.SEARCH] Queries SQLite block interaction database for block break/place/chest logs
/mc ledger rollback [player] [time] [radius]	OWNER	[MC.LEDGER.ROLLBACK] Rolls back griefed blocks and entity changes by player and time
/mc ledger restore [player] [time] [radius]	OWNER	[MC.LEDGER.RESTORE] Reapplies changes rolled back previously
/mc ledger preview [player] [time]	MOD	[MC.LEDGER.PREVIEW] Displays ghost preview client blocks of planned rollback
/mc ledger dismiss	MOD	[MC.LEDGER.DISMISS] Clears active preview client ghost blocks
/mc ledger status	MOD	[MC.LEDGER.STATUS] Displays SQLite logging queue status and database size
/mc ledger purge <time>	OWNER	[MC.LEDGER.PURGE] Prunes database records older than specified timeframe
/mc flan seeClaims	MOD	[MC.FLAN.SEECLAIMS] Visually highlights claim border fences and particles
/mc flan list [player]	MOD	[MC.FLAN.LIST] Lists claimed land parcels owned by specified player or all
/mc flan claimInfo	MOD	[MC.FLAN.INFO] Displays dimensions, owner, and permission flags for current claim
/mc flan deleteClaim	OWNER	[MC.FLAN.DELETE] Permanently unclaims the claim parcel at current coordinates
/mc flan deleteAllClaims <player>	OWNER	[MC.FLAN.DELETEALL] Deletes every land claim registered to player
/mc flan buyBlocks <amount>	MOD	[MC.FLAN.BUYBLOCKS] Purchases claim claimblocks using in-game rupee balance
/mc flan setGroup <group>	MOD	[MC.FLAN.SETGROUP] Assigns player permission group within claim
/mc flan reload	OWNER	[MC.FLAN.RELOAD] Reloads Flan claim configs and world data
/remind <time> <message> Alt: /remind add	MOD	[ASST.REMIND.ADD] Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
/reminders Alt: /remind list, /remind all	MOD	[ASST.REMIND.LIST] List all pending and active personal reminders
/reminder snooze <id> [time] Alt: /remind snooze	MOD	[ASST.REMIND.SNOOZE] Snooze a pending reminder by 10m, 30m, 1h, etc.

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/reminder cancel <id> Alt: /remind cancel, /remind done, /reminder done	MOD	[ASST.REMIND.CANCEL] Cancel or complete an active personal reminder
/reminder edit <id> <text> Alt: /remind edit	MOD	[ASST.REMIND.EDIT] Edit text content of a scheduled reminder
/schedule add <daily|weekly|monthly> <time> <cmd/text> Alt: /schedule	OWNER	[ASST.SCHEDULE.ADD] Configure recurring automated job or message
/schedule list	OWNER	[ASST.SCHEDULE.LIST] List all recurring schedules and automations
/schedule <pause|resume|delete> <id> Alt: /schedule pause, /schedule resume, /schedule delete	OWNER	[ASST.SCHEDULE.MANAGE] Pause, resume, or delete a recurring schedule
/college assignment add Alt: /assign add	MOD	[COLLEGE.ASSIGNMENT.ADD] Log a college course assignment with deadline and notes
/college assignment list Alt: /assign list	MOD	[COLLEGE.ASSIGNMENT.LIST] List pending or completed course assignments
/college assignment done Alt: /assign done	MOD	[COLLEGE.ASSIGNMENT.DONE] Mark college assignment as completed
/college exam add Alt: /exam add	MOD	[COLLEGE.EXAM.ADD] Schedule an upcoming college exam or test
/college exam list Alt: /exam list	MOD	[COLLEGE.EXAM.LIST] View upcoming exam schedule
/college timetable Alt: /timetable	MOD	[COLLEGE.TIMETABLE] View class timetable and lecture schedule
/college attendance Alt: /attendance	MOD	[COLLEGE.ATTENDANCE] View attendance percentage and threshold compliance per subject
/college delete Alt: /college del	MOD	[COLLEGE.DELETE] Remove a college assignment or exam record

2.8 28 (28 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/add-perm <command-id> <phone>	OWNER	[PERM.ADD] Grants granular command ID access to a specific phone number (Strictly Primary Owner)
/remove-perm <command-id> <phone>	OWNER	[PERM.REMOVE] Revokes specific command ID access from a phone number (Strictly Primary Owner)
/list-perm [phone]	OWNER	[PERM.LIST] Lists active permissions granted to a phone number or all users (Strictly Primary Owner)
/perm-info <command-id>	MOD	[PERM.INFO] Displays permission metadata, category, delegability, and required role for command
/perm-list	OWNER	[PERM.ALL] Displays all custom granted permissions across the ecosystem (Strictly Primary Owner)
/perm-roles	OWNER	[PERM.ROLES] Displays active role assignments (Primary Owner, Secondary Owners, Moderators)
/perm-rollback <phone> Alt: /rollback-perm	OWNER	[BOT.PERM.ROLLBACK] Emergency revocation of all active temporary permissions for target user
/perm-audit [limit] Alt: /permaudit	OWNER	[BOT.PERM.AUDIT] View security audit log of permission grants, revokes, and expirations
/command add <command-id> <phone-number> [duration] [reason] Alt: /add-perm, /perm add	OWNER	[COMMAND.ADD] Grant granular command ID permission to a target phone number
/command remove <command-id> <phone-number> Alt: /remove-perm, /perm remove	OWNER	[COMMAND.REMOVE] Revoke a granular command permission from a phone number
/command list [phone-number] Alt: /list-perm, /perm list	MOD	[COMMAND.LIST] List all active delegated permissions granted to a phone number
/command info <command-id> Alt: /perm-info, /perm info	MOD	[COMMAND.INFO] Inspect command metadata, description, category, and delegability
/command grants Alt: /perm-list, /perm grants	OWNER	[COMMAND.GRANTS] Matrix overview of all active delegated permission grants
/command audit [limit] Alt: /perm-audit, /perm audit	OWNER	[COMMAND.AUDIT] View the immutable security permission audit trail
/command rollback <phone-number> Alt: /perm-rollback	OWNER	[COMMAND.ROLLBACK] Emergency revocation of all active delegated permissions for a user
/category list [group] Alt: /category, /cat list, /cat	OWNER	[CAT.LIST] Lists available category taxonomy groups with command totals, delegable counts, and subcategories
/category info <cat-id> Alt: /cat info	OWNER	[CAT.INFO] Inspect detailed category dossier including delegable operations, shielded non-delegables, and subcategories
/category commands <cat-id> Alt: /cat commands, /category cmds, /cat cmds	OWNER	[CAT.COMMANDS] Lists all canonical commands belonging to a specific category with syntax, roles, and delegability flags
/category-perm preview <cat-id> <phone> [scope] [policy] Alt: /cat-perm preview, /catperm preview	OWNER	[CAT_PERM.PREVIEW] Simulates and previews category grant showing exact authorized operations versus shielded non-delegable commands
/category-perm add <cat-id> <phone> [duration] [scope] [reason] Alt: /cat-perm add, /catperm add	OWNER	[CAT_PERM.ADD] Grants an entire functional category to a user with configurable scope, duration, dynamic future-command inheritance, and full lifecycle tracking
/category-perm remove <cat-id-or-grant-id> [phone] Alt: /category-perm revoke, /cat-perm remove, /cat-perm revoke, /catperm revoke	OWNER	[CAT_PERM.REMOVE] Revokes an active category grant by grant ID or category ID, immediately terminating delegated access
/category-perm pause <grant-id> Alt: /cat-perm pause, /catperm pause	OWNER	[CAT_PERM.PAUSE] Temporarily suspends an active category grant without deleting it
/category-perm resume <grant-id> Alt: /cat-perm resume, /catperm resume	OWNER	[CAT_PERM.RESUME] Resumes a previously paused category permission grant, restoring user access
/category-perm extend <grant-id> <duration> Alt: /cat-perm extend, /catperm extend	OWNER	[CAT_PERM.EXTEND] Extends the validity period of an active category permission grant

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/category-perm list [phone]` `Alt: /cat-perm list, /catperm list, /category-perm grants`	OWNER	[CAT_PERM.LIST] Lists all active and recorded category permission grants, remaining time, and scopes
`/category-perm info <grant-id>` `Alt: /cat-perm info, /catperm info`	OWNER	[CAT_PERM.INFO] Inspects detailed dossier for a specific category grant including authorized command list and audit history
`/category-perm audit [limit]` `Alt: /cat-perm audit, /catperm audit`	OWNER	[CAT_PERM.AUDIT] Displays security audit log of recent category grant creation, pause, resume, and revocation actions
`/category-perm rollback <phone>` `Alt: /cat-perm rollback, /catperm rollback`	OWNER	[CAT_PERM.ROLLBACK] Emergency rollback: immediately revokes all category permission grants for a specific phone number

2.9 7 (42 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/manual Alt: /manual encyclopedia, /manual pdf	MOD	[DOCS.ENCYCLOPEDIA] Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
/manual owner	OWNER	[DOCS.OWNER] Sends The Brown SMP Owner Master Manual PDF
/manual mod Alt: /manual moderator	MOD	[DOCS.MODERATOR] Sends The Brown SMP Moderator Operations Manual PDF
/manual worldedit Alt: /manual we	MOD	[DOCS.WORLDEDIT] Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
/manual player Alt: /manual survival	MOD	[DOCS.PLAYER] Sends The Brown SMP Ultimate Player Survival Guide PDF
/manual matrix	MOD	[DOCS.MATRIX] Sends The Brown SMP Command Permission Matrix PDF
/manual list Alt: /manual all	MOD	[DOCS.LIST] Lists all available downloadable server manual PDFs
/birthday add <name> <date> [notes] Alt: /birthday	MOD	[ASST.BIRTHDAY.ADD] Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
/birthday list	MOD	[ASST.BIRTHDAY.LIST] List all tracked birthdays
/birthday upcoming [days] Alt: /birthdays	MOD	[ASST.BIRTHDAY.UPCOMING] View birthdays occurring within next N days (default 30)
/birthday edit <id> <date>	MOD	[ASST.BIRTHDAY.EDIT] Edit birthday date
/birthday delete <id>	MOD	[ASST.BIRTHDAY.DELETE] Remove birthday from tracker
/calendar <today|week|month> Alt: /calendar today, /calendar week, /calendar month	MOD	[ASST.CALENDAR.VIEW] Display personal and staff events for today, this week, or month
/calendar add <time> <title>	MOD	[ASST.CALENDAR.ADD] Add an event to the calendar (supports --loc, --desc, --shared)
/calendar search <query>	MOD	[ASST.CALENDAR.SEARCH] Search calendar events by keyword
/calendar delete <id>	MOD	[ASST.CALENDAR.DELETE] Delete a calendar event
/calendar export Alt: /calendar ics	MOD	[ASST.CALENDAR.EXPORT] Export calendar to standard .ics file and send as WhatsApp document
/fav add <alias> <command> Alt: /fav	MOD	[ASST.FAV.ADD] Create a personal command shortcut (e.g. /fav add tps /mc tps)
/fav remove <alias/id>	MOD	[ASST.FAV.REMOVE] Delete a favourite shortcut
/fav list [folder] Alt: /favourites, /favorites	MOD	[ASST.FAV.LIST] List all saved favourite shortcuts grouped by folder
/fav run <alias> Alt: /.	MOD	[ASST.FAV.RUN] Execute saved shortcut (re-validates permissions at runtime)
/fav folder <alias> <folder_name>	MOD	[ASST.FAV.FOLDER] Assign favourite shortcut to a folder/category
/report <bug|player|suggestion> <title> | <details> Alt: /ticket	MEMBER	[REPORT.CREATE] Submit a bug report, player allegation, or server suggestion
/report status <ticket-id> Alt: /ticket status	MEMBER	[REPORT.STATUS] Check status, assignment, and resolution of a submitted ticket
/report list [status] [type] Alt: /reports, /tickets	MOD	[REPORT.LIST] List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
/report assign <ticket-id> <staff_phone>	MOD	[REPORT.ASSIGN] Assign a ticket to a staff member
/report note <ticket-id> <note>	MOD	[REPORT.NOTE] Add internal staff investigation note to a ticket
/report resolve <ticket-id> <resolution>	MOD	[REPORT.RESOLVE] Mark ticket as resolved with official resolution notes
/report close <ticket-id>	MOD	[REPORT.CLOSE] Close an investigated ticket
/mail config view Alt: /mail config	OWNER	[MAIL.CONFIG.VIEW] View active SMTP configuration summary with masked passwords
/mail config set Alt: /mail set	OWNER	[MAIL.CONFIG.SET] Update SMTP host, port, sender email, or encryption mode

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mail config secret` `Alt: /mail secret`	OWNER	[MAIL.CONFIG.SECRET] Set private SMTP password securely (saved 0600, never echoed back)
`/mail test smtp` `Alt: /mail ping`	OWNER	[MAIL.TEST.SMTP] Probe live SMTP server TLS handshake and connection latency
`/mail test auth` `Alt: /mail check auth`	OWNER	[MAIL.TEST.AUTH] Verify SMTP username and password credentials against mail server
`/mail test send` `Alt: /mail test-send`	OWNER	[MAIL.TEST.SEND] Dispatch live test email with verification code to primary owner
`/mail clear-queue` `Alt: /mail purge queue`	OWNER	[MAIL.QUEUE.CLEAR] Purge stale queued email messages from spooler
`/birthday snooze` `Alt: /bday snooze`	MOD	[BDAY.SNOOZE] Snooze birthday notifications for specified duration
`/birthday mute` `Alt: /bday mute`	MOD	[BDAY.MUTE] Mute notifications for birthday entry
`/calendar reschedule` `Alt: /cal reschedule`	MOD	[CAL.RESCHEDULE] Reschedule calendar event to new date/time with overlap warnings
`/calendar conflicts` `Alt: /cal conflicts, /cal check`	MOD	[CAL.CONFLICTS] Check schedule for overlapping or conflicting calendar events
`/fav search` `Alt: /favorites search`	MOD	[FAV.SEARCH] Search command shortcuts by alias name or target command
`/fav duplicate` `Alt: /fav copy`	MOD	[FAV.DUPLICATE] Clone a command shortcut to a new alias

2.10 6 (24 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sh <command> Alt: /bash <command>, /terminal <command>	OWNER	[SYS.SHELL.EXEC] Executes stateful shell command directly in bash session (Strictly Primary Owner)
/cd <path>	OWNER	[SYS.SHELL.CD] Changes active working directory for stateful shell commands (Strictly Primary Owner)
/pwd	OWNER	[SYS.SHELL.PWD] Prints active working directory path (Strictly Primary Owner)
/term on Alt: /terminal on	OWNER	[SYS.SHELL.TERM_ON] Activates interactive terminal mode where messages execute in bash (Strictly Primary Owner)
/term off Alt: /terminal off, /exit	OWNER	[SYS.SHELL.TERM_OFF] Deactivates interactive terminal mode (Strictly Primary Owner)
./mc.sh [args] Alt: /mc.sh [args]	OWNER	[SYS.SHELL.MC_SH] Runs ./mc.sh utility commands directly from project directory
/search phone <number> Alt: /phone <number>, /truecaller <number>	OWNER	[PHONE.INTEL.SEARCH] Deep multi-source caller intelligence (LibPhoneNumber + DoT Circle + WhatsApp Live + Truecaller)
/search phone-login <phone> Alt: /phone-login <phone>	OWNER	[PHONE.INTEL.LOGIN] Initiates official Truecaller SMS OTP login flow (Strictly Primary Owner)
/search phone-verify <otp> Alt: /phone-verify <otp>	OWNER	[PHONE.INTEL.VERIFY] Verifies 6-digit Truecaller OTP and saves installation token (Strictly Primary Owner)
/search phone-token <token> Alt: /phone-token <token>	OWNER	[PHONE.INTEL.TOKEN] Directly stores Truecaller installation ID token (Strictly Primary Owner)
/search phone-status Alt: /phone-status	OWNER	[PHONE.INTEL.STATUS] Displays Truecaller link status, API health, and telecom cache stats
/search phone-clear	OWNER	[PHONE.INTEL.CLEAR] Clears cached phone intelligence records (Strictly Primary Owner)
/mc money-get <player> Alt: /mc bal <player>, /mc balance <player>	MOD	[MC.ECONOMY.MONEY_GET] Queries verified player rupee balance from EconomyCraft balances.json database
/mc money-set <player> <amount>	OWNER	[MC.ECONOMY.MONEY_SET] Sets exact rupee balance for specified player
/mc money-add <player> <amount>	OWNER	[MC.ECONOMY.MONEY_ADD] Credits specified amount of rupees to player balance
/mc money-remove <player> <amount>	OWNER	[MC.ECONOMY.MONEY_REMOVE] Deducts specified amount of rupees from player balance
/mc pay <sender> <recipient> <amount>	MOD	[MC.ECONOMY.PAY] Transfers funds between two server player accounts
/mc money-top	MOD	[MC.ECONOMY.TOP] Displays top 10 wealthiest players on The Brown SMP
/doc info Alt: /doc inspect	MOD	[FILE.DOC_INFO] Inspect document details, magic-byte MIME type, sha256/md5 hashes, and line stats
/doc hash	MOD	[FILE.DOC_HASH] Verify document integrity against an expected SHA-256, MD5, or SHA-512 cryptographic hash
/doc zip-inspect	MOD	[FILE.ZIP_INSPECT] Audit ZIP archive contents, compression ratio, and scan for zip-slip path traversal exploits
/doc zip-extract	MOD	[FILE.ZIP_EXTRACT] Safely extract ZIP archive contents with strict jail sandbox and zip-slip prevention
/doc csv2json	MOD	[FILE.CSV_TO_JSON] Convert CSV document or tabular text into structured JSON array
/doc json2csv	MOD	[FILE.JSON_TO_CSV] Convert JSON array document or text into structured CSV format

2.11 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.12 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.13 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.14 45 (45 Commands)

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

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc gamerule maxCommandChainLength [val] Alt: /mc gr maxCommandChainLength [val]	OWNER	[MC.GAMERULE.MAX_COMMAND_CHAIN_LENGTH] Queries or updates gamerule 'maxCommandChainLength': Maximum command blocks chained in a single tick
/mc gamerule maxEntityCramming [val] Alt: /mc gr maxEntityCramming [val]	OWNER	[MC.GAMERULE.MAX_ENTITY_CRAMMING] Queries or updates gamerule 'maxEntityCramming': Maximum pushable entities before suffocating (0 disables)
/mc gamerule mobExplosionDropDecay [val] Alt: /mc gr mobExplosionDropDecay [val]	OWNER	[MC.GAMERULE.MOB_EXPLOSION_DROP_DECAY] Queries or updates gamerule 'mobExplosionDropDecay': Whether mob explosions destroy dropped block items
/mc gamerule mobGriefing [val] Alt: /mc gr mobGriefing [val]	OWNER	[MC.GAMERULE.MOB_GRIEFING] Queries or updates gamerule 'mobGriefing': Whether creepers, endermen, and withers can alter terrain
/mc gamerule naturalRegeneration [val] Alt: /mc gr naturalRegeneration [val]	OWNER	[MC.GAMERULE.NATURAL_REGENERATION] Queries or updates gamerule 'naturalRegeneration': Whether players regenerate health when saturated with food
/mc gamerule playersSleepingPercentage [val] Alt: /mc gr playersSleepingPercentage [val]	OWNER	[MC.GAMERULE.PLAYERS_SLEEPING_PERCENTAGE] Queries or updates gamerule 'playersSleepingPercentage': Percentage of online players needed in bed to skip night
/mc gamerule projectilesCanBreakBlocks [val] Alt: /mc gr projectilesCanBreakBlocks [val]	OWNER	[MC.GAMERULE.PROJECTILES_CAN_BREAK_BLOCKS] Queries or updates gamerule 'projectilesCanBreakBlocks': Whether fireballs and dragon fireballs break blocks
/mc gamerule pvp [val] Alt: /mc gr pvp [val]	OWNER	[MC.GAMERULE.PVP] Queries or updates gamerule 'pvp': Whether player-versus-player combat damage is permitted
/mc gamerule randomTickSpeed [val] Alt: /mc gr randomTickSpeed [val]	OWNER	[MC.GAMERULE.RANDOM_TICK_SPEED] Queries or updates gamerule 'randomTickSpeed': Number of random block ticks per section per game tick
/mc gamerule reducedDebugInfo [val] Alt: /mc gr reducedDebugInfo [val]	OWNER	[MC.GAMERULE.REDUCED_DEBUG_INFO] Queries or updates gamerule 'reducedDebugInfo': Whether F3 screen hides exact coordinates and block types
/mc gamerule sendCommandFeedback [val] Alt: /mc gr sendCommandFeedback [val]	OWNER	[MC.GAMERULE.SEND_COMMAND_FEEDBACK] Queries or updates gamerule 'sendCommandFeedback': Whether command feedback is returned to executing sender
/mc gamerule showDeathMessages [val] Alt: /mc gr showDeathMessages [val]	OWNER	[MC.GAMERULE.SHOW_DEATH_MESSAGES] Queries or updates gamerule 'showDeathMessages': Whether player death messages appear in server chat
/mc gamerule snowAccumulationHeight [val] Alt: /mc gr snowAccumulationHeight [val]	OWNER	[MC.GAMERULE.SNOW_ACCUMULATION_HEIGHT] Queries or updates gamerule 'snowAccumulationHeight': Maximum layers of snow that accumulate during snowstorms
/mc gamerule spawnRadius [val] Alt: /mc gr spawnRadius [val]	OWNER	[MC.GAMERULE.SPAWN_RADIUS] Queries or updates gamerule 'spawnRadius': Radius of blocks around world spawn point where players appear
/mc gamerule spectatorsGenerateChunks [val] Alt: /mc gr spectatorsGenerateChunks [val]	OWNER	[MC.GAMERULE.SPECTATORS_GENERATE_CHUNKS] Queries or updates gamerule 'spectatorsGenerateChunks': Whether players in spectator mode can load new chunks
/mc gamerule tntExplosionDropDecay [val] Alt: /mc gr tntExplosionDropDecay [val]	OWNER	[MC.GAMERULE.TNT_EXPLOSION_DROP_DECAY] Queries or updates gamerule 'tntExplosionDropDecay': Whether primed TNT blocks destroy exploded block items
/mc gamerule tntExplodes [val] Alt: /mc gr tntExplodes [val]	OWNER	[MC.GAMERULE.TNT_EXPLODES] Queries or updates gamerule 'tntExplodes': Whether primed TNT blocks can explode
/mc gamerule universalAnger [val] Alt: /mc gr universalAnger [val]	OWNER	[MC.GAMERULE.UNIVERSAL_ANGER] Queries or updates gamerule 'universalAnger': Whether angered neutral mobs attack any nearby player
/mc gamerule waterSourceConversion [val] Alt: /mc gr waterSourceConversion [val]	OWNER	[MC.GAMERULE.WATER_SOURCE_CONVERSION] Queries or updates gamerule 'waterSourceConversion': Whether flowing water creates infinite source blocks
/mc gamerule lavaSourceConversion [val] Alt: /mc gr lavaSourceConversion [val]	OWNER	[MC.GAMERULE.LAVA_SOURCE_CONVERSION] Queries or updates gamerule 'lavaSourceConversion': Whether flowing lava can create infinite lava source blocks

2.15 12 (36 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc list Alt: /mc players, /mc online	MOD	[MC.MODERATION.LIST] Lists all currently connected players with ping and player count
/mc add-friend <player> Alt: /mc friend-add, /mc whitelist-add	MOD	[MC.MODERATION.WHITELIST_ADD] Approves and adds player username to server whitelist
/mc remove-friend <player> Alt: /mc friend-remove, /mc whitelist-remove	MOD	[MC.MODERATION.WHITELIST_REMOVE] Revokes player whitelist access and boots if connected
/mc whitelist on	OWNER	[MC.MODERATION.WHITELIST_ON] Enforces server whitelist, blocking unlisted players from joining
/mc whitelist off	OWNER	[MC.MODERATION.WHITELIST_OFF] Disables whitelist, opening server to public connections
/mc whitelist list	MOD	[MC.MODERATION.WHITELIST_LIST] Displays all registered whitelisted usernames
/mc whitelist reload	MOD	[MC.MODERATION.WHITELIST_RELOAD] Reloads whitelist.json from disk into active server memory
/mc kick <player> [reason]	MOD	[MC.MODERATION.KICK] Disconnects player from server with custom kick notice
/mc ban <player> [reason]	MOD	[MC.MODERATION.BAN] Blacklists player username from connecting to the server
/mc unban <player> Alt: /mc pardon	MOD	[MC.MODERATION.UNBAN] Removes player username from the active ban list
/mc ban-ip <player|ip>	OWNER	[MC.MODERATION.BAN_IP] Blacklists player IP address across all associated accounts
/mc banlist [players|ips]	MOD	[MC.MODERATION.BANLIST] Displays active username or IP ban records
/mc schem-load <name>	OWNER	[MC.WORLDEDIT.SCHEM_LOAD] Loads schematic from 3,855 structure catalog into WorldEdit clipboard
/mc schem-paste	OWNER	[MC.WORLDEDIT.SCHEM_PASTE] Pastes loaded schematic structure at player position
/mc schem-list [filter]	MOD	[MC.WORLDEDIT.SCHEM_LIST] Searches 3,855 schematics by keyword or mod name
/mc undo [steps]	OWNER	[MC.WORLDEDIT.UNDO] Reverts the last WorldEdit modification in current session
/mc redo [steps]	OWNER	[MC.WORLDEDIT.REDO] Restores an undone WorldEdit modification
/mc copy	OWNER	[MC.WORLDEDIT.COPY] Copies current selection into clipboard relative to player position
/mc cut	OWNER	[MC.WORLDEDIT.CUT] Cuts selection, copying to clipboard and clearing terrain
/mc rotate <y> [x] [z]	OWNER	[MC.WORLDEDIT.ROTATE] Rotates clipboard by specified degrees
/mc flip [direction]	OWNER	[MC.WORLDEDIT.FLIP] Mirrors clipboard across specified axis
/mc clearclipboard	OWNER	[MC.WORLDEDIT.CLEARCLIPBOARD] Frees memory by clearing active clipboard
/mc brush <sphere|cylinder|smooth> <pattern> [size]	OWNER	[MC.WORLDEDIT.BRUSH] Binds terrain sculpting brush tool to player hand item
/mc set <pattern>	OWNER	[MC.WORLDEDIT.SET] Fills selection with specified block pattern
/automation create Alt: /auto create	OWNER	[AUTO.CREATE] Create a new custom background automation with typed action and schedule
/automation preview Alt: /auto preview	OWNER	[AUTO.PREVIEW] Preview automation execution plan, affected services, and risk classification
/automation run Alt: /auto run	OWNER	[AUTO.RUN] Trigger immediate execution of an automation with concurrency guard
/automation snooze Alt: /auto snooze	OWNER	[AUTO.SNOOZE] Snooze automation execution until specified duration or timestamp
/automation edit Alt: /auto edit	OWNER	[AUTO.EDIT] Edit field configuration of an existing automation
/automation duplicate Alt: /auto copy, /auto dup	OWNER	[AUTO.DUPLICATE] Clone an existing automation under a new title and ID
/automation delete Alt: /auto del	OWNER	[AUTO.DELETE] Delete automation definition with recoverable tombstone backup
/automation restore Alt: /auto restore	OWNER	[AUTO.RESTORE] Restore a deleted automation from tombstone archive

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/automation test` `Alt: /auto test`	OWNER	[AUTO.TEST] Dry-run test an automation without state activation
`/automation pause-all` `Alt: /auto pause-all`	OWNER	[AUTO.PAUSE_ALL] Global automation pause suppressing all scheduled automations
`/automation resume-all` `Alt: /auto resume-all`	OWNER	[AUTO.RESUME_ALL] Resume all paused automations across the server
`/automation emergency-stop` `Alt: /auto em-stop`	OWNER	[AUTO.EMERGENCY_STOP] Emergency killswitch for all active and scheduled automations

2.16 48 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc tp <target> [destination] Alt: /mc teleport	MOD	[MC.PLAYERS.TP] Teleports target player to another player or coordinate
/mc tphere <player>	MOD	[MC.PLAYERS.TPHERE] Teleports target player directly to executor location
/mc gamemode <survival|creative|adventure|spectator> [player] Alt: /mc gm	MOD	[MC.PLAYERS.GAMEMODE] Changes player game mode (Creative requires Owner)
/mc heal <player>	MOD	[MC.PLAYERS.HEAL] Restores player health points to 20/20 and gives brief saturation
/mc feed <player>	MOD	[MC.PLAYERS.FEED] Restores player hunger bar to full saturation
/mc kill-player <player>	OWNER	[MC.PLAYERS.KILL] Instantly eliminates specified player character
/mc xp <add|set> <player> <amount> [levels|points]	MOD	[MC.PLAYERS.XP] Grants or sets player experience levels or points
/mc clear <player> [item]	MOD	[MC.PLAYERS.CLEAR] Clears all or specific items from player inventory
/mc op <player>	OWNER	[MC.PLAYERS.OP] Grants Minecraft server operator permissions to player
/mc deop <player>	OWNER	[MC.PLAYERS.DEOP] Revokes server operator privileges from player
/mc tag <player> <add|remove|list> [tag]	MOD	[MC.PLAYERS.TAG] Manages scoreboard tags assigned to player
/mc recipe <give|take> <player> <recipe|*>	OWNER	[MC.PLAYERS.RECIPE] Unlocks or removes crafting recipe book knowledge
/mc attribute <player> generic.max_health get	MOD	[MC.ATTR.GET.GENERIC_MAX_HEALTH] Queries active 'generic.max_health' attribute: Maximum player or mob health pool
/mc attribute <player> generic.max_health base set <val>	OWNER	[MC.ATTR.SET.GENERIC_MAX_HEALTH] Sets 'generic.max_health' attribute base value: Maximum player or mob health pool
/mc attribute <player> generic.follow_range get	MOD	[MC.ATTR.GET.GENERIC_FOLLOW_RANGE] Queries active 'generic.follow_range' attribute: Distance at which mobs target and track players
/mc attribute <player> generic.follow_range base set <val>	OWNER	[MC.ATTR.SET.GENERIC_FOLLOW_RANGE] Sets 'generic.follow_range' attribute base value: Distance at which mobs target and track players
/mc attribute <player> generic.knockback_resistance get	MOD	[MC.ATTR.GET.GENERIC_KNOCKBACK_RESISTANCE] Queries active 'generic.knockback_resistance' attribute: Resistance percentage against taking knockback
/mc attribute <player> generic.knockback_resistance base set <val>	OWNER	[MC.ATTR.SET.GENERIC_KNOCKBACK_RESISTANCE] Sets 'generic.knockback_resistance' attribute base value: Resistance percentage against taking knockback
/mc attribute <player> generic.movement_speed get	MOD	[MC.ATTR.GET.GENERIC_MOVEMENT_SPEED] Queries active 'generic.movement_speed' attribute: Base player movement velocity
/mc attribute <player> generic.movement_speed base set <val>	OWNER	[MC.ATTR.SET.GENERIC_MOVEMENT_SPEED] Sets 'generic.movement_speed' attribute base value: Base player movement velocity
/mc attribute <player> generic.attack_damage get	MOD	[MC.ATTR.GET.GENERIC_ATTACK_DAMAGE] Queries active 'generic.attack_damage' attribute: Base melee attack power damage
/mc attribute <player> generic.attack_damage base set <val>	OWNER	[MC.ATTR.SET.GENERIC_ATTACK_DAMAGE] Sets 'generic.attack_damage' attribute base value: Base melee attack power damage
/mc attribute <player> generic.attack_knockback get	MOD	[MC.ATTR.GET.GENERIC_ATTACK_KNOCKBACK] Queries active 'generic.attack_knockback' attribute: Knockback force inflicted upon striking targets
/mc attribute <player> generic.attack_knockback base set <val>	OWNER	[MC.ATTR.SET.GENERIC_ATTACK_KNOCKBACK] Sets 'generic.attack_knockback' attribute base value: Knockback force inflicted upon striking targets
/mc attribute <player> generic.attack_speed get	MOD	[MC.ATTR.GET.GENERIC_ATTACK_SPEED] Queries active 'generic.attack_speed' attribute: Attack recovery speed bar recharge rate
/mc attribute <player> generic.attack_speed base set <val>	OWNER	[MC.ATTR.SET.GENERIC_ATTACK_SPEED] Sets 'generic.attack_speed' attribute base value: Attack recovery speed bar recharge rate
/mc attribute <player> generic.armor get	MOD	[MC.ATTR.GET.GENERIC_ARMOR] Queries active 'generic.armor' attribute: Base armor protection defense value
/mc attribute <player> generic.armor base set <val>	OWNER	[MC.ATTR.SET.GENERIC_ARMOR] Sets 'generic.armor' attribute base value: Base armor protection defense value

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc attribute <player> generic.armor_toughness get`	MOD	[MC.ATTR.GET.GENERIC_ARMOR_TOUGHNESS] Queries active 'generic.armor_toughness' attribute: Armor toughness reducing high-damage attacks
`/mc attribute <player> generic.armor_toughness base set <val>`	OWNER	[MC.ATTR.SET.GENERIC_ARMOR_TOUGHNESS] Sets 'generic.armor_toughness' attribute base value: Armor toughness reducing high-damage attacks
`/mc attribute <player> generic.luck get`	MOD	[MC.ATTR.GET.GENERIC_LUCK] Queries active 'generic.luck' attribute: Player base luck stat influencing loot tables
`/mc attribute <player> generic.luck base set <val>`	OWNER	[MC.ATTR.SET.GENERIC_LUCK] Sets 'generic.luck' attribute base value: Player base luck stat influencing loot tables
`/mc attribute <player> player.block_break_speed get`	MOD	[MC.ATTR.GET.PLAYER_BLOCK_BREAK_SPEED] Queries active 'player.block_break_speed' attribute: Player block excavation mining speed modifier
`/mc attribute <player> player.block_break_speed base set <val>`	OWNER	[MC.ATTR.SET.PLAYER_BLOCK_BREAK_SPEED] Sets 'player.block_break_speed' attribute base value: Player block excavation mining speed modifier
`/mc attribute <player> player.submerged_mining_speed get`	MOD	[MC.ATTR.GET.PLAYER_SUBMERGED_MINING_SPEED] Queries active 'player.submerged_mining_speed' attribute: Excavation mining speed modifier while submerged
`/mc attribute <player> player.submerged_mining_speed base set <val>`	OWNER	[MC.ATTR.SET.PLAYER_SUBMERGED_MINING_SPEED] Sets 'player.submerged_mining_speed' attribute base value: Excavation mining speed modifier while submerged
`/mc attribute <player> player.block_interaction_range get`	MOD	[MC.ATTR.GET.PLAYER_BLOCK_INTERACTION_RANGE] Queries active 'player.block_interaction_range' attribute: Player reach distance for placing and breaking blocks
`/mc attribute <player> player.block_interaction_range base set <val>`	OWNER	[MC.ATTR.SET.PLAYER_BLOCK_INTERACTION_RANGE] Sets 'player.block_interaction_range' attribute base value: Player reach distance for placing and breaking blocks
`/mc attribute <player> player.entity_interaction_range get`	MOD	[MC.ATTR.GET.PLAYER_ENTITY_INTERACTION_RANGE] Queries active 'player.entity_interaction_range' attribute: Player reach distance for attacking and interacting with entities
`/mc attribute <player> player.entity_interaction_range base set <val>`	OWNER	[MC.ATTR.SET.PLAYER_ENTITY_INTERACTION_RANGE] Sets 'player.entity_interaction_range' attribute base value: Player reach distance for attacking and interacting with entities
`/mc attribute <player> generic.step_height get`	MOD	[MC.ATTR.GET.GENERIC_STEP_HEIGHT] Queries active 'generic.step_height' attribute: Maximum vertical block height walked up without jumping
`/mc attribute <player> generic.step_height base set <val>`	OWNER	[MC.ATTR.SET.GENERIC_STEP_HEIGHT] Sets 'generic.step_height' attribute base value: Maximum vertical block height walked up without jumping
`/mc attribute <player> generic.gravity get`	MOD	[MC.ATTR.GET.GENERIC_GRAVITY] Queries active 'generic.gravity' attribute: Downward gravitational acceleration factor
`/mc attribute <player> generic.gravity base set <val>`	OWNER	[MC.ATTR.SET.GENERIC_GRAVITY] Sets 'generic.gravity' attribute base value: Downward gravitational acceleration factor
`/mc attribute <player> generic.safe_fall_distance get`	MOD	[MC.ATTR.GET.GENERIC_SAFE_FALL_DISTANCE] Queries active 'generic.safe_fall_distance' attribute: Fall height in blocks before taking fall damage
`/mc attribute <player> generic.safe_fall_distance base set <val>`	OWNER	[MC.ATTR.SET.GENERIC_SAFE_FALL_DISTANCE] Sets 'generic.safe_fall_distance' attribute base value: Fall height in blocks before taking fall damage
`/mc attribute <player> generic.fall_damage_multiplier get`	MOD	[MC.ATTR.GET.GENERIC_FALL_DAMAGE_MULTIPLIER] Queries active 'generic.fall_damage_multiplier' attribute: Multiplier applied to incoming fall damage
`/mc attribute <player> generic.fall_damage_multiplier base set <val>`	OWNER	[MC.ATTR.SET.GENERIC_FALL_DAMAGE_MULTIPLIER] Sets 'generic.fall_damage_multiplier' attribute base value: Multiplier applied to incoming fall damage

2.17 6 (24 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sh <command> Alt: /bash <command>, /terminal <command>	OWNER	[SYS.SHELL.EXEC] Executes stateful shell command directly in bash session (Strictly Primary Owner)
/cd <path>	OWNER	[SYS.SHELL.CD] Changes active working directory for stateful shell commands (Strictly Primary Owner)
/pwd	OWNER	[SYS.SHELL.PWD] Prints active working directory path (Strictly Primary Owner)
/term on Alt: /terminal on	OWNER	[SYS.SHELL.TERM_ON] Activates interactive terminal mode where messages execute in bash (Strictly Primary Owner)
/term off Alt: /terminal off, /exit	OWNER	[SYS.SHELL.TERM_OFF] Deactivates interactive terminal mode (Strictly Primary Owner)
./mc.sh [args] Alt: /mc.sh [args]	OWNER	[SYS.SHELL.MC_SH] Runs ./mc.sh utility commands directly from project directory
/search phone <number> Alt: /phone <number>, /truecaller <number>	OWNER	[PHONE.INTEL.SEARCH] Deep multi-source caller intelligence (LibPhoneNumber + DoT Circle + WhatsApp Live + Truecaller)
/search phone-login <phone> Alt: /phone-login <phone>	OWNER	[PHONE.INTEL.LOGIN] Initiates official Truecaller SMS OTP login flow (Strictly Primary Owner)
/search phone-verify <otp> Alt: /phone-verify <otp>	OWNER	[PHONE.INTEL.VERIFY] Verifies 6-digit Truecaller OTP and saves installation token (Strictly Primary Owner)
/search phone-token <token> Alt: /phone-token <token>	OWNER	[PHONE.INTEL.TOKEN] Directly stores Truecaller installation ID token (Strictly Primary Owner)
/search phone-status Alt: /phone-status	OWNER	[PHONE.INTEL.STATUS] Displays Truecaller link status, API health, and telecom cache stats
/search phone-clear	OWNER	[PHONE.INTEL.CLEAR] Clears cached phone intelligence records (Strictly Primary Owner)
/mc money-get <player> Alt: /mc bal <player>, /mc balance <player>	MOD	[MC.ECONOMY.MONEY_GET] Queries verified player rupee balance from EconomyCraft balances.json database
/mc money-set <player> <amount>	OWNER	[MC.ECONOMY.MONEY_SET] Sets exact rupee balance for specified player
/mc money-add <player> <amount>	OWNER	[MC.ECONOMY.MONEY_ADD] Credits specified amount of rupees to player balance
/mc money-remove <player> <amount>	OWNER	[MC.ECONOMY.MONEY_REMOVE] Deducts specified amount of rupees from player balance
/mc pay <sender> <recipient> <amount>	MOD	[MC.ECONOMY.PAY] Transfers funds between two server player accounts
/mc money-top	MOD	[MC.ECONOMY.TOP] Displays top 10 wealthiest players on The Brown SMP
/doc info Alt: /doc inspect	MOD	[FILE.DOC_INFO] Inspect document details, magic-byte MIME type, sha256/md5 hashes, and line stats
/doc hash	MOD	[FILE.DOC_HASH] Verify document integrity against an expected SHA-256, MD5, or SHA-512 cryptographic hash
/doc zip-inspect	MOD	[FILE.ZIP_INSPECT] Audit ZIP archive contents, compression ratio, and scan for zip-slip path traversal exploits
/doc zip-extract	MOD	[FILE.ZIP_EXTRACT] Safely extract ZIP archive contents with strict jail sandbox and zip-slip prevention
/doc csv2json	MOD	[FILE.CSV_TO_JSON] Convert CSV document or tabular text into structured JSON array
/doc json2csv	MOD	[FILE.JSON_TO_CSV] Convert JSON array document or text into structured CSV format

2.18 5 (10 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc shop-status Alt: /mc shop-audit	OWNER	[MC.SHOP.STATUS] Audits prices_updated.json product catalog, price spreads, and integrity
/mc shop-price <item>	MOD	[MC.SHOP.PRICE] Looks up buy and sell prices for specific item in shop database
/mc shop-list [category]	MOD	[MC.SHOP.LIST] Lists purchasable items and trade categories in shop
/mc shop-reload	OWNER	[MC.SHOP.RELOAD] Reloads shop JSON configuration files from disk
/mc shop-config	OWNER	[MC.SHOP.CONFIG] Displays active shop economy multipliers and tax rates
/mc show <1-4>	MOD	[MC.FESTIVE.SHOW] Triggers festival firework display (1: Diwali, 2: New Year, 3: Halloween, 4: Stop)
/mc cracker <type> [player]	MOD	[MC.FESTIVE.CRACKER] Gives custom festive firework cracker to player
/mc show diwali	MOD	[MC.FESTIVE.DIWALI] Initiates full automated Diwali fireworks sequence
/mc show newyear	MOD	[MC.FESTIVE.NEWYEAR] Initiates full automated New Year countdown and fireworks
/mc show halloween	MOD	[MC.FESTIVE.HALLOWEEN] Initiates spooky Halloween atmospheric pumpkin display

2.19 5 (10 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc shop-status Alt: /mc shop-audit	OWNER	[MC.SHOP.STATUS] Audits prices_updated.json product catalog, price spreads, and integrity
/mc shop-price <item>	MOD	[MC.SHOP.PRICE] Looks up buy and sell prices for specific item in shop database
/mc shop-list [category]	MOD	[MC.SHOP.LIST] Lists purchasable items and trade categories in shop
/mc shop-reload	OWNER	[MC.SHOP.RELOAD] Reloads shop JSON configuration files from disk
/mc shop-config	OWNER	[MC.SHOP.CONFIG] Displays active shop economy multipliers and tax rates
/mc show <1-4>	MOD	[MC.FESTIVE.SHOW] Triggers festival firework display (1: Diwali, 2: New Year, 3: Halloween, 4: Stop)
/mc cracker <type> [player]	MOD	[MC.FESTIVE.CRACKER] Gives custom festive firework cracker to player
/mc show diwali	MOD	[MC.FESTIVE.DIWALI] Initiates full automated Diwali fireworks sequence
/mc show newyear	MOD	[MC.FESTIVE.NEWYEAR] Initiates full automated New Year countdown and fireworks
/mc show halloween	MOD	[MC.FESTIVE.HALLOWEEN] Initiates spooky Halloween atmospheric pumpkin display

2.20 8 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/bot status Alt: /bot health	MOD	[BOT.STATUS] Checks WhatsApp connection status, uptime, PID, memory, and auth store state
/bot restart	OWNER	[BOT.RESTART] Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
/bot ping	MOD	[BOT.PING] Measures bot message round-trip processing responsiveness
/help Alt: /menu	MOD	[BOT.HELP] Renders role-specific command menu and quick command categories
/find <query> Alt: /search <query>	MOD	[BOT.FIND] Instantly searches across all 1,100+ commands by keyword or syntax
/cmds [category] Alt: /commands [category]	MOD	[BOT.CMDS] Browses command catalog by category sector
/owner list	OWNER	[BOT.OWNER.LIST] Lists authorized server owner phone numbers
/owner add <phone>	OWNER	[BOT.OWNER.ADD] Adds secondary owner number (Strictly Primary Owner)
/mc chunky start	OWNER	[MC.CHUNKY.START] Starts world chunk pregeneration task to eliminate exploration lag
/mc chunky pause	OWNER	[MC.CHUNKY.PAUSE] Pauses running chunk pregeneration task
/mc chunky continue	OWNER	[MC.CHUNKY.CONTINUE] Resumes paused chunk pregeneration task
/mc chunky cancel	OWNER	[MC.CHUNKY.CANCEL] Cancels and clears active pregeneration queue
/mc chunky progress	MOD	[MC.CHUNKY.PROGRESS] Displays pregenerated chunk percentage, rate, and ETA
/mc chunky radius <blocks>	OWNER	[MC.CHUNKY.RADIUS] Configures pregeneration radius distance in blocks
/mc chunky world [world_name]	OWNER	[MC.CHUNKY.WORLD] Selects world dimension target for Chunky (overworld/nether/end)
/mc chunky shape <circle|square|star>	OWNER	[MC.CHUNKY.SHAPE] Sets pregeneration geometric boundary pattern
/mc ledger inspect	MOD	[MC.LEDGER.INSPECT] Toggles block click inspection mode for grief detection
/mc ledger search [player] [action] [time]	MOD	[MC.LEDGER.SEARCH] Queries SQLite block interaction database for block break/place/chest logs
/mc ledger rollback [player] [time] [radius]	OWNER	[MC.LEDGER.ROLLBACK] Rolls back griefed blocks and entity changes by player and time
/mc ledger restore [player] [time] [radius]	OWNER	[MC.LEDGER.RESTORE] Reapplies changes rolled back previously
/mc ledger preview [player] [time]	MOD	[MC.LEDGER.PREVIEW] Displays ghost preview client blocks of planned rollback
/mc ledger dismiss	MOD	[MC.LEDGER.DISMISS] Clears active preview client ghost blocks
/mc ledger status	MOD	[MC.LEDGER.STATUS] Displays SQLite logging queue status and database size
/mc ledger purge <time>	OWNER	[MC.LEDGER.PURGE] Prunes database records older than specified timeframe
/mc flan seeClaims	MOD	[MC.FLAN.SEECLAIMS] Visually highlights claim border fences and particles
/mc flan list [player]	MOD	[MC.FLAN.LIST] Lists claimed land parcels owned by specified player or all
/mc flan claimInfo	MOD	[MC.FLAN.INFO] Displays dimensions, owner, and permission flags for current claim
/mc flan deleteClaim	OWNER	[MC.FLAN.DELETE] Permanently unclaims the claim parcel at current coordinates
/mc flan deleteAllClaims <player>	OWNER	[MC.FLAN.DELETEALL] Deletes every land claim registered to player
/mc flan buyBlocks <amount>	MOD	[MC.FLAN.BUYBLOCKS] Purchases claim claimblocks using in-game rupee balance
/mc flan setGroup <group>	MOD	[MC.FLAN.SETGROUP] Assigns player permission group within claim
/mc flan reload	OWNER	[MC.FLAN.RELOAD] Reloads Flan claim configs and world data
/remind <time> <message> Alt: /remind add	MOD	[ASST.REMIND.ADD] Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
/reminders Alt: /remind list, /remind all	MOD	[ASST.REMIND.LIST] List all pending and active personal reminders
/reminder snooze <id> [time] Alt: /remind snooze	MOD	[ASST.REMIND.SNOOZE] Snooze a pending reminder by 10m, 30m, 1h, etc.

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/reminder cancel <id> Alt: /remind cancel, /remind done, /reminder done	MOD	[ASST.REMIND.CANCEL] Cancel or complete an active personal reminder
/reminder edit <id> <text> Alt: /remind edit	MOD	[ASST.REMIND.EDIT] Edit text content of a scheduled reminder
/schedule add <daily|weekly|monthly> <time> <cmd/text> Alt: /schedule	OWNER	[ASST.SCHEDULE.ADD] Configure recurring automated job or message
/schedule list	OWNER	[ASST.SCHEDULE.LIST] List all recurring schedules and automations
/schedule <pause|resume|delete> <id> Alt: /schedule pause, /schedule resume, /schedule delete	OWNER	[ASST.SCHEDULE.MANAGE] Pause, resume, or delete a recurring schedule
/college assignment add Alt: /assign add	MOD	[COLLEGE.ASSIGNMENT.ADD] Log a college course assignment with deadline and notes
/college assignment list Alt: /assign list	MOD	[COLLEGE.ASSIGNMENT.LIST] List pending or completed course assignments
/college assignment done Alt: /assign done	MOD	[COLLEGE.ASSIGNMENT.DONE] Mark college assignment as completed
/college exam add Alt: /exam add	MOD	[COLLEGE.EXAM.ADD] Schedule an upcoming college exam or test
/college exam list Alt: /exam list	MOD	[COLLEGE.EXAM.LIST] View upcoming exam schedule
/college timetable Alt: /timetable	MOD	[COLLEGE.TIMETABLE] View class timetable and lecture schedule
/college attendance Alt: /attendance	MOD	[COLLEGE.ATTENDANCE] View attendance percentage and threshold compliance per subject
/college delete Alt: /college del	MOD	[COLLEGE.DELETE] Remove a college assignment or exam record

2.21 8 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/bot status Alt: /bot health	MOD	[BOT.STATUS] Checks WhatsApp connection status, uptime, PID, memory, and auth store state
/bot restart	OWNER	[BOT.RESTART] Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
/bot ping	MOD	[BOT.PING] Measures bot message round-trip processing responsiveness
/help Alt: /menu	MOD	[BOT.HELP] Renders role-specific command menu and quick command categories
/find <query> Alt: /search <query>	MOD	[BOT.FIND] Instantly searches across all 1,100+ commands by keyword or syntax
/cmds [category] Alt: /commands [category]	MOD	[BOT.CMDS] Browses command catalog by category sector
/owner list	OWNER	[BOT.OWNER.LIST] Lists authorized server owner phone numbers
/owner add <phone>	OWNER	[BOT.OWNER.ADD] Adds secondary owner number (Strictly Primary Owner)
/mc chunky start	OWNER	[MC.CHUNKY.START] Starts world chunk pregeneration task to eliminate exploration lag
/mc chunky pause	OWNER	[MC.CHUNKY.PAUSE] Pauses running chunk pregeneration task
/mc chunky continue	OWNER	[MC.CHUNKY.CONTINUE] Resumes paused chunk pregeneration task
/mc chunky cancel	OWNER	[MC.CHUNKY.CANCEL] Cancels and clears active pregeneration queue
/mc chunky progress	MOD	[MC.CHUNKY.PROGRESS] Displays pregenerated chunk percentage, rate, and ETA
/mc chunky radius <blocks>	OWNER	[MC.CHUNKY.RADIUS] Configures pregeneration radius distance in blocks
/mc chunky world [world_name]	OWNER	[MC.CHUNKY.WORLD] Selects world dimension target for Chunky (overworld/nether/end)
/mc chunky shape <circle|square|star>	OWNER	[MC.CHUNKY.SHAPE] Sets pregeneration geometric boundary pattern
/mc ledger inspect	MOD	[MC.LEDGER.INSPECT] Toggles block click inspection mode for grief detection
/mc ledger search [player] [action] [time]	MOD	[MC.LEDGER.SEARCH] Queries SQLite block interaction database for block break/place/chest logs
/mc ledger rollback [player] [time] [radius]	OWNER	[MC.LEDGER.ROLLBACK] Rolls back griefed blocks and entity changes by player and time
/mc ledger restore [player] [time] [radius]	OWNER	[MC.LEDGER.RESTORE] Reapplies changes rolled back previously
/mc ledger preview [player] [time]	MOD	[MC.LEDGER.PREVIEW] Displays ghost preview client blocks of planned rollback
/mc ledger dismiss	MOD	[MC.LEDGER.DISMISS] Clears active preview client ghost blocks
/mc ledger status	MOD	[MC.LEDGER.STATUS] Displays SQLite logging queue status and database size
/mc ledger purge <time>	OWNER	[MC.LEDGER.PURGE] Prunes database records older than specified timeframe
/mc flan seeClaims	MOD	[MC.FLAN.SEECLAIMS] Visually highlights claim border fences and particles
/mc flan list [player]	MOD	[MC.FLAN.LIST] Lists claimed land parcels owned by specified player or all
/mc flan claimInfo	MOD	[MC.FLAN.INFO] Displays dimensions, owner, and permission flags for current claim
/mc flan deleteClaim	OWNER	[MC.FLAN.DELETE] Permanently unclaims the claim parcel at current coordinates
/mc flan deleteAllClaims <player>	OWNER	[MC.FLAN.DELETEALL] Deletes every land claim registered to player
/mc flan buyBlocks <amount>	MOD	[MC.FLAN.BUYBLOCKS] Purchases claim claimblocks using in-game rupee balance
/mc flan setGroup <group>	MOD	[MC.FLAN.SETGROUP] Assigns player permission group within claim
/mc flan reload	OWNER	[MC.FLAN.RELOAD] Reloads Flan claim configs and world data
/remind <time> <message> Alt: /remind add	MOD	[ASST.REMIND.ADD] Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
/reminders Alt: /remind list, /remind all	MOD	[ASST.REMIND.LIST] List all pending and active personal reminders
/reminder snooze <id> [time] Alt: /remind snooze	MOD	[ASST.REMIND.SNOOZE] Snooze a pending reminder by 10m, 30m, 1h, etc.

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/reminder cancel <id> Alt: /remind cancel, /remind done, /reminder done	MOD	[ASST.REMIND.CANCEL] Cancel or complete an active personal reminder
/reminder edit <id> <text> Alt: /remind edit	MOD	[ASST.REMIND.EDIT] Edit text content of a scheduled reminder
/schedule add <daily|weekly|monthly> <time> <cmd/text> Alt: /schedule	OWNER	[ASST.SCHEDULE.ADD] Configure recurring automated job or message
/schedule list	OWNER	[ASST.SCHEDULE.LIST] List all recurring schedules and automations
/schedule <pause|resume|delete> <id> Alt: /schedule pause, /schedule resume, /schedule delete	OWNER	[ASST.SCHEDULE.MANAGE] Pause, resume, or delete a recurring schedule
/college assignment add Alt: /assign add	MOD	[COLLEGE.ASSIGNMENT.ADD] Log a college course assignment with deadline and notes
/college assignment list Alt: /assign list	MOD	[COLLEGE.ASSIGNMENT.LIST] List pending or completed course assignments
/college assignment done Alt: /assign done	MOD	[COLLEGE.ASSIGNMENT.DONE] Mark college assignment as completed
/college exam add Alt: /exam add	MOD	[COLLEGE.EXAM.ADD] Schedule an upcoming college exam or test
/college exam list Alt: /exam list	MOD	[COLLEGE.EXAM.LIST] View upcoming exam schedule
/college timetable Alt: /timetable	MOD	[COLLEGE.TIMETABLE] View class timetable and lecture schedule
/college attendance Alt: /attendance	MOD	[COLLEGE.ATTENDANCE] View attendance percentage and threshold compliance per subject
/college delete Alt: /college del	MOD	[COLLEGE.DELETE] Remove a college assignment or exam record

2.22 8 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/bot status Alt: /bot health	MOD	[BOT.STATUS] Checks WhatsApp connection status, uptime, PID, memory, and auth store state
/bot restart	OWNER	[BOT.RESTART] Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
/bot ping	MOD	[BOT.PING] Measures bot message round-trip processing responsiveness
/help Alt: /menu	MOD	[BOT.HELP] Renders role-specific command menu and quick command categories
/find <query> Alt: /search <query>	MOD	[BOT.FIND] Instantly searches across all 1,100+ commands by keyword or syntax
/cmds [category] Alt: /commands [category]	MOD	[BOT.CMDS] Browses command catalog by category sector
/owner list	OWNER	[BOT.OWNER.LIST] Lists authorized server owner phone numbers
/owner add <phone>	OWNER	[BOT.OWNER.ADD] Adds secondary owner number (Strictly Primary Owner)
/mc chunky start	OWNER	[MC.CHUNKY.START] Starts world chunk pregeneration task to eliminate exploration lag
/mc chunky pause	OWNER	[MC.CHUNKY.PAUSE] Pauses running chunk pregeneration task
/mc chunky continue	OWNER	[MC.CHUNKY.CONTINUE] Resumes paused chunk pregeneration task
/mc chunky cancel	OWNER	[MC.CHUNKY.CANCEL] Cancels and clears active pregeneration queue
/mc chunky progress	MOD	[MC.CHUNKY.PROGRESS] Displays pregenerated chunk percentage, rate, and ETA
/mc chunky radius <blocks>	OWNER	[MC.CHUNKY.RADIUS] Configures pregeneration radius distance in blocks
/mc chunky world [world_name]	OWNER	[MC.CHUNKY.WORLD] Selects world dimension target for Chunky (overworld/nether/end)
/mc chunky shape <circle|square|star>	OWNER	[MC.CHUNKY.SHAPE] Sets pregeneration geometric boundary pattern
/mc ledger inspect	MOD	[MC.LEDGER.INSPECT] Toggles block click inspection mode for grief detection
/mc ledger search [player] [action] [time]	MOD	[MC.LEDGER.SEARCH] Queries SQLite block interaction database for block break/place/chest logs
/mc ledger rollback [player] [time] [radius]	OWNER	[MC.LEDGER.ROLLBACK] Rolls back griefed blocks and entity changes by player and time
/mc ledger restore [player] [time] [radius]	OWNER	[MC.LEDGER.RESTORE] Reapplies changes rolled back previously
/mc ledger preview [player] [time]	MOD	[MC.LEDGER.PREVIEW] Displays ghost preview client blocks of planned rollback
/mc ledger dismiss	MOD	[MC.LEDGER.DISMISS] Clears active preview client ghost blocks
/mc ledger status	MOD	[MC.LEDGER.STATUS] Displays SQLite logging queue status and database size
/mc ledger purge <time>	OWNER	[MC.LEDGER.PURGE] Prunes database records older than specified timeframe
/mc flan seeClaims	MOD	[MC.FLAN.SEECLAIMS] Visually highlights claim border fences and particles
/mc flan list [player]	MOD	[MC.FLAN.LIST] Lists claimed land parcels owned by specified player or all
/mc flan claimInfo	MOD	[MC.FLAN.INFO] Displays dimensions, owner, and permission flags for current claim
/mc flan deleteClaim	OWNER	[MC.FLAN.DELETE] Permanently unclaims the claim parcel at current coordinates
/mc flan deleteAllClaims <player>	OWNER	[MC.FLAN.DELETEALL] Deletes every land claim registered to player
/mc flan buyBlocks <amount>	MOD	[MC.FLAN.BUYBLOCKS] Purchases claim claimblocks using in-game rupee balance
/mc flan setGroup <group>	MOD	[MC.FLAN.SETGROUP] Assigns player permission group within claim
/mc flan reload	OWNER	[MC.FLAN.RELOAD] Reloads Flan claim configs and world data
/remind <time> <message> Alt: /remind add	MOD	[ASST.REMIND.ADD] Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
/reminders Alt: /remind list, /remind all	MOD	[ASST.REMIND.LIST] List all pending and active personal reminders
/reminder snooze <id> [time] Alt: /remind snooze	MOD	[ASST.REMIND.SNOOZE] Snooze a pending reminder by 10m, 30m, 1h, etc.

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/reminder cancel <id> Alt: /remind cancel, /remind done, /reminder done	MOD	[ASST.REMIND.CANCEL] Cancel or complete an active personal reminder
/reminder edit <id> <text> Alt: /remind edit	MOD	[ASST.REMIND.EDIT] Edit text content of a scheduled reminder
/schedule add <daily|weekly|monthly> <time> <cmd/text> Alt: /schedule	OWNER	[ASST.SCHEDULE.ADD] Configure recurring automated job or message
/schedule list	OWNER	[ASST.SCHEDULE.LIST] List all recurring schedules and automations
/schedule <pause|resume|delete> <id> Alt: /schedule pause, /schedule resume, /schedule delete	OWNER	[ASST.SCHEDULE.MANAGE] Pause, resume, or delete a recurring schedule
/college assignment add Alt: /assign add	MOD	[COLLEGE.ASSIGNMENT.ADD] Log a college course assignment with deadline and notes
/college assignment list Alt: /assign list	MOD	[COLLEGE.ASSIGNMENT.LIST] List pending or completed course assignments
/college assignment done Alt: /assign done	MOD	[COLLEGE.ASSIGNMENT.DONE] Mark college assignment as completed
/college exam add Alt: /exam add	MOD	[COLLEGE.EXAM.ADD] Schedule an upcoming college exam or test
/college exam list Alt: /exam list	MOD	[COLLEGE.EXAM.LIST] View upcoming exam schedule
/college timetable Alt: /timetable	MOD	[COLLEGE.TIMETABLE] View class timetable and lecture schedule
/college attendance Alt: /attendance	MOD	[COLLEGE.ATTENDANCE] View attendance percentage and threshold compliance per subject
/college delete Alt: /college del	MOD	[COLLEGE.DELETE] Remove a college assignment or exam record

2.23 12 (36 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc list Alt: /mc players, /mc online	MOD	[MC.MODERATION.LIST] Lists all currently connected players with ping and player count
/mc add-friend <player> Alt: /mc friend-add, /mc whitelist-add	MOD	[MC.MODERATION.WHITELIST_ADD] Approves and adds player username to server whitelist
/mc remove-friend <player> Alt: /mc friend-remove, /mc whitelist-remove	MOD	[MC.MODERATION.WHITELIST_REMOVE] Revokes player whitelist access and boots if connected
/mc whitelist on	OWNER	[MC.MODERATION.WHITELIST_ON] Enforces server whitelist, blocking unlisted players from joining
/mc whitelist off	OWNER	[MC.MODERATION.WHITELIST_OFF] Disables whitelist, opening server to public connections
/mc whitelist list	MOD	[MC.MODERATION.WHITELIST_LIST] Displays all registered whitelisted usernames
/mc whitelist reload	MOD	[MC.MODERATION.WHITELIST_RELOAD] Reloads whitelist.json from disk into active server memory
/mc kick <player> [reason]	MOD	[MC.MODERATION.KICK] Disconnects player from server with custom kick notice
/mc ban <player> [reason]	MOD	[MC.MODERATION.BAN] Blacklists player username from connecting to the server
/mc unban <player> Alt: /mc pardon	MOD	[MC.MODERATION.UNBAN] Removes player username from the active ban list
/mc ban-ip <player|ip>	OWNER	[MC.MODERATION.BAN_IP] Blacklists player IP address across all associated accounts
/mc banlist [players|ips]	MOD	[MC.MODERATION.BANLIST] Displays active username or IP ban records
/mc schem-load <name>	OWNER	[MC.WORLDEDIT.SCHEM_LOAD] Loads schematic from 3,855 structure catalog into WorldEdit clipboard
/mc schem-paste	OWNER	[MC.WORLDEDIT.SCHEM_PASTE] Pastes loaded schematic structure at player position
/mc schem-list [filter]	MOD	[MC.WORLDEDIT.SCHEM_LIST] Searches 3,855 schematics by keyword or mod name
/mc undo [steps]	OWNER	[MC.WORLDEDIT.UNDO] Reverts the last WorldEdit modification in current session
/mc redo [steps]	OWNER	[MC.WORLDEDIT.REDO] Restores an undone WorldEdit modification
/mc copy	OWNER	[MC.WORLDEDIT.COPY] Copies current selection into clipboard relative to player position
/mc cut	OWNER	[MC.WORLDEDIT.CUT] Cuts selection, copying to clipboard and clearing terrain
/mc rotate <y> [x] [z]	OWNER	[MC.WORLDEDIT.ROTATE] Rotates clipboard by specified degrees
/mc flip [direction]	OWNER	[MC.WORLDEDIT.FLIP] Mirrors clipboard across specified axis
/mc clearclipboard	OWNER	[MC.WORLDEDIT.CLEARCLIPBOARD] Frees memory by clearing active clipboard
/mc brush <sphere|cylinder|smooth> <pattern> [size]	OWNER	[MC.WORLDEDIT.BRUSH] Binds terrain sculpting brush tool to player hand item
/mc set <pattern>	OWNER	[MC.WORLDEDIT.SET] Fills selection with specified block pattern
/automation create Alt: /auto create	OWNER	[AUTO.CREATE] Create a new custom background automation with typed action and schedule
/automation preview Alt: /auto preview	OWNER	[AUTO.PREVIEW] Preview automation execution plan, affected services, and risk classification
/automation run Alt: /auto run	OWNER	[AUTO.RUN] Trigger immediate execution of an automation with concurrency guard
/automation snooze Alt: /auto snooze	OWNER	[AUTO.SNOOZE] Snooze automation execution until specified duration or timestamp
/automation edit Alt: /auto edit	OWNER	[AUTO.EDIT] Edit field configuration of an existing automation
/automation duplicate Alt: /auto copy, /auto dup	OWNER	[AUTO.DUPLICATE] Clone an existing automation under a new title and ID
/automation delete Alt: /auto del	OWNER	[AUTO.DELETE] Delete automation definition with recoverable tombstone backup
/automation restore Alt: /auto restore	OWNER	[AUTO.RESTORE] Restore a deleted automation from tombstone archive

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/automation test` `Alt: /auto test`	OWNER	[AUTO.TEST] Dry-run test an automation without state activation
`/automation pause-all` `Alt: /auto pause-all`	OWNER	[AUTO.PAUSE_ALL] Global automation pause suppressing all scheduled automations
`/automation resume-all` `Alt: /auto resume-all`	OWNER	[AUTO.RESUME_ALL] Resume all paused automations across the server
`/automation emergency-stop` `Alt: /auto em-stop`	OWNER	[AUTO.EMERGENCY_STOP] Emergency killswitch for all active and scheduled automations

2.24 36 (36 Commands)

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

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc effect give <player> luck [sec] [amp]`	MOD	[MC.EFFECT.GIVE.LUCK] Applies 'luck' effect: Luck (Increases chance of higher quality fishing and chest loot)
`/mc effect give <player> unluck [sec] [amp]`	MOD	[MC.EFFECT.GIVE.UNLUCK] Applies 'unluck' effect: Bad Luck (Decreases chance of higher quality chest loot)
`/mc effect give <player> slow_falling [sec] [amp]`	MOD	[MC.EFFECT.GIVE.SLOW_FALLING] Applies 'slow_falling' effect: Slow Falling (Slows fall descent and eliminates fall damage)
`/mc effect give <player> conduit_power [sec] [amp]`	MOD	[MC.EFFECT.GIVE.CONDUIT_POWER] Applies 'conduit_power' effect: Conduit Power (Grants water breathing, night vision, and haste underwater)
`/mc effect give <player> dolphins_grace [sec] [amp]`	MOD	[MC.EFFECT.GIVE.DOLPHINS_GRACE] Applies 'dolphins_grace' effect: Dolphins Grace (Vastly boosts swimming velocity in water)
`/mc effect give <player> bad_omen [sec] [amp]`	MOD	[MC.EFFECT.GIVE.BAD_OMEN] Applies 'bad_omen' effect: Bad Omen (Triggers village raid upon entering village)
`/mc effect give <player> hero_of_the_village [sec] [amp]`	MOD	[MC.EFFECT.GIVE.HERO_OF_THE_VILLAGE] Applies 'hero_of_the_village' effect: Hero of the Village (Grants massive trader discounts and gifts)
`/mc effect give <player> darkness [sec] [amp]`	MOD	[MC.EFFECT.GIVE.DARKNESS] Applies 'darkness' effect: Darkness (Causes vision to pulsate dark, Warden effect)
`/mc effect give <player> trial_omen [sec] [amp]`	MOD	[MC.EFFECT.GIVE.TRIAL_OMEN] Applies 'trial_omen' effect: Trial Omen (Upgrades Trial Chambers to ominous trial difficulty)
`/mc effect give <player> raid_omen [sec] [amp]`	MOD	[MC.EFFECT.GIVE.RAID_OMEN] Applies 'raid_omen' effect: Raid Omen (Starts ominous raid with boss banners)

2.25 35 (35 Commands)

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

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc sound item.trident.thunder [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.ITEM_TRIDENT_THUNDER] Broadcasts audio 'item.trident.thunder': Channeling lightning summon crack through trident
`/mc sound entity.firework_rocket.blast [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.ENTITY_FIREWORK_ROCKET_BLAST] Broadcasts audio 'entity.firework_rocket.blast': Pyrotechnic aerial explosive burst
`/mc sound entity.firework_rocket.twinkle [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.ENTITY_FIREWORK_ROCKET_TWINKLE] Broadcasts audio 'entity.firework_rocket.twinkle': Glittering pyrotechnic starburst sparkle
`/mc sound block.beacon.activate [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.BLOCK_BEACON_ACTIVATE] Broadcasts audio 'block.beacon.activate': Pulsating energy hum of fully powered beacon pyramid
`/mc sound block.beacon.ambient [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.BLOCK_BEACON_AMBIENT] Broadcasts audio 'block.beacon.ambient': Continuous low cosmic hum of beacon laser beam
`/mc sound entity.allay.item_given [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.ENTITY_ALLAY_ITEM_GIVEN] Broadcasts audio 'entity.allay.item_given': Delighted musical note chime from Allay companion
`/mc sound entity.warden.heartbeat [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.ENTITY_WARDEN_HEARTBEAT] Broadcasts audio 'entity.warden.heartbeat': Pulsating heavy heartbeat echoing through darkness
`/mc sound block.respawn_anchor.charge [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.BLOCK_RESPAWN_ANCHOR_CHARGE] Broadcasts audio 'block.respawn_anchor.charge': Crystalline energy whine when loading glowstone into anchor
`/mc sound block.sculk_shrieker.shriek [target] [coords] [vol] [pitch]`	MOD	[MC.SOUND.BLOCK_SCULK_SHRIEKER_SHRIEK] Broadcasts audio 'block.sculk_shrieker.shriek': Hair-raising shrieker scream calling the Warden

2.26 75 (75 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc summon allay [x y z] Alt: /mc spawn allay [x y z]	OWNER	[MC.SUMMON.ALLAY] Summons entity 'allay': Helpful friendly blue spirit that collects matching dropped items
/mc summon armadillo [x y z] Alt: /mc spawn armadillo [x y z]	OWNER	[MC.SUMMON.ARMADILLO] Summons entity 'armadillo': Savanna passive mob that drops scute for wolf armor
/mc summon axolotl [x y z] Alt: /mc spawn axolotl [x y z]	OWNER	[MC.SUMMON.AXOLOTL] Summons entity 'axolotl': Lush cave aquatic predator that attacks drowned and guardians
/mc summon bat [x y z] Alt: /mc spawn bat [x y z]	OWNER	[MC.SUMMON.BAT] Summons entity 'bat': Ambient flying cave dweller
/mc summon bee [x y z] Alt: /mc spawn bee [x y z]	OWNER	[MC.SUMMON.BEE] Summons entity 'bee': Pollinating floral mob that produces honey and honeycomb in hives
/mc summon blaze [x y z] Alt: /mc spawn blaze [x y z]	OWNER	[MC.SUMMON.BLAZE] Summons entity 'blaze': Nether fortress aerial guard firing fireballs
/mc summon bogged [x y z] Alt: /mc spawn bogged [x y z]	OWNER	[MC.SUMMON.BOGGED] Summons entity 'bogged': Poisonous moss-grown skeleton variant found in Trial Chambers
/mc summon breeze [x y z] Alt: /mc spawn breeze [x y z]	OWNER	[MC.SUMMON.BREEZE] Summons entity 'breeze': Agile whirlwind entity from Trial Chambers firing wind charges
/mc summon breeze_wind_charge [x y z] Alt: /mc spawn breeze_wind_charge [x y z]	OWNER	[MC.SUMMON.BREEZE_WIND_CHARGE] Summons entity 'breeze_wind_charge': Kinetic wind charge projectile fired by Breeze
/mc summon camel [x y z] Alt: /mc spawn camel [x y z]	OWNER	[MC.SUMMON.CAMEL] Summons entity 'camel': Two-player desert mount capable of dashing over obstacles
/mc summon cat [x y z] Alt: /mc spawn cat [x y z]	OWNER	[MC.SUMMON.CAT] Summons entity 'cat': Domesticated feline that deters creepers and phantoms
/mc summon cave_spider [x y z] Alt: /mc spawn cave_spider [x y z]	OWNER	[MC.SUMMON.CAVE_SPIDER] Summons entity 'cave_spider': Venomous subterranean arachnid inflicting poison in mineshafts
/mc summon chicken [x y z] Alt: /mc spawn chicken [x y z]	OWNER	[MC.SUMMON.CHICKEN] Summons entity 'chicken': Feathered livestock laying eggs and providing poultry
/mc summon cow [x y z] Alt: /mc spawn cow [x y z]	OWNER	[MC.SUMMON.COW] Summons entity 'cow': Bovine livestock providing milk, beef, and leather
/mc summon creeper [x y z] Alt: /mc spawn creeper [x y z]	OWNER	[MC.SUMMON.CREEPER] Summons entity 'creeper': Silent explosive hostile mob that detonates near players
/mc summon dolphin [x y z] Alt: /mc spawn dolphin [x y z]	OWNER	[MC.SUMMON.DOLPHIN] Summons entity 'dolphin': Playful marine mammal providing Dolphin's Grace swimming speed
/mc summon donkey [x y z] Alt: /mc spawn donkey [x y z]	OWNER	[MC.SUMMON.DONKEY] Summons entity 'donkey': Pack animal capable of carrying equipment chests
/mc summon drowned [x y z] Alt: /mc spawn drowned [x y z]	OWNER	[MC.SUMMON.DROWNED] Summons entity 'drowned': Underwater undead zombie variant wielding tridents
/mc summon elder_guardian [x y z] Alt: /mc spawn elder_guardian [x y z]	OWNER	[MC.SUMMON.ELDER_GUARDIAN] Summons entity 'elder_guardian': Monolithic ocean monument boss inflicting Mining Fatigue
/mc summon ender_dragon [x y z] Alt: /mc spawn ender_dragon [x y z]	OWNER	[MC.SUMMON.ENDER_DRAGON] Summons entity 'ender_dragon': Apex boss of the End dimension reigning over obsidian towers
/mc summon enderman [x y z] Alt: /mc spawn enderman [x y z]	OWNER	[MC.SUMMON.ENDERMAN] Summons entity 'enderman': Tall teleporting entity that becomes hostile when looked in the eyes
/mc summon endermite [x y z] Alt: /mc spawn endermite [x y z]	OWNER	[MC.SUMMON.ENDERMITE] Summons entity 'endermite': Small hostile insectoid spawned by throwing Ender Pearls
/mc summon evoker [x y z] Alt: /mc spawn evoker [x y z]	OWNER	[MC.SUMMON.EVOKER] Summons entity 'evoker': Illager spellcaster summoning vexes and fangs
/mc summon fox [x y z] Alt: /mc spawn fox [x y z]	OWNER	[MC.SUMMON.FOX] Summons entity 'fox': Nimble nocturnal woodland predator carrying items in jaws
/mc summon frog [x y z] Alt: /mc spawn frog [x y z]	OWNER	[MC.SUMMON.FROG] Summons entity 'frog': Swamp amphibian that consumes small slimes/magma cubes to drop froglights
/mc summon ghast [x y z] Alt: /mc spawn ghast [x y z]	OWNER	[MC.SUMMON.GHAST] Summons entity 'ghast': Massive floating Nether ghost shooting explosive fireballs

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc summon glow_squid [x y z] Alt: /mc spawn glow_squid [x y z]	OWNER	[MC.SUMMON.GLOW_SQUID] Summons entity 'glow_squid': Bioluminescent deep aquatic cephalopod dropping glow ink sacs
/mc summon goat [x y z] Alt: /mc spawn goat [x y z]	OWNER	[MC.SUMMON.GOAT] Summons entity 'goat': Mountain jumper capable of ramming mobs and dropping goat horns
/mc summon guardian [x y z] Alt: /mc spawn guardian [x y z]	OWNER	[MC.SUMMON.GUARDIAN] Summons entity 'guardian': Spiked laser-firing aquatic sentinel defending ocean monuments
/mc summon hoglin [x y z] Alt: /mc spawn hoglin [x y z]	OWNER	[MC.SUMMON.HOGLIN] Summons entity 'hoglin': Aggressive tusked Nether beast providing porkchops and leather
/mc summon horse [x y z] Alt: /mc spawn horse [x y z]	OWNER	[MC.SUMMON.HORSE] Summons entity 'horse': Rideable equine mount with configurable speed and jump traits
/mc summon husk [x y z] Alt: /mc spawn husk [x y z]	OWNER	[MC.SUMMON.HUSK] Summons entity 'husk': Sun-immune desert zombie inflicting Hunger effect on hit
/mc summon illusioner [x y z] Alt: /mc spawn illusioner [x y z]	OWNER	[MC.SUMMON.ILLUSIONER] Summons entity 'illusioner': Unused illager illusionist casting blindness and duplicate images
/mc summon iron_golem [x y z] Alt: /mc spawn iron_golem [x y z]	OWNER	[MC.SUMMON.IRON_GOLEM] Summons entity 'iron_golem': Massive metallic village protector throwing hostiles into the air
/mc summon llama [x y z] Alt: /mc spawn llama [x y z]	OWNER	[MC.SUMMON.LLAMA] Summons entity 'llama': Pack animal that forms traveling caravans and spits at hostiles
/mc summon magma_cube [x y z] Alt: /mc spawn magma_cube [x y z]	OWNER	[MC.SUMMON.MAGMA_CUBE] Summons entity 'magma_cube': Bouncing Nether fire slime dropping magma cream
/mc summon mule [x y z] Alt: /mc spawn mule [x y z]	OWNER	[MC.SUMMON.MULE] Summons entity 'mule': Hybrid mount combining horse speed with donkey storage
/mc summon ocelot [x y z] Alt: /mc spawn ocelot [x y z]	OWNER	[MC.SUMMON.OCELOT] Summons entity 'ocelot': Wild jungle feline that trusts players who feed it raw fish
/mc summon panda [x y z] Alt: /mc spawn panda [x y z]	OWNER	[MC.SUMMON.PANDA] Summons entity 'panda': Playful bamboo-eating bear with unique personality expressions
/mc summon parrot [x y z] Alt: /mc spawn parrot [x y z]	OWNER	[MC.SUMMON.PARROT] Summons entity 'parrot': Tameable jungle bird that mimics nearby monster sound effects
/mc summon phantom [x y z] Alt: /mc spawn phantom [x y z]	OWNER	[MC.SUMMON.PHANTOM] Summons entity 'phantom': Aerial undead monster swooping down on insomniac players
/mc summon pig [x y z] Alt: /mc spawn pig [x y z]	OWNER	[MC.SUMMON.PIG] Summons entity 'pig': Rideable pork-bearing farm animal controlled with carrot on a stick
/mc summon piglin [x y z] Alt: /mc spawn piglin [x y z]	OWNER	[MC.SUMMON.PIGLIN] Summons entity 'piglin': Gold-obsessed Nether humanoid that barters for gold ingots
/mc summon piglin_brute [x y z] Alt: /mc spawn piglin_brute [x y z]	OWNER	[MC.SUMMON.PIGLIN_BRUTE] Summons entity 'piglin_brute': Relentless axe-wielding bastion guardian that never barters
/mc summon pillager [x y z] Alt: /mc spawn pillager [x y z]	OWNER	[MC.SUMMON.PILLAGER] Summons entity 'pillager': Crossbow-wielding raider patrolling outposts and villages
/mc summon polar_bear [x y z] Alt: /mc spawn polar_bear [x y z]	OWNER	[MC.SUMMON.POLAR_BEAR] Summons entity 'polar_bear': Protective arctic predator guarding its cubs on pack ice
/mc summon rabbit [x y z] Alt: /mc spawn rabbit [x y z]	OWNER	[MC.SUMMON.RABBIT] Summons entity 'rabbit': Agile herbivore dropping rabbit meat, hide, and rare rabbit foot
/mc summon ravager [x y z] Alt: /mc spawn ravager [x y z]	OWNER	[MC.SUMMON.RAVAGER] Summons entity 'ravager': Monstrous horned battle beast ridden by raiders in village raids
/mc summon sheep [x y z] Alt: /mc spawn sheep [x y z]	OWNER	[MC.SUMMON.SHEEP] Summons entity 'sheep': Wool-bearing livestock shearable in 16 vibrant colors
/mc summon shulker [x y z] Alt: /mc spawn shulker [x y z]	OWNER	[MC.SUMMON.SHULKER] Summons entity 'shulker': End City shell-armored sentinel firing homing levitation projectiles
/mc summon silverfish [x y z] Alt: /mc spawn silverfish [x y z]	OWNER	[MC.SUMMON.SILVERFISH] Summons entity 'silverfish': Small infesting pest hiding inside infested stone in strongholds
/mc summon skeleton [x y z] Alt: /mc spawn skeleton [x y z]	OWNER	[MC.SUMMON.SKELETON] Summons entity 'skeleton': Cross-range undead archer firing arrows at players

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc summon slime [x y z] Alt: /mc spawn slime [x y z]	OWNER	[MC.SUMMON.SLIME] Summons entity 'slime': Bouncing gelatinous cube splitting into smaller segments
/mc summon sniffer [x y z] Alt: /mc spawn sniffer [x y z]	OWNER	[MC.SUMMON.SNIFFER] Summons entity 'sniffer': Ancient mammoth reptile hatched from sniffer eggs sniffing seeds
/mc summon snow_golem [x y z] Alt: /mc spawn snow_golem [x y z]	OWNER	[MC.SUMMON.SNOW_GOLEM] Summons entity 'snow_golem': Snowman companion throwing harmless snowballs at hostile targets
/mc summon spider [x y z] Alt: /mc spawn spider [x y z]	OWNER	[MC.SUMMON.SPIDER] Summons entity 'spider': Wall-climbing eight-legged predator lunging in dark terrain
/mc summon squid [x y z] Alt: /mc spawn squid [x y z]	OWNER	[MC.SUMMON.SQUID] Summons entity 'squid': Common aquatic cephalopod providing ink sacs for dyes and books
/mc summon stray [x y z] Alt: /mc spawn stray [x y z]	OWNER	[MC.SUMMON.STRAY] Summons entity 'stray': Frost-bitten tundra skeleton firing slowness-tipped arrows
/mc summon strider [x y z] Alt: /mc spawn strider [x y z]	OWNER	[MC.SUMMON.STRIDER] Summons entity 'strider': Lava-walking Nether mount controllable with warped fungus on a stick
/mc summon tadpole [x y z] Alt: /mc spawn tadpole [x y z]	OWNER	[MC.SUMMON.TADPOLE] Summons entity 'tadpole': Amphibian offspring swimming in buckets and growing into frogs
/mc summon trader_llama [x y z] Alt: /mc spawn trader_llama [x y z]	OWNER	[MC.SUMMON.TRADER_LLAMA] Summons entity 'trader_llama': Carpeted caravan guard accompanying Wandering Traders
/mc summon turtle [x y z] Alt: /mc spawn turtle [x y z]	OWNER	[MC.SUMMON.TURTLE] Summons entity 'turtle': Beach-nesting reptile laying turtle eggs and dropping turtle scutes
/mc summon vex [x y z] Alt: /mc spawn vex [x y z]	OWNER	[MC.SUMMON.VEX] Summons entity 'vex': Tiny ethereal flying imp phasing through blocks with an iron sword
/mc summon villager [x y z] Alt: /mc spawn villager [x y z]	OWNER	[MC.SUMMON.VILLAGER] Summons entity 'villager': Peaceful NPC tradesman offering enchantments, tools, and materials
/mc summon vindicator [x y z] Alt: /mc spawn vindicator [x y z]	OWNER	[MC.SUMMON.VINDICATOR] Summons entity 'vindicator': Ruthless axe-wielding illager charging at players in raids
/mc summon wandering_trader [x y z] Alt: /mc spawn wandering_trader [x y z]	OWNER	[MC.SUMMON.WANDERING_TRADER] Summons entity 'wandering_trader': Nomadic merchant traveling with llamas offering exotic trade goods
/mc summon warden [x y z] Alt: /mc spawn warden [x y z]	OWNER	[MC.SUMMON.WARDEN] Summons entity 'warden': Blind subterranean apex horror detecting vibrations and firing sonic beams
/mc summon witch [x y z] Alt: /mc spawn witch [x y z]	OWNER	[MC.SUMMON.WITCH] Summons entity 'witch': Hostile brewing spellcaster throwing poison, slowness, and weakness potions
/mc summon wither [x y z] Alt: /mc spawn wither [x y z]	OWNER	[MC.SUMMON.WITHER] Summons entity 'wither': Three-headed undead wither skeleton boss blasting explosive skulls
/mc summon wither_skeleton [x y z] Alt: /mc spawn wither_skeleton [x y z]	OWNER	[MC.SUMMON.WITHER_SKELETON] Summons entity 'wither_skeleton': Tall charred Nether fortress swordsman inflicting Wither effect
/mc summon wolf [x y z] Alt: /mc spawn wolf [x y z]	OWNER	[MC.SUMMON.WOLF] Summons entity 'wolf': Loyal canine companion hunting sheep and defending its master
/mc summon zoglin [x y z] Alt: /mc spawn zoglin [x y z]	OWNER	[MC.SUMMON.ZOGLIN] Summons entity 'zoglin': Zombified hoglin attacking all living entities in the Overworld
/mc summon zombie [x y z] Alt: /mc spawn zombie [x y z]	OWNER	[MC.SUMMON.ZOMBIE] Summons entity 'zombie': Common melee undead monster burning in direct morning sunlight
/mc summon zombie_villager [x y z] Alt: /mc spawn zombie_villager [x y z]	OWNER	[MC.SUMMON.ZOMBIE_VILLAGER] Summons entity 'zombie_villager': Afflicted villager curable with weakness potion and golden apple
/mc summon zombified_piglin [x y z] Alt: /mc spawn zombified_piglin [x y z]	OWNER	[MC.SUMMON.ZOMBIFIED_PIGLIN] Summons entity 'zombified_piglin': Peaceful gold-sword wielding piglin becoming hostile when provoked

2.27 70 (70 Commands)

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

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc locate structure village_taiga`	MOD	[MC.LOCATE.STRUCTURE.VILLAGE_TAIGA] Calculates coordinates to nearest 'village_taiga': Rustic spruce log village featuring weapon smiths and berry gardens
`/mc locate structure mineshaft_mesa`	MOD	[MC.LOCATE.STRUCTURE.MINESHAFT_MESA] Calculates coordinates to nearest 'mineshaft_mesa': Badlands surface mineshaft with exposed dark oak wood and gold veins
`/mc locate structure ruined_portal_desert`	MOD	[MC.LOCATE.STRUCTURE.RUINED_PORTAL_DESERT] Calculates coordinates to nearest 'ruined_portal_desert': Desert sandstone variation of the ancient ruined portal
`/mc locate structure ruined_portal_jungle`	MOD	[MC.LOCATE.STRUCTURE.RUINED_PORTAL_JUNGLE] Calculates coordinates to nearest 'ruined_portal_jungle': Overgrown vine-covered ruined portal hidden under jungle canopy
`/mc locate structure ruined_portal_mountain`	MOD	[MC.LOCATE.STRUCTURE.RUINED_PORTAL_MOUNTAIN] Calculates coordinates to nearest 'ruined_portal_mountain': High-elevation alpine peak ruined portal embedded into cliff rocks
`/mc locate structure ruined_portal_nether`	MOD	[MC.LOCATE.STRUCTURE.RUINED_PORTAL_NETHER] Calculates coordinates to nearest 'ruined_portal_nether': Nether dimension variation of ruined portal frame with gold loot
`/mc locate structure ruined_portal_ocean`	MOD	[MC.LOCATE.STRUCTURE.RUINED_PORTAL_OCEAN] Calculates coordinates to nearest 'ruined_portal_ocean': Submerged ocean portal frame encrusted with magma and crying obsidian
`/mc locate structure ruined_portal_swamp`	MOD	[MC.LOCATE.STRUCTURE.RUINED_PORTAL_SWAMP] Calculates coordinates to nearest 'ruined_portal_swamp': Muddy wetland portal frame surrounded by weeping lily pads
`/mc locate structure ocean_ruin`	MOD	[MC.LOCATE.STRUCTURE.OCEAN_RUIN] Calculates coordinates to nearest 'ocean_ruin': Generic sea ruin cluster
`/mc locate structure bastion_hoglin_stable`	MOD	[MC.LOCATE.STRUCTURE.BASTION_HOGLIN_STABLE] Calculates coordinates to nearest 'bastion_hoglin_stable': Bastion remnant hoglin breeding pen sector with gilded blackstone
`/mc locate biome plains`	MOD	[MC.LOCATE.BIOME.PLAINS] Calculates coordinates to nearest 'plains' biome: Grassy temperate plains biome populated with horses, flowers, and bees
`/mc locate biome desert`	MOD	[MC.LOCATE.BIOME.DESERT] Calculates coordinates to nearest 'desert' biome: Arid sand dunes containing cacti, dead bushes, and desert temples
`/mc locate biome forest`	MOD	[MC.LOCATE.BIOME.FOREST] Calculates coordinates to nearest 'forest' biome: Standard oak and birch woodland forest rich in wood and fauna
`/mc locate biome taiga`	MOD	[MC.LOCATE.BIOME.TAIGA] Calculates coordinates to nearest 'taiga' biome: Spruce forest with sweet berry bushes, wolves, and foxes
`/mc locate biome swamp`	MOD	[MC.LOCATE.BIOME.SWAMP] Calculates coordinates to nearest 'swamp' biome: Murky shallow waters, lily pads, slimes, and mangrove fringes
`/mc locate biome jungle`	MOD	[MC.LOCATE.BIOME.JUNGLE] Calculates coordinates to nearest 'jungle' biome: Lush tropical rainforest with 30-block tall jungle trees, cocoa, and pandas
`/mc locate biome savanna`	MOD	[MC.LOCATE.BIOME.SAVANNA] Calculates coordinates to nearest 'savanna' biome: Dry grassland dotted with flat-topped acacia trees and grazing horses
`/mc locate biome badlands`	MOD	[MC.LOCATE.BIOME.BADLANDS] Calculates coordinates to nearest 'badlands' biome: Vibrant multicolored terracotta mesa plateaus with high gold generation
`/mc locate biome snowy_plains`	MOD	[MC.LOCATE.BIOME.SNOWY_PLAINS] Calculates coordinates to nearest 'snowy_plains' biome: Freezing snow-covered tundra expanses with roaming polar bears
`/mc locate biome dark_forest`	MOD	[MC.LOCATE.BIOME.DARK_FOREST] Calculates coordinates to nearest 'dark_forest' biome: Dense dark oak canopy creating shadow conditions where mushrooms flourish
`/mc locate biome old_growth_pine_taiga`	MOD	[MC.LOCATE.BIOME.OLD_GROWTH_PINE_TAIGA] Calculates coordinates to nearest 'old_growth_pine_taiga' biome: Giant mossy boulders and towering 2x2 spruce trees on podzol
`/mc locate biome windswept_hills`	MOD	[MC.LOCATE.BIOME.WINDSWEPT_HILLS] Calculates coordinates to nearest 'windswept_hills' biome: Mountainous peaks with waterfalls, emerald ores, and soaring cliffs
`/mc locate biome mangrove_swamp`	MOD	[MC.LOCATE.BIOME.MANGROVE_SWAMP] Calculates coordinates to nearest 'mangrove_swamp' biome: Tropical wetland filled with mud, propagating mangrove trees, and warm water
`/mc locate biome cherry_grove`	MOD	[MC.LOCATE.BIOME.CHERRY_GROVE] Calculates coordinates to nearest 'cherry_grove' biome: Vibrant pink cherry blossom trees with falling petals and bees
`/mc locate biome deep_dark`	MOD	[MC.LOCATE.BIOME.DEEP_DARK] Calculates coordinates to nearest 'deep_dark' biome: Subterranean biome below Y=0 infested with sculk blocks and the Warden

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc locate biome dripstone_caves`	MOD	[MC.LOCATE.BIOME.DRIPSTONE_CAVES] Calculates coordinates to nearest 'dripstone_caves' biome: Large caverns adorned with pointed dripstone stalactites and stalagmites
`/mc locate biome lush_caves`	MOD	[MC.LOCATE.BIOME.LUSH_CAVES] Calculates coordinates to nearest 'lush_caves' biome: Underground garden filled with moss, glow berries, spore blossoms, and axolotls
`/mc locate biome meadow`	MOD	[MC.LOCATE.BIOME.MEADOW] Calculates coordinates to nearest 'meadow' biome: Elevated plateau meadow filled with wild flowers, turquoise grass, and rabbits
`/mc locate biome grove`	MOD	[MC.LOCATE.BIOME.GROVE] Calculates coordinates to nearest 'grove' biome: Snowy spruce forest slopes beneath mountain mountain ridges
`/mc locate biome snowy_slopes`	MOD	[MC.LOCATE.BIOME.SNOWY_SLOPES] Calculates coordinates to nearest 'snowy_slopes' biome: High powdered snow mountain slopes frequented by jumping goats
`/mc locate biome frozen_peaks`	MOD	[MC.LOCATE.BIOME.FROZEN_PEAKS] Calculates coordinates to nearest 'frozen_peaks' biome: Jagged glacier spires composed of packed and blue ice
`/mc locate biome jagged_peaks`	MOD	[MC.LOCATE.BIOME.JAGGED_PEAKS] Calculates coordinates to nearest 'jagged_peaks' biome: Dramatic sharp stone and snow alpine peaks piercing cloud cover
`/mc locate biome stony_peaks`	MOD	[MC.LOCATE.BIOME.STONY_PEAKS] Calculates coordinates to nearest 'stony_peaks' biome: Warm mountain ridges composed of smooth stone, andesite, and calcite
`/mc locate biome nether_wastes`	MOD	[MC.LOCATE.BIOME.NETHER_WASTES] Calculates coordinates to nearest 'nether_wastes' biome: Classic Nether wasteland with netherrack seas of lava and zombified piglins
`/mc locate biome soul_sand_valley`	MOD	[MC.LOCATE.BIOME.SOUL_SAND_VALLEY] Calculates coordinates to nearest 'soul_sand_valley' biome: Gloomy blue cavern with soul fire, fossil skeletons, and ghasts
`/mc locate biome crimson_forest`	MOD	[MC.LOCATE.BIOME.CRIMSON_FOREST] Calculates coordinates to nearest 'crimson_forest' biome: Vibrant red Nether fungal forest populated by piglins and hoglins
`/mc locate biome warped_forest`	MOD	[MC.LOCATE.BIOME.WARPED_FOREST] Calculates coordinates to nearest 'warped_forest' biome: Teal bioluminescent fungal sanctuary free from hostile monsters
`/mc locate biome basalt_deltas`	MOD	[MC.LOCATE.BIOME.BASALT_DELTAS] Calculates coordinates to nearest 'basalt_deltas' biome: Volcanic wasteland with blackstone columns, magma cubes, and ash particles
`/mc locate biome the_end`	MOD	[MC.LOCATE.BIOME.THE_END] Calculates coordinates to nearest 'the_end' biome: Central void island where the Ender Dragon and obsidian pillars reside
`/mc locate biome small_end_islands`	MOD	[MC.LOCATE.BIOME.SMALL_END_ISLANDS] Calculates coordinates to nearest 'small_end_islands' biome: Scattered void islands linking the central island to the outer End
`/mc locate biome end_midlands`	MOD	[MC.LOCATE.BIOME.END_MIDLANDS] Calculates coordinates to nearest 'end_midlands' biome: Outer End islands transitioning into chorus plant vegetation
`/mc locate biome end_highlands`	MOD	[MC.LOCATE.BIOME.END_HIGHLANDS] Calculates coordinates to nearest 'end_highlands' biome: Vast outer End plateaus where chorus fruit forests and End Cities spawn
`/mc locate biome end_barrens`	MOD	[MC.LOCATE.BIOME.END_BARRENS] Calculates coordinates to nearest 'end_barrens' biome: Desolate jagged cliff edges of the outer End islands
`/mc locate biome warm_ocean`	MOD	[MC.LOCATE.BIOME.WARM_OCEAN] Calculates coordinates to nearest 'warm_ocean' biome: Aquatic biome with vibrant coral reefs, sea pickles, and tropical fish
`/mc locate biome deep_frozen_ocean`	MOD	[MC.LOCATE.BIOME.DEEP_FROZEN_OCEAN] Calculates coordinates to nearest 'deep_frozen_ocean' biome: Abyssal cold ocean with towering icebergs and underwater ravines

2.28 590 (590 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> netherite_sword [qty]`	OWNER	[MC.GIVE.NETHERITE_SWORD] Spawns equipment/item 'netherite_sword': Netherite Sword (Base +8 Attack Damage, highest durability)
`/mc give <player> diamond_sword [qty]`	OWNER	[MC.GIVE.DIAMOND_SWORD] Spawns equipment/item 'diamond_sword': Diamond Sword (Base +7 Attack Damage)
`/mc give <player> iron_sword [qty]`	OWNER	[MC.GIVE.IRON_SWORD] Spawns equipment/item 'iron_sword': Iron Sword (Base +6 Attack Damage)
`/mc give <player> golden_sword [qty]`	OWNER	[MC.GIVE.GOLDEN_SWORD] Spawns equipment/item 'golden_sword': Golden Sword (High enchantability)
`/mc give <player> stone_sword [qty]`	OWNER	[MC.GIVE.STONE_SWORD] Spawns equipment/item 'stone_sword': Stone Sword (Base +5 Attack Damage)
`/mc give <player> wooden_sword [qty]`	OWNER	[MC.GIVE.WOODEN_SWORD] Spawns equipment/item 'wooden_sword': Wooden Sword (Starter melee weapon)
`/mc give <player> mace [qty]`	OWNER	[MC.GIVE.MACE] Spawns equipment/item 'mace': Heavy Smash Attack Mace from Trial Chambers
`/mc give <player> trident [qty]`	OWNER	[MC.GIVE.TRIDENT] Spawns equipment/item 'trident': Loyalty & Channeling throwing weapon
`/mc give <player> bow [qty]`	OWNER	[MC.GIVE.BOW] Spawns equipment/item 'bow': Ranged arrow launcher
`/mc give <player> crossbow [qty]`	OWNER	[MC.GIVE.CROSSBOW] Spawns equipment/item 'crossbow': Quick charge and multishot projectile weapon
`/mc give <player> shield [qty]`	OWNER	[MC.GIVE.SHIELD] Spawns equipment/item 'shield': Blocking defense shield against melee and projectiles
`/mc give <player> arrow [qty]`	OWNER	[MC.GIVE.ARROW] Spawns equipment/item 'arrow': Standard ammunition projectile for bows and dispensers
`/mc give <player> spectral_arrow [qty]`	OWNER	[MC.GIVE.SPECTRAL_ARROW] Spawns equipment/item 'spectral_arrow': Glowing illumination arrow outlining hit targets
`/mc give <player> netherite_helmet [qty]`	OWNER	[MC.GIVE.NETHERITE_HELMET] Spawns equipment/item 'netherite_helmet': Netherite Helmet (+3 Armor, +3 Armor Toughness, +1 Knockback Resistance)
`/mc give <player> netherite_chestplate [qty]`	OWNER	[MC.GIVE.NETHERITE_CHESTPLATE] Spawns equipment/item 'netherite_chestplate': Netherite Chestplate (+8 Armor, +3 Toughness, +1 Knockback)
`/mc give <player> netherite_leggings [qty]`	OWNER	[MC.GIVE.NETHERITE_LEGGINGS] Spawns equipment/item 'netherite_leggings': Netherite Leggings (+6 Armor, +3 Toughness, +1 Knockback)
`/mc give <player> netherite_boots [qty]`	OWNER	[MC.GIVE.NETHERITE_BOOTS] Spawns equipment/item 'netherite_boots': Netherite Boots (+3 Armor, +3 Toughness, +1 Knockback)
`/mc give <player> diamond_helmet [qty]`	OWNER	[MC.GIVE.DIAMOND_HELMET] Spawns equipment/item 'diamond_helmet': Diamond Helmet (+3 Armor, +2 Armor Toughness)
`/mc give <player> diamond_chestplate [qty]`	OWNER	[MC.GIVE.DIAMOND_CHESTPLATE] Spawns equipment/item 'diamond_chestplate': Diamond Chestplate (+8 Armor, +2 Armor Toughness)
`/mc give <player> diamond_leggings [qty]`	OWNER	[MC.GIVE.DIAMOND_LEGGINGS] Spawns equipment/item 'diamond_leggings': Diamond Leggings (+6 Armor, +2 Armor Toughness)
`/mc give <player> diamond_boots [qty]`	OWNER	[MC.GIVE.DIAMOND_BOOTS] Spawns equipment/item 'diamond_boots': Diamond Boots (+3 Armor, +2 Armor Toughness)
`/mc give <player> iron_helmet [qty]`	OWNER	[MC.GIVE.IRON_HELMET] Spawns equipment/item 'iron_helmet': Iron Helmet (+2 Armor)
`/mc give <player> iron_chestplate [qty]`	OWNER	[MC.GIVE.IRON_CHESTPLATE] Spawns equipment/item 'iron_chestplate': Iron Chestplate (+6 Armor)
`/mc give <player> iron_leggings [qty]`	OWNER	[MC.GIVE.IRON_LEGGINGS] Spawns equipment/item 'iron_leggings': Iron Leggings (+5 Armor)
`/mc give <player> iron_boots [qty]`	OWNER	[MC.GIVE.IRON_BOOTS] Spawns equipment/item 'iron_boots': Iron Boots (+2 Armor)
`/mc give <player> golden_helmet [qty]`	OWNER	[MC.GIVE.GOLDEN_HELMET] Spawns equipment/item 'golden_helmet': Golden Helmet (Prevents piglin aggression in Nether)
`/mc give <player> golden_chestplate [qty]`	OWNER	[MC.GIVE.GOLDEN_CHESTPLATE] Spawns equipment/item 'golden_chestplate': Golden Chestplate (Piglin pacifism gear)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> golden_leggings [qty]`	OWNER	[MC.GIVE.GOLDEN_LEGGINGS] Spawns equipment/item 'golden_leggings': Golden Leggings (Piglin pacifism gear)
`/mc give <player> golden_boots [qty]`	OWNER	[MC.GIVE.GOLDEN_BOOTS] Spawns equipment/item 'golden_boots': Golden Boots (Piglin pacifism gear)
`/mc give <player> chainmail_helmet [qty]`	OWNER	[MC.GIVE.CHAINMAIL_HELMET] Spawns equipment/item 'chainmail_helmet': Chainmail Helmet
`/mc give <player> chainmail_chestplate [qty]`	OWNER	[MC.GIVE.CHAINMAIL_CHESTPLATE] Spawns equipment/item 'chainmail_chestplate': Chainmail Chestplate
`/mc give <player> chainmail_leggings [qty]`	OWNER	[MC.GIVE.CHAINMAIL_LEGGINGS] Spawns equipment/item 'chainmail_leggings': Chainmail Leggings
`/mc give <player> chainmail_boots [qty]`	OWNER	[MC.GIVE.CHAINMAIL_BOOTS] Spawns equipment/item 'chainmail_boots': Chainmail Boots
`/mc give <player> leather_helmet [qty]`	OWNER	[MC.GIVE.LEATHER_HELMET] Spawns equipment/item 'leather_helmet': Leather Helmet (Dyable)
`/mc give <player> leather_chestplate [qty]`	OWNER	[MC.GIVE.LEATHER_CHESTPLATE] Spawns equipment/item 'leather_chestplate': Leather Tunic (Dyable)
`/mc give <player> leather_leggings [qty]`	OWNER	[MC.GIVE.LEATHER_LEGGINGS] Spawns equipment/item 'leather_leggings': Leather Pants (Dyable)
`/mc give <player> leather_boots [qty]`	OWNER	[MC.GIVE.LEATHER_BOOTS] Spawns equipment/item 'leather_boots': Leather Boots (Prevents freezing in powdered snow)
`/mc give <player> turtle_helmet [qty]`	OWNER	[MC.GIVE.TURTLE_HELMET] Spawns equipment/item 'turtle_helmet': Turtle Shell (+2 Armor, 10s extra water breathing)
`/mc give <player> elytra [qty]`	OWNER	[MC.GIVE.ELYTRA] Spawns equipment/item 'elytra': High-speed gliding wings for aerial traversal
`/mc give <player> netherite_pickaxe [qty]`	OWNER	[MC.GIVE.NETHERITE_PICKAXE] Spawns equipment/item 'netherite_pickaxe': Netherite Pickaxe (Fastest mining speed across all hardness)
`/mc give <player> netherite_axe [qty]`	OWNER	[MC.GIVE.NETHERITE_AXE] Spawns equipment/item 'netherite_axe': Netherite Axe (Devastating shield-disable and woodcutter)
`/mc give <player> netherite_shovel [qty]`	OWNER	[MC.GIVE.NETHERITE_SHOVEL] Spawns equipment/item 'netherite_shovel': Netherite Shovel (Instantly excavates soil and gravel)
`/mc give <player> netherite_hoe [qty]`	OWNER	[MC.GIVE.NETHERITE_HOE] Spawns equipment/item 'netherite_hoe': Netherite Hoe (Fast sculk and foliage harvest)
`/mc give <player> diamond_pickaxe [qty]`	OWNER	[MC.GIVE.DIAMOND_PICKAXE] Spawns equipment/item 'diamond_pickaxe': Diamond Pickaxe (Mines obsidian, ancient debris, and ores)
`/mc give <player> diamond_axe [qty]`	OWNER	[MC.GIVE.DIAMOND_AXE] Spawns equipment/item 'diamond_axe': Diamond Axe (High attack damage and tree clearing)
`/mc give <player> diamond_shovel [qty]`	OWNER	[MC.GIVE.DIAMOND_SHOVEL] Spawns equipment/item 'diamond_shovel': Diamond Shovel (Excavates sand, dirt, and gravel)
`/mc give <player> diamond_hoe [qty]`	OWNER	[MC.GIVE.DIAMOND_HOE] Spawns equipment/item 'diamond_hoe': Diamond Hoe (Farmland tilling and leaf harvesting)
`/mc give <player> iron_pickaxe [qty]`	OWNER	[MC.GIVE.IRON_PICKAXE] Spawns equipment/item 'iron_pickaxe': Iron Pickaxe (Mines gold, redstone, diamond, and emerald ores)
`/mc give <player> iron_axe [qty]`	OWNER	[MC.GIVE.IRON_AXE] Spawns equipment/item 'iron_axe': Iron Axe
`/mc give <player> iron_shovel [qty]`	OWNER	[MC.GIVE.IRON_SHOVEL] Spawns equipment/item 'iron_shovel': Iron Shovel
`/mc give <player> iron_hoe [qty]`	OWNER	[MC.GIVE.IRON_HOE] Spawns equipment/item 'iron_hoe': Iron Hoe
`/mc give <player> flint_and_steel [qty]`	OWNER	[MC.GIVE.FLINT_AND_STEEL] Spawns equipment/item 'flint_and_steel': Ignites fires and primes TNT blocks
`/mc give <player> shears [qty]`	OWNER	[MC.GIVE.SHEARS] Spawns equipment/item 'shears': Harvests wool from sheep, leaves, cobwebs, and tripwire
`/mc give <player> fishing_rod [qty]`	OWNER	[MC.GIVE.FISHING_ROD] Spawns equipment/item 'fishing_rod': Angling tool for fishing loot and reeling in entities
`/mc give <player> spyglass [qty]`	OWNER	[MC.GIVE.SPYGLASS] Spawns equipment/item 'spyglass': Amethyst optic zoom tool for scouting distant terrain

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> brush [qty]`	OWNER	[MC.GIVE.BRUSH] Spawns equipment/item 'brush': Archaeological delicate excavation tool for suspicious blocks
`/mc give <player> lead [qty]`	OWNER	[MC.GIVE.LEAD] Spawns equipment/item 'lead': Tethers animals and passive mobs to fences or player
`/mc give <player> name_tag [qty]`	OWNER	[MC.GIVE.NAME_TAG] Spawns equipment/item 'name_tag': Labels and prevents despawn of any mob entity
`/mc give <player> compass [qty]`	OWNER	[MC.GIVE.COMPASS] Spawns equipment/item 'compass': Points to world spawn or magnetized lodestone
`/mc give <player> recovery_compass [qty]`	OWNER	[MC.GIVE.RECOVERY_COMPASS] Spawns equipment/item 'recovery_compass': Echo shard compass pointing to location of last death
`/mc give <player> clock [qty]`	OWNER	[MC.GIVE.CLOCK] Spawns equipment/item 'clock': Displays position of sun and moon relative to horizon
`/mc give <player> bundle [qty]`	OWNER	[MC.GIVE.BUNDLE] Spawns equipment/item 'bundle': Item pouch for consolidating diverse inventory items
`/mc give <player> netherite_ingot [qty]`	OWNER	[MC.GIVE.NETHERITE_INGOT] Spawns equipment/item 'netherite_ingot': Alloy of 4 netherite scraps and 4 gold ingots
`/mc give <player> netherite_scrap [qty]`	OWNER	[MC.GIVE.NETHERITE_SCRAP] Spawns equipment/item 'netherite_scrap': Smelted ancient debris fragment
`/mc give <player> ancient_debris [qty]`	OWNER	[MC.GIVE.ANCIENT_DEBRIS] Spawns equipment/item 'ancient_debris': Blast-resistant Nether ore generating at low depths
`/mc give <player> diamond [qty]`	OWNER	[MC.GIVE.DIAMOND] Spawns equipment/item 'diamond': Precious gemstone for tier 4 tools, armor, and enchantment tables
`/mc give <player> diamond_block [qty]`	OWNER	[MC.GIVE.DIAMOND_BLOCK] Spawns equipment/item 'diamond_block': Storage block crafted from 9 diamonds
`/mc give <player> emerald [qty]`	OWNER	[MC.GIVE.EMERALD] Spawns equipment/item 'emerald': Currency gemstone accepted by village merchants
`/mc give <player> emerald_block [qty]`	OWNER	[MC.GIVE.EMERALD_BLOCK] Spawns equipment/item 'emerald_block': Storage block crafted from 9 emeralds
`/mc give <player> gold_ingot [qty]`	OWNER	[MC.GIVE.GOLD_INGOT] Spawns equipment/item 'gold_ingot': Precious bullion for clocks, golden apples, and bartering
`/mc give <player> gold_block [qty]`	OWNER	[MC.GIVE.GOLD_BLOCK] Spawns equipment/item 'gold_block': Solid gold decorative and beacon pyramid base block
`/mc give <player> raw_gold [qty]`	OWNER	[MC.GIVE.RAW_GOLD] Spawns equipment/item 'raw_gold': Unrefined gold ore chunk mined with Fortune
`/mc give <player> iron_ingot [qty]`	OWNER	[MC.GIVE.IRON_INGOT] Spawns equipment/item 'iron_ingot': Versatile industrial metal for rails, pistons, anvils, and hoppers
`/mc give <player> iron_block [qty]`	OWNER	[MC.GIVE.IRON_BLOCK] Spawns equipment/item 'iron_block': Solid iron construction and beacon pyramid block
`/mc give <player> raw_iron [qty]`	OWNER	[MC.GIVE.RAW_IRON] Spawns equipment/item 'raw_iron': Unrefined iron ore chunk
`/mc give <player> copper_ingot [qty]`	OWNER	[MC.GIVE.COPPER_INGOT] Spawns equipment/item 'copper_ingot': Industrial metal for spyglasses, lightning rods, and bulbs
`/mc give <player> copper_block [qty]`	OWNER	[MC.GIVE.COPPER_BLOCK] Spawns equipment/item 'copper_block': Oxidizing building block across 4 weather stages
`/mc give <player> raw_copper [qty]`	OWNER	[MC.GIVE.RAW_COPPER] Spawns equipment/item 'raw_copper': Unrefined copper ore chunk
`/mc give <player> coal [qty]`	OWNER	[MC.GIVE.COAL] Spawns equipment/item 'coal': Primary furnace smelting fuel and torch ingredient
`/mc give <player> coal_block [qty]`	OWNER	[MC.GIVE.COAL_BLOCK] Spawns equipment/item 'coal_block': High-efficiency furnace fuel lasting 80 item smelts
`/mc give <player> charcoal [qty]`	OWNER	[MC.GIVE.CHARCOAL] Spawns equipment/item 'charcoal': Wood-smelted carbon fuel for torches and campfires
`/mc give <player> redstone [qty]`	OWNER	[MC.GIVE.REDSTONE] Spawns equipment/item 'redstone': Conductive mineral dust transmitting redstone signals

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> redstone_block [qty]`	OWNER	[MC.GIVE.REDSTONE_BLOCK] Spawns equipment/item 'redstone_block': Permanent mobile redstone power source block
`/mc give <player> lapis_lazuli [qty]`	OWNER	[MC.GIVE.LAPIS_LAZULI] Spawns equipment/item 'lapis_lazuli': Blue pigment catalyst required for enchanting tables
`/mc give <player> lapis_block [qty]`	OWNER	[MC.GIVE.LAPIS_BLOCK] Spawns equipment/item 'lapis_block': Decorative deep blue mineral block
`/mc give <player> amethyst_shard [qty]`	OWNER	[MC.GIVE.AMETHYST_SHARD] Spawns equipment/item 'amethyst_shard': Crystalline shard harvested from amethyst geodes
`/mc give <player> amethyst_block [qty]`	OWNER	[MC.GIVE.AMETHYST_BLOCK] Spawns equipment/item 'amethyst_block': Musical resonant crystal block
`/mc give <player> nether_quartz_ore [qty]`	OWNER	[MC.GIVE.NETHER_QUARTZ_ORE] Spawns equipment/item 'nether_quartz_ore': Nether mineral ore dropping quartz for observers
`/mc give <player> quartz [qty]`	OWNER	[MC.GIVE.QUARTZ] Spawns equipment/item 'quartz': Silicate crystal for comparators, daylight sensors, and diorite
`/mc give <player> quartz_block [qty]`	OWNER	[MC.GIVE.QUARTZ_BLOCK] Spawns equipment/item 'quartz_block': Polished architectural brilliant white building block
`/mc give <player> redstone_torch [qty]`	OWNER	[MC.GIVE.REDSTONE_TORCH] Spawns equipment/item 'redstone_torch': Inverting logic gate and vertical signal transmitter
`/mc give <player> repeater [qty]`	OWNER	[MC.GIVE.REPEATER] Spawns equipment/item 'repeater': Signal booster, delay timer (1-4 ticks), and diode
`/mc give <player> comparator [qty]`	OWNER	[MC.GIVE.COMPARATOR] Spawns equipment/item 'comparator': Signal subtractor, comparator, and inventory fullness reader
`/mc give <player> target [qty]`	OWNER	[MC.GIVE.TARGET] Spawns equipment/item 'target': Signal emitter whose strength corresponds to projectile accuracy
`/mc give <player> observer [qty]`	OWNER	[MC.GIVE.OBSERVER] Spawns equipment/item 'observer': Block update detector emitting 1-tick pulse on neighbor changes
`/mc give <player> piston [qty]`	OWNER	[MC.GIVE.PISTON] Spawns equipment/item 'piston': Mechanical block pusher moving up to 12 blocks
`/mc give <player> sticky_piston [qty]`	OWNER	[MC.GIVE.STICKY_PISTON] Spawns equipment/item 'sticky_piston': Mechanical block puller and pusher adhering with slime
`/mc give <player> dispenser [qty]`	OWNER	[MC.GIVE.DISPENSER] Spawns equipment/item 'dispenser': Ejects projectiles, equips armor, and places water buckets
`/mc give <player> dropper [qty]`	OWNER	[MC.GIVE.DROPPER] Spawns equipment/item 'dropper': Ejects items gently into inventory or onto ground
`/mc give <player> hopper [qty]`	OWNER	[MC.GIVE.HOPPER] Spawns equipment/item 'hopper': Automated 5-slot item conduit transferring items between containers
`/mc give <player> crafter [qty]`	OWNER	[MC.GIVE.CRAFTER] Spawns equipment/item 'crafter': Automated autocrafting redstone container from 1.21
`/mc give <player> copper_bulb [qty]`	OWNER	[MC.GIVE.COPPER_BULB] Spawns equipment/item 'copper_bulb': Toggling light emitter with redstone state memory
`/mc give <player> daylight_detector [qty]`	OWNER	[MC.GIVE.DAYLIGHT_DETECTOR] Spawns equipment/item 'daylight_detector': Solar sensor emitting signal based on ambient skylight
`/mc give <player> sculk_sensor [qty]`	OWNER	[MC.GIVE.SCULK_SENSOR] Spawns equipment/item 'sculk_sensor': Acoustic vibration detector transmitting redstone pulses
`/mc give <player> calibrated_sculk_sensor [qty]`	OWNER	[MC.GIVE.CALIBRATED_SCULK_SENSOR] Spawns equipment/item 'calibrated_sculk_sensor': Frequency-filtered sculk sensor for targeted sound detection
`/mc give <player> lightning_rod [qty]`	OWNER	[MC.GIVE.LIGHTNING_ROD] Spawns equipment/item 'lightning_rod': Diverts lightning strikes and emits redstone pulse on impact
`/mc give <player> tripwire_hook [qty]`	OWNER	[MC.GIVE.TRIPWIRE_HOOK] Spawns equipment/item 'tripwire_hook': Connects with string to detect entity passage
`/mc give <player> trapped_chest [qty]`	OWNER	[MC.GIVE.TRAPPED_CHEST] Spawns equipment/item 'trapped_chest': Container emitting redstone signal proportional to viewers

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> tnt [qty]`	OWNER	[MC.GIVE.TNT] Spawns equipment/item 'tnt': Primed explosive block with destructive blast yield
`/mc give <player> lever [qty]`	OWNER	[MC.GIVE.LEVER] Spawns equipment/item 'lever': Manual toggle switch emitting permanent redstone power
`/mc give <player> stone_button [qty]`	OWNER	[MC.GIVE.STONE_BUTTON] Spawns equipment/item 'stone_button': Momentary switch emitting 10-tick (1.0s) redstone pulse
`/mc give <player> oak_button [qty]`	OWNER	[MC.GIVE.OAK_BUTTON] Spawns equipment/item 'oak_button': Wooden momentary switch emitting 15-tick (1.5s) pulse
`/mc give <player> stone_pressure_plate [qty]`	OWNER	[MC.GIVE.STONE_PRESSURE_PLATE] Spawns equipment/item 'stone_pressure_plate': Ground sensor triggered exclusively by players and mobs
`/mc give <player> oak_pressure_plate [qty]`	OWNER	[MC.GIVE.OAK_PRESSURE_PLATE] Spawns equipment/item 'oak_pressure_plate': Wooden ground sensor triggered by mobs and dropped items
`/mc give <player> heavy_weighted_pressure_plate [qty]`	OWNER	[MC.GIVE.HEAVY_WEIGHTED_PRESSURE_PLATE] Spawns equipment/item 'heavy_weighted_pressure_plate': Iron plate measuring item cluster counts (up to 150)
`/mc give <player> light_weighted_pressure_plate [qty]`	OWNER	[MC.GIVE.LIGHT_WEIGHTED_PRESSURE_PLATE] Spawns equipment/item 'light_weighted_pressure_plate': Gold plate measuring exact entity count up to 15
`/mc give <player> enchanted_golden_apple [qty]`	OWNER	[MC.GIVE.ENCHANTED_GOLDEN_APPLE] Spawns equipment/item 'enchanted_golden_apple': Notch Apple (Regeneration II, Absorption IV, Resistance, Fire Res)
`/mc give <player> golden_apple [qty]`	OWNER	[MC.GIVE.GOLDEN_APPLE] Spawns equipment/item 'golden_apple': Gilded fruit restoring 4 HP with Absorption and Fire Resistance
`/mc give <player> golden_carrot [qty]`	OWNER	[MC.GIVE.GOLDEN_CARROT] Spawns equipment/item 'golden_carrot': Highest saturation food in Minecraft (14.4 saturation points)
`/mc give <player> cooked_beef [qty]`	OWNER	[MC.GIVE.COOKED_BEEF] Spawns equipment/item 'cooked_beef': Steak restoring 8 hunger points and 12.8 saturation
`/mc give <player> cooked_porkchop [qty]`	OWNER	[MC.GIVE.COOKED_PORKCHOP] Spawns equipment/item 'cooked_porkchop': Cooked pork restoring 8 hunger points and 12.8 saturation
`/mc give <player> cooked_mutton [qty]`	OWNER	[MC.GIVE.COOKED_MUTTON] Spawns equipment/item 'cooked_mutton': Cooked sheep meat restoring 6 hunger points
`/mc give <player> cooked_chicken [qty]`	OWNER	[MC.GIVE.COOKED_CHICKEN] Spawns equipment/item 'cooked_chicken': Roasted poultry restoring 6 hunger points
`/mc give <player> cooked_salmon [qty]`	OWNER	[MC.GIVE.COOKED_SALMON] Spawns equipment/item 'cooked_salmon': Cooked fish restoring 6 hunger points and high saturation
`/mc give <player> cooked_cod [qty]`	OWNER	[MC.GIVE.COOKED_COD] Spawns equipment/item 'cooked_cod': Cooked whitefish restoring 5 hunger points
`/mc give <player> bread [qty]`	OWNER	[MC.GIVE.BREAD] Spawns equipment/item 'bread': Wheat loaf restoring 5 hunger points
`/mc give <player> baked_potato [qty]`	OWNER	[MC.GIVE.BAKED_POTATO] Spawns equipment/item 'baked_potato': Oven-roasted potato restoring 5 hunger points
`/mc give <player> pumpkin_pie [qty]`	OWNER	[MC.GIVE.PUMPKIN_PIE] Spawns equipment/item 'pumpkin_pie': Sweet dessert restoring 8 hunger points
`/mc give <player> mushroom_stew [qty]`	OWNER	[MC.GIVE.MUSHROOM_STEW] Spawns equipment/item 'mushroom_stew': Earthy broth crafted from red and brown mushrooms
`/mc give <player> rabbit_stew [qty]`	OWNER	[MC.GIVE.RABBIT_STEW] Spawns equipment/item 'rabbit_stew': Hearty meal restoring 10 hunger points
`/mc give <player> suspicious_stew [qty]`	OWNER	[MC.GIVE.SUSPICIOUS_STEW] Spawns equipment/item 'suspicious_stew': Enchanted broth granting momentary potion buffs depending on flower
`/mc give <player> cookie [qty]`	OWNER	[MC.GIVE.COOKIE] Spawns equipment/item 'cookie': Cocoa treat restoring 2 hunger points
`/mc give <player> cake [qty]`	OWNER	[MC.GIVE.CAKE] Spawns equipment/item 'cake': Multi-slice confectionery block restoring up to 14 hunger points
`/mc give <player> honey_bottle [qty]`	OWNER	[MC.GIVE.HONEY_BOTTLE] Spawns equipment/item 'honey_bottle': Sweet curative liquid removing poison effects and restoring hunger
`/mc give <player> sweet_berries [qty]`	OWNER	[MC.GIVE.SWEET_BERRIES] Spawns equipment/item 'sweet_berries': Bush fruit providing food and defensive prickly barriers

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> glow_berries [qty]`	OWNER	[MC.GIVE.GLOW_BERRIES] Spawns equipment/item 'glow_berries': Cave fruit emitting light level 14 when growing on cave vines
`/mc give <player> apple [qty]`	OWNER	[MC.GIVE.APPLE] Spawns equipment/item 'apple': Fresh orchard fruit and golden apple ingredient
`/mc give <player> melon_slice [qty]`	OWNER	[MC.GIVE.MELON_SLICE] Spawns equipment/item 'melon_slice': Refreshing fruit segment restoring 2 hunger points
`/mc give <player> chorus_fruit [qty]`	OWNER	[MC.GIVE.CHORUS_FRUIT] Spawns equipment/item 'chorus_fruit': End fruit randomly teleporting consumer 8 blocks
`/mc give <player> brewing_stand [qty]`	OWNER	[MC.GIVE.BREWING_STAND] Spawns equipment/item 'brewing_stand': Alchemical workstation fueled by blaze powder
`/mc give <player> cauldron [qty]`	OWNER	[MC.GIVE.CAULDRON] Spawns equipment/item 'cauldron': Water, lava, or powdered snow basin for dyeing and brewing
`/mc give <player> glass_bottle [qty]`	OWNER	[MC.GIVE.GLASS_BOTTLE] Spawns equipment/item 'glass_bottle': Fluid receptacle for water, potions, and dragon's breath
`/mc give <player> potion [qty]`	OWNER	[MC.GIVE.POTION] Spawns equipment/item 'potion': Water bottle or crafted potion
`/mc give <player> splash_potion [qty]`	OWNER	[MC.GIVE.SPLASH_POTION] Spawns equipment/item 'splash_potion': Thrown potion affecting all entities within splash radius
`/mc give <player> lingering_potion [qty]`	OWNER	[MC.GIVE.LINGERING_POTION] Spawns equipment/item 'lingering_potion': Thrown potion leaving persistent cloud brewed with dragon's breath
`/mc give <player> experience_bottle [qty]`	OWNER	[MC.GIVE.EXPERIENCE_BOTTLE] Spawns equipment/item 'experience_bottle': Bottle o' Enchanting releasing 3-11 XP points
`/mc give <player> nether_wart [qty]`	OWNER	[MC.GIVE.NETHER_WART] Spawns equipment/item 'nether_wart': Essential foundation fungal crop for Awkward Potions
`/mc give <player> blaze_powder [qty]`	OWNER	[MC.GIVE.BLAZE_POWDER] Spawns equipment/item 'blaze_powder': Brewing fuel and strength potion ingredient
`/mc give <player> magma_cream [qty]`	OWNER	[MC.GIVE.MAGMA_CREAM] Spawns equipment/item 'magma_cream': Fire resistance brewing ingredient from magma cubes
`/mc give <player> ghast_tear [qty]`	OWNER	[MC.GIVE.GHAST_TEAR] Spawns equipment/item 'ghast_tear': Regeneration potion ingredient from ghasts
`/mc give <player> fermented_spider_eye [qty]`	OWNER	[MC.GIVE.FERMENTED_SPIDER_EYE] Spawns equipment/item 'fermented_spider_eye': Potion corruption agent converting positive to negative effects
`/mc give <player> glistering_melon_slice [qty]`	OWNER	[MC.GIVE.GLISTERING_MELON_SLICE] Spawns equipment/item 'glistering_melon_slice': Instant health potion catalyst
`/mc give <player> pufferfish [qty]`	OWNER	[MC.GIVE.PUFFERFISH] Spawns equipment/item 'pufferfish': Water breathing potion catalyst and food item
`/mc give <player> rabbit_foot [qty]`	OWNER	[MC.GIVE.RABBIT_FOOT] Spawns equipment/item 'rabbit_foot': Jump boost potion catalyst
`/mc give <player> phantom_membrane [qty]`	OWNER	[MC.GIVE.PHANTOM_MEMBRANE] Spawns equipment/item 'phantom_membrane': Slow falling potion ingredient and elytra repair material
`/mc give <player> dragon_breath [qty]`	OWNER	[MC.GIVE.DRAGON_BREATH] Spawns equipment/item 'dragon_breath': Lingering potion brewing catalyst harvested from Ender Dragon
`/mc give <player> enchanting_table [qty]`	OWNER	[MC.GIVE.ENCHANTING_TABLE] Spawns equipment/item 'enchanting_table': Magical lectern infusing gear with enchantments using lapis
`/mc give <player> bookshelf [qty]`	OWNER	[MC.GIVE.BOOKSHELF] Spawns equipment/item 'bookshelf': Increases enchantment table power level up to tier 30
`/mc give <player> book [qty]`	OWNER	[MC.GIVE.BOOK] Spawns equipment/item 'book': Crafted from leather and paper for enchanted books and lecterns
`/mc give <player> enchanted_book [qty]`	OWNER	[MC.GIVE.ENCHANTED_BOOK] Spawns equipment/item 'enchanted_book': Tome holding specific preserved enchantment for anvils
`/mc give <player> anvil [qty]`	OWNER	[MC.GIVE.ANVIL] Spawns equipment/item 'anvil': Repairs equipment, applies enchanted books, and renames items
`/mc give <player> grindstone [qty]`	OWNER	[MC.GIVE.GRINDSTONE] Spawns equipment/item 'grindstone': Disenchants items to refund experience and repairs equipment

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> chest [qty]`	OWNER	[MC.GIVE.CHEST] Spawns equipment/item 'chest': Standard 27-slot wooden storage container
`/mc give <player> ender_chest [qty]`	OWNER	[MC.GIVE.ENDER_CHEST] Spawns equipment/item 'ender_chest': Interconnected multidimensional private player storage
`/mc give <player> barrel [qty]`	OWNER	[MC.GIVE.BARREL] Spawns equipment/item 'barrel': Fisherman workstation storage container opening in tight spaces
`/mc give <player> shulker_box [qty]`	OWNER	[MC.GIVE.SHULKER_BOX] Spawns equipment/item 'shulker_box': Portable 27-slot backpack preserving inventory when broken
`/mc give <player> white_shulker_box [qty]`	OWNER	[MC.GIVE.WHITE_SHULKER_BOX] Spawns equipment/item 'white_shulker_box': White dyed shulker box
`/mc give <player> orange_shulker_box [qty]`	OWNER	[MC.GIVE.ORANGE_SHULKER_BOX] Spawns equipment/item 'orange_shulker_box': Orange dyed shulker box
`/mc give <player> magenta_shulker_box [qty]`	OWNER	[MC.GIVE.MAGENTA_SHULKER_BOX] Spawns equipment/item 'magenta_shulker_box': Magenta dyed shulker box
`/mc give <player> light_blue_shulker_box [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_SHULKER_BOX] Spawns equipment/item 'light_blue_shulker_box': Light blue dyed shulker box
`/mc give <player> yellow_shulker_box [qty]`	OWNER	[MC.GIVE.YELLOW_SHULKER_BOX] Spawns equipment/item 'yellow_shulker_box': Yellow dyed shulker box
`/mc give <player> lime_shulker_box [qty]`	OWNER	[MC.GIVE.LIME_SHULKER_BOX] Spawns equipment/item 'lime_shulker_box': Lime dyed shulker box
`/mc give <player> pink_shulker_box [qty]`	OWNER	[MC.GIVE.PINK_SHULKER_BOX] Spawns equipment/item 'pink_shulker_box': Pink dyed shulker box
`/mc give <player> gray_shulker_box [qty]`	OWNER	[MC.GIVE.GRAY_SHULKER_BOX] Spawns equipment/item 'gray_shulker_box': Gray dyed shulker box
`/mc give <player> light_gray_shulker_box [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_SHULKER_BOX] Spawns equipment/item 'light_gray_shulker_box': Light gray dyed shulker box
`/mc give <player> cyan_shulker_box [qty]`	OWNER	[MC.GIVE.CYAN_SHULKER_BOX] Spawns equipment/item 'cyan_shulker_box': Cyan dyed shulker box
`/mc give <player> purple_shulker_box [qty]`	OWNER	[MC.GIVE.PURPLE_SHULKER_BOX] Spawns equipment/item 'purple_shulker_box': Purple dyed shulker box
`/mc give <player> blue_shulker_box [qty]`	OWNER	[MC.GIVE.BLUE_SHULKER_BOX] Spawns equipment/item 'blue_shulker_box': Blue dyed shulker box
`/mc give <player> brown_shulker_box [qty]`	OWNER	[MC.GIVE.BROWN_SHULKER_BOX] Spawns equipment/item 'brown_shulker_box': Brown dyed shulker box
`/mc give <player> green_shulker_box [qty]`	OWNER	[MC.GIVE.GREEN_SHULKER_BOX] Spawns equipment/item 'green_shulker_box': Green dyed shulker box
`/mc give <player> red_shulker_box [qty]`	OWNER	[MC.GIVE.RED_SHULKER_BOX] Spawns equipment/item 'red_shulker_box': Red dyed shulker box
`/mc give <player> black_shulker_box [qty]`	OWNER	[MC.GIVE.BLACK_SHULKER_BOX] Spawns equipment/item 'black_shulker_box': Black dyed shulker box
`/mc give <player> ender_pearl [qty]`	OWNER	[MC.GIVE.ENDER_PEARL] Spawns equipment/item 'ender_pearl': Teleportation projectile throwing player to impact location
`/mc give <player> eye_of_ender [qty]`	OWNER	[MC.GIVE.EYE_OF_ENDER] Spawns equipment/item 'eye_of_ender': Guides players toward underground strongholds and activates End Portal
`/mc give <player> totem_of_undying [qty]`	OWNER	[MC.GIVE.TOTEM_OF_UNDYING] Spawns equipment/item 'totem_of_undying': Prevents fatal damage, granting golden absorption and regeneration
`/mc give <player> firework_rocket [qty]`	OWNER	[MC.GIVE.FIREWORK_ROCKET] Spawns equipment/item 'firework_rocket': Propulsion fuel for powered elytra flight and pyrotechnics
`/mc give <player> fire_charge [qty]`	OWNER	[MC.GIVE.FIRE_CHARGE] Spawns equipment/item 'fire_charge': Incendiary projectile fired from dispensers like ghast fireballs
`/mc give <player> end_crystal [qty]`	OWNER	[MC.GIVE.END_CRYSTAL] Spawns equipment/item 'end_crystal': Explosive beacon crystal healing the Ender Dragon and respawning boss

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> beacon [qty]`	OWNER	[MC.GIVE.BEACON] Spawns equipment/item 'beacon': Pyramid crowning beacon casting continuous area buffs (Speed, Haste, Regen)
`/mc give <player> conduit [qty]`	OWNER	[MC.GIVE.CONDUIT] Spawns equipment/item 'conduit': Marine heart relic granting infinite underwater respiration and night vision
`/mc give <player> respawn_anchor [qty]`	OWNER	[MC.GIVE.RESPAWN_ANCHOR] Spawns equipment/item 'respawn_anchor': Nether respawn point charged with glowstone blocks
`/mc give <player> lodestone [qty]`	OWNER	[MC.GIVE.LODESTONE] Spawns equipment/item 'lodestone': Chiseled netherite beacon block attuning compasses to exact coords
`/mc give <player> crafting_table [qty]`	OWNER	[MC.GIVE.CRAFTING_TABLE] Spawns equipment/item 'crafting_table': Primary 3x3 workbench crafting grid
`/mc give <player> furnace [qty]`	OWNER	[MC.GIVE.FURNACE] Spawns equipment/item 'furnace': Cobblestone smelting oven burning coal and wood
`/mc give <player> blast_furnace [qty]`	OWNER	[MC.GIVE.BLAST_FURNACE] Spawns equipment/item 'blast_furnace': Armorer workstation smelting ores and armor at double speed
`/mc give <player> smoker [qty]`	OWNER	[MC.GIVE.SMOKER] Spawns equipment/item 'smoker': Butcher workstation cooking food items at double speed
`/mc give <player> stonecutter [qty]`	OWNER	[MC.GIVE.STONECUTTER] Spawns equipment/item 'stonecutter': Mason workstation precision cutting stone and copper blocks 1:1
`/mc give <player> loom [qty]`	OWNER	[MC.GIVE.LOOM] Spawns equipment/item 'loom': Shepherd workstation applying custom banner patterns
`/mc give <player> cartography_table [qty]`	OWNER	[MC.GIVE.CARTOGRAPHY_TABLE] Spawns equipment/item 'cartography_table': Cartographer workstation zooming, copying, and locking maps
`/mc give <player> fletching_table [qty]`	OWNER	[MC.GIVE.FLETCHING_TABLE] Spawns equipment/item 'fletching_table': Fletcher workstation for crafting tipped arrows
`/mc give <player> smithing_table [qty]`	OWNER	[MC.GIVE.SMITHING_TABLE] Spawns equipment/item 'smithing_table': Upgrades diamond gear to netherite using smithing templates
`/mc give <player> lectern [qty]`	OWNER	[MC.GIVE.LECTERN] Spawns equipment/item 'lectern': Librarian workstation holding readable books and outputting redstone
`/mc give <player> bell [qty]`	OWNER	[MC.GIVE.BELL] Spawns equipment/item 'bell': Village alert chime highlighting raiders through walls with glowing
`/mc give <player> campfire [qty]`	OWNER	[MC.GIVE.CAMPFIRE] Spawns equipment/item 'campfire': Cooking hearth emitting smoke signals up to 24 blocks high
`/mc give <player> soul_campfire [qty]`	OWNER	[MC.GIVE.SOUL_CAMPFIRE] Spawns equipment/item 'soul_campfire': Turquoise soul flame emitting light level 10 and repelling piglins
`/mc give <player> stone [qty]`	OWNER	[MC.GIVE.STONE] Spawns equipment/item 'stone': Smooth natural stone foundation building material
`/mc give <player> cobblestone [qty]`	OWNER	[MC.GIVE.COBBLESTONE] Spawns equipment/item 'cobblestone': Rugged mined stone block
`/mc give <player> stone_bricks [qty]`	OWNER	[MC.GIVE.STONE_BRICKS] Spawns equipment/item 'stone_bricks': Chiseled masonry stone brick block
`/mc give <player> mossy_stone_bricks [qty]`	OWNER	[MC.GIVE.MOSSY_STONE_BRICKS] Spawns equipment/item 'mossy_stone_bricks': Aged stone bricks overgrown with moss
`/mc give <player> cracked_stone_bricks [qty]`	OWNER	[MC.GIVE.CRACKED_STONE_BRICKS] Spawns equipment/item 'cracked_stone_bricks': Weathered stone bricks damaged by thermal stress
`/mc give <player> chiseled_stone_bricks [qty]`	OWNER	[MC.GIVE.CHISELED_STONE_BRICKS] Spawns equipment/item 'chiseled_stone_bricks': Decorative engraved stone brick block
`/mc give <player> deepslate [qty]`	OWNER	[MC.GIVE.DEEPSLATE] Spawns equipment/item 'deepslate': Dense dark igneous metamorphic bedrock rock
`/mc give <player> cobbled_deepslate [qty]`	OWNER	[MC.GIVE.COBBLED_DEEPSLATE] Spawns equipment/item 'cobbled_deepslate': Mined rough deepslate
`/mc give <player> polished_deepslate [qty]`	OWNER	[MC.GIVE.POLISHED_DEEPSLATE] Spawns equipment/item 'polished_deepslate': Smooth polished deepslate masonry

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> deepslate_bricks [qty]`	OWNER	[MC.GIVE.DEEPSLATE_BRICKS] Spawns equipment/item 'deepslate_bricks': Dark fortified deepslate brick block
`/mc give <player> deepslate_tiles [qty]`	OWNER	[MC.GIVE.DEEPSLATE_TILES] Spawns equipment/item 'deepslate_tiles': Geometric fine deepslate tile pattern
`/mc give <player> reinforced_deepslate [qty]`	OWNER	[MC.GIVE.REINFORCED_DEEPSLATE] Spawns equipment/item 'reinforced_deepslate': Indestructible Ancient City structural frame block
`/mc give <player> tuff [qty]`	OWNER	[MC.GIVE.TUFF] Spawns equipment/item 'tuff': Volcanic ash stone from Trial Chambers
`/mc give <player> polished_tuff [qty]`	OWNER	[MC.GIVE.POLISHED_TUFF] Spawns equipment/item 'polished_tuff': Polished tuff masonry
`/mc give <player> tuff_bricks [qty]`	OWNER	[MC.GIVE.TUFF_BRICKS] Spawns equipment/item 'tuff_bricks': Fortified tuff building bricks
`/mc give <player> chiseled_tuff [qty]`	OWNER	[MC.GIVE.CHISELED_TUFF] Spawns equipment/item 'chiseled_tuff': Decorative chiseled tuff block
`/mc give <player> obsidian [qty]`	OWNER	[MC.GIVE.OBSIDIAN] Spawns equipment/item 'obsidian': Blast-resistant volcanic glass formed when water touches lava source
`/mc give <player> crying_obsidian [qty]`	OWNER	[MC.GIVE.CRYING_OBSIDIAN] Spawns equipment/item 'crying_obsidian': Bioluminescent weeping obsidian used to craft Respawn Anchors
`/mc give <player> bedrock [qty]`	OWNER	[MC.GIVE.BEDROCK] Spawns equipment/item 'bedrock': Unbreakable world boundary bedrock foundation layer
`/mc give <player> prismarine [qty]`	OWNER	[MC.GIVE.PRISMARINE] Spawns equipment/item 'prismarine': Turquoise ocean monument block shifting between green and blue hues
`/mc give <player> prismarine_bricks [qty]`	OWNER	[MC.GIVE.PRISMARINE_BRICKS] Spawns equipment/item 'prismarine_bricks': Polished aquatic prismarine masonry bricks
`/mc give <player> dark_prismarine [qty]`	OWNER	[MC.GIVE.DARK_PRISMARINE] Spawns equipment/item 'dark_prismarine': Deep charcoal oceanic building tile block
`/mc give <player> sea_lantern [qty]`	OWNER	[MC.GIVE.SEA_LANTERN] Spawns equipment/item 'sea_lantern': Aquatic luminescence source block emitting light level 15
`/mc give <player> sponge [qty]`	OWNER	[MC.GIVE.SPONGE] Spawns equipment/item 'sponge': Dry porous block absorbing up to 65 water blocks in 7-block radius
`/mc give <player> wet_sponge [qty]`	OWNER	[MC.GIVE.WET_SPONGE] Spawns equipment/item 'wet_sponge': Water-saturated sponge dryable in furnace
`/mc give <player> glowstone [qty]`	OWNER	[MC.GIVE.GLOWSTONE] Spawns equipment/item 'glowstone': Nether mineral cluster emitting permanent light level 15
`/mc give <player> shroomlight [qty]`	OWNER	[MC.GIVE.SHROOMLIGHT] Spawns equipment/item 'shroomlight': Fungal Nether tree organic light source emitting light level 15
`/mc give <player> ochre_froglight [qty]`	OWNER	[MC.GIVE.OCHRE_FROGLIGHT] Spawns equipment/item 'ochre_froglight': Warm yellow biological light block produced by warm frogs
`/mc give <player> pearlescent_froglight [qty]`	OWNER	[MC.GIVE.PEARLESCENT_FROGLIGHT] Spawns equipment/item 'pearlescent_froglight': Purple biological light block produced by cold frogs
`/mc give <player> verdant_froglight [qty]`	OWNER	[MC.GIVE.VERDANT_FROGLIGHT] Spawns equipment/item 'verdant_froglight': Green biological light block produced by temperate frogs
`/mc give <player> netherrack [qty]`	OWNER	[MC.GIVE.NETHERRACK] Spawns equipment/item 'netherrack': Combustible Nether stone holding infinite fire on upper surface
`/mc give <player> nether_bricks [qty]`	OWNER	[MC.GIVE.NETHER_BRICKS] Spawns equipment/item 'nether_bricks': Smelted netherrack bricks forming nether fortresses
`/mc give <player> red_nether_bricks [qty]`	OWNER	[MC.GIVE.RED_NETHER_BRICKS] Spawns equipment/item 'red_nether_bricks': Ornamental red Nether masonry crafted with nether wart
`/mc give <player> blackstone [qty]`	OWNER	[MC.GIVE.BLACKSTONE] Spawns equipment/item 'blackstone': Dark volcanic stone usable as cobblestone substitute in recipes
`/mc give <player> polished_blackstone [qty]`	OWNER	[MC.GIVE.POLISHED_BLACKSTONE] Spawns equipment/item 'polished_blackstone': Polished dark volcanic building block
`/mc give <player> polished_blackstone_bricks [qty]`	OWNER	[MC.GIVE.POLISHED_BLACKSTONE_BRICKS] Spawns equipment/item 'polished_blackstone_bricks': Fortified bastion remnant masonry bricks
`/mc give <player> basalt [qty]`	OWNER	[MC.GIVE.BASALT] Spawns equipment/item 'basalt': Columnar volcanic igneous rock formed when lava flows over soul soil

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> smooth_basalt [qty]`	OWNER	[MC.GIVE.SMOOTH_BASALT] Spawns equipment/item 'smooth_basalt': Smelted smooth volcanic basalt rock
`/mc give <player> end_stone [qty]`	OWNER	[MC.GIVE.END_STONE] Spawns equipment/item 'end_stone': Dense cratered celestial stone composing outer End islands
`/mc give <player> end_stone_bricks [qty]`	OWNER	[MC.GIVE.END_STONE_BRICKS] Spawns equipment/item 'end_stone_bricks': Chiseled end stone masonry bricks composing End Cities
`/mc give <player> purpur_block [qty]`	OWNER	[MC.GIVE.PURPUR_BLOCK] Spawns equipment/item 'purpur_block': Violet decorative building block crafted from popped chorus fruit
`/mc give <player> purpur_pillar [qty]`	OWNER	[MC.GIVE.PURPUR_PILLAR] Spawns equipment/item 'purpur_pillar': Carved architectural purpur column block
`/mc give <player> oak_log [qty]`	OWNER	[MC.GIVE.OAK_LOG] Spawns equipment/item 'oak_log': Standard temperate oak tree trunk log
`/mc give <player> oak_planks [qty]`	OWNER	[MC.GIVE.OAK_PLANKS] Spawns equipment/item 'oak_planks': Versatile classic oak building planks
`/mc give <player> spruce_log [qty]`	OWNER	[MC.GIVE.SPRUCE_LOG] Spawns equipment/item 'spruce_log': Dark northern spruce tree trunk log
`/mc give <player> spruce_planks [qty]`	OWNER	[MC.GIVE.SPRUCE_PLANKS] Spawns equipment/item 'spruce_planks': Rustic chocolate-brown building planks
`/mc give <player> birch_log [qty]`	OWNER	[MC.GIVE.BIRCH_LOG] Spawns equipment/item 'birch_log': Pale birch tree trunk log
`/mc give <player> birch_planks [qty]`	OWNER	[MC.GIVE.BIRCH_PLANKS] Spawns equipment/item 'birch_planks': Light cream-colored building planks
`/mc give <player> jungle_log [qty]`	OWNER	[MC.GIVE.JUNGLE_LOG] Spawns equipment/item 'jungle_log': Vibrant tropical jungle tree trunk log
`/mc give <player> jungle_planks [qty]`	OWNER	[MC.GIVE.JUNGLE_PLANKS] Spawns equipment/item 'jungle_planks': Warm pinkish-tan building planks
`/mc give <player> acacia_log [qty]`	OWNER	[MC.GIVE.ACACIA_LOG] Spawns equipment/item 'acacia_log': Savanna acacia tree trunk log with gray bark
`/mc give <player> acacia_planks [qty]`	OWNER	[MC.GIVE.ACACIA_PLANKS] Spawns equipment/item 'acacia_planks': Vibrant warm orange building planks
`/mc give <player> dark_oak_log [qty]`	OWNER	[MC.GIVE.DARK_OAK_LOG] Spawns equipment/item 'dark_oak_log': Stout dark oak forest tree trunk log
`/mc give <player> dark_oak_planks [qty]`	OWNER	[MC.GIVE.DARK_OAK_PLANKS] Spawns equipment/item 'dark_oak_planks': Rich dark chocolate building planks
`/mc give <player> mangrove_log [qty]`	OWNER	[MC.GIVE.MANGROVE_LOG] Spawns equipment/item 'mangrove_log': Tropical mangrove swamp tree trunk log
`/mc give <player> mangrove_planks [qty]`	OWNER	[MC.GIVE.MANGROVE_PLANKS] Spawns equipment/item 'mangrove_planks': Deep crimson-red building planks
`/mc give <player> cherry_log [qty]`	OWNER	[MC.GIVE.CHERRY_LOG] Spawns equipment/item 'cherry_log': Cherry blossom tree trunk log with dark purple bark
`/mc give <player> cherry_planks [qty]`	OWNER	[MC.GIVE.CHERRY_PLANKS] Spawns equipment/item 'cherry_planks': Pastel blossom-pink building planks
`/mc give <player> crimson_stem [qty]`	OWNER	[MC.GIVE.CRIMSON_STEM] Spawns equipment/item 'crimson_stem': Nether crimson fungal stem block
`/mc give <player> crimson_planks [qty]`	OWNER	[MC.GIVE.CRIMSON_PLANKS] Spawns equipment/item 'crimson_planks': Nether fireproof purple-red building planks
`/mc give <player> warped_stem [qty]`	OWNER	[MC.GIVE.WARPED_STEM] Spawns equipment/item 'warped_stem': Nether warped fungal stem block
`/mc give <player> warped_planks [qty]`	OWNER	[MC.GIVE.WARPED_PLANKS] Spawns equipment/item 'warped_planks': Nether fireproof vibrant cyan-teal building planks
`/mc give <player> bamboo_block [qty]`	OWNER	[MC.GIVE.BAMBOO_BLOCK] Spawns equipment/item 'bamboo_block': Compressed architectural bamboo wood block
`/mc give <player> bamboo_planks [qty]`	OWNER	[MC.GIVE.BAMBOO_PLANKS] Spawns equipment/item 'bamboo_planks': Golden woven bamboo flooring and building planks

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> bamboo_mosaic [qty]`	OWNER	[MC.GIVE.BAMBOO_MOSAIC] Spawns equipment/item 'bamboo_mosaic': Decorative criss-cross geometric parquet bamboo tile
`/mc give <player> music_disc_13 [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_13] Spawns equipment/item 'music_disc_13': Music Disc 13 (C418 ambient suspense composition)
`/mc give <player> music_disc_cat [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_CAT] Spawns equipment/item 'music_disc_cat': Music Disc Cat (C418 cheerful melodic track)
`/mc give <player> music_disc_blocks [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_BLOCKS] Spawns equipment/item 'music_disc_blocks': Music Disc Blocks (C418 upbeat rhythmic tune)
`/mc give <player> music_disc_chirp [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_CHIRP] Spawns equipment/item 'music_disc_chirp': Music Disc Chirp (C418 sample-based retro groove)
`/mc give <player> music_disc_far [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_FAR] Spawns equipment/item 'music_disc_far': Music Disc Far (C418 relaxing atmospheric soundtrack)
`/mc give <player> music_disc_mall [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_MALL] Spawns equipment/item 'music_disc_mall': Music Disc Mall (C418 serene downtime melody)
`/mc give <player> music_disc_mellohi [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_MELLOHI] Spawns equipment/item 'music_disc_mellohi': Music Disc Mellohi (C418 melancholic waltz)
`/mc give <player> music_disc_stal [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_STAL] Spawns equipment/item 'music_disc_stal': Music Disc Stal (C418 jazzy saxophone beat)
`/mc give <player> music_disc_strad [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_STRAD] Spawns equipment/item 'music_disc_strad': Music Disc Strad (C418 tropical string ensemble)
`/mc give <player> music_disc_ward [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_WARD] Spawns equipment/item 'music_disc_ward': Music Disc Ward (C418 Chopin funeral march remix)
`/mc give <player> music_disc_11 [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_11] Spawns equipment/item 'music_disc_11': Music Disc 11 (C418 mysterious running footsteps audio)
`/mc give <player> music_disc_wait [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_WAIT] Spawns equipment/item 'music_disc_wait': Music Disc Wait (C418 soothing electronic progression)
`/mc give <player> music_disc_otherside [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_OTHERSIDE] Spawns equipment/item 'music_disc_otherside': Music Disc Otherside (Lena Raine triumphant melody)
`/mc give <player> music_disc_5 [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_5] Spawns equipment/item 'music_disc_5': Music Disc 5 (Samuel Åberg dark deep dark audio montage)
`/mc give <player> music_disc_pigstep [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_PIGSTEP] Spawns equipment/item 'music_disc_pigstep': Music Disc Pigstep (Lena Raine hip-hop Nether beat)
`/mc give <player> music_disc_relic [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_RELIC] Spawns equipment/item 'music_disc_relic': Music Disc Relic (Aaron Cherof retro chiptune melody)
`/mc give <player> music_disc_precipice [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_PRECIPICE] Spawns equipment/item 'music_disc_precipice': Music Disc Precipice (Aaron Cherof dynamic Trial Chambers track)
`/mc give <player> music_disc_creator [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_CREATOR] Spawns equipment/item 'music_disc_creator': Music Disc Creator (Lena Raine vibrant mechanical waltz)
`/mc give <player> music_disc_creator_music_box [qty]`	OWNER	[MC.GIVE.MUSIC_DISC_CREATOR_MUSIC_BOX] Spawns equipment/item 'music_disc_creator_music_box': Music Disc Creator (Delicate music box acoustic version)
`/mc give <player> netherite_upgrade_smithing_template [qty]`	OWNER	[MC.GIVE.NETHERITE_UPGRADE_SMITHING_TEMPLATE] Spawns equipment/item 'netherite_upgrade_smithing_template': Template required to forge diamond gear into netherite
`/mc give <player> sentry_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.SENTRY_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'sentry_armor_trim_smithing_template': Sentry outpost armor trim pattern
`/mc give <player> vex_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.VEX_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'vex_armor_trim_smithing_template': Vex mansion armor trim pattern
`/mc give <player> wild_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.WILD_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'wild_armor_trim_smithing_template': Wild jungle pyramid armor trim pattern
`/mc give <player> coast_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.COAST_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'coast_armor_trim_smithing_template': Coast shipwreck armor trim pattern
`/mc give <player> dune_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.DUNE_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'dune_armor_trim_smithing_template': Dune desert pyramid armor trim pattern

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> wayfinder_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.WAYFINDER_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'wayfinder_armor_trim_smithing_template': Wayfinder trail ruins armor trim pattern
`/mc give <player> raiser_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.RAISER_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'raiser_armor_trim_smithing_template': Raiser trail ruins armor trim pattern
`/mc give <player> shaper_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.SHAPER_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'shaper_armor_trim_smithing_template': Shaper trail ruins armor trim pattern
`/mc give <player> host_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.HOST_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'host_armor_trim_smithing_template': Host trail ruins armor trim pattern
`/mc give <player> ward_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.WARD_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'ward_armor_trim_smithing_template': Ward ancient city armor trim pattern
`/mc give <player> silence_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.SILENCE_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'silence_armor_trim_smithing_template': Silence ancient city ultra-rare armor trim pattern
`/mc give <player> tide_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.TIDE_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'tide_armor_trim_smithing_template': Tide ocean monument guardian armor trim pattern
`/mc give <player> snout_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.SNOUT_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'snout_armor_trim_smithing_template': Snout bastion remnant piglin armor trim pattern
`/mc give <player> rib_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.RIB_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'rib_armor_trim_smithing_template': Rib nether fortress wither armor trim pattern
`/mc give <player> eye_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.EYE_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'eye_armor_trim_smithing_template': Eye stronghold library armor trim pattern
`/mc give <player> spire_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.SPIRE_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'spire_armor_trim_smithing_template': Spire end city purpur armor trim pattern
`/mc give <player> flow_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.FLOW_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'flow_armor_trim_smithing_template': Flow trial chamber wind armor trim pattern
`/mc give <player> bolt_armor_trim_smithing_template [qty]`	OWNER	[MC.GIVE.BOLT_ARMOR_TRIM_SMITHING_TEMPLATE] Spawns equipment/item 'bolt_armor_trim_smithing_template': Bolt trial chamber copper armor trim pattern
`/mc give <player> trial_key [qty]`	OWNER	[MC.GIVE.TRIAL_KEY] Spawns equipment/item 'trial_key': Copper mechanical key unlocking Trial Chamber standard vaults
`/mc give <player> ominous_trial_key [qty]`	OWNER	[MC.GIVE.OMINOUS_TRIAL_KEY] Spawns equipment/item 'ominous_trial_key': Skull-adorned key unlocking ominous high-tier vault loot
`/mc give <player> ominous_bottle [qty]`	OWNER	[MC.GIVE.OMINOUS_BOTTLE] Spawns equipment/item 'ominous_bottle': Brewed bad omen elixir triggering high-intensity ominous trials
`/mc give <player> heavy_core [qty]`	OWNER	[MC.GIVE.HEAVY_CORE] Spawns equipment/item 'heavy_core': Monumental dense core used with breeze rods to craft the Mace
`/mc give <player> breeze_rod [qty]`	OWNER	[MC.GIVE.BREEZE_ROD] Spawns equipment/item 'breeze_rod': Swirling wind rod dropped by defeated Breezes in Trial Chambers
`/mc give <player> wind_charge [qty]`	OWNER	[MC.GIVE.WIND_CHARGE] Spawns equipment/item 'wind_charge': Handheld throwable kinetic burst propelling players or triggering levers
`/mc give <player> white_dye [qty]`	OWNER	[MC.GIVE.WHITE_DYE] Spawns equipment/item 'white_dye': White pigment dye
`/mc give <player> orange_dye [qty]`	OWNER	[MC.GIVE.ORANGE_DYE] Spawns equipment/item 'orange_dye': Orange pigment dye
`/mc give <player> magenta_dye [qty]`	OWNER	[MC.GIVE.MAGENTA_DYE] Spawns equipment/item 'magenta_dye': Magenta pigment dye
`/mc give <player> light_blue_dye [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_DYE] Spawns equipment/item 'light_blue_dye': Light Blue pigment dye
`/mc give <player> yellow_dye [qty]`	OWNER	[MC.GIVE.YELLOW_DYE] Spawns equipment/item 'yellow_dye': Yellow pigment dye
`/mc give <player> lime_dye [qty]`	OWNER	[MC.GIVE.LIME_DYE] Spawns equipment/item 'lime_dye': Lime pigment dye
`/mc give <player> pink_dye [qty]`	OWNER	[MC.GIVE.PINK_DYE] Spawns equipment/item 'pink_dye': Pink pigment dye
`/mc give <player> gray_dye [qty]`	OWNER	[MC.GIVE.GRAY_DYE] Spawns equipment/item 'gray_dye': Gray pigment dye
`/mc give <player> light_gray_dye [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_DYE] Spawns equipment/item 'light_gray_dye': Light Gray pigment dye

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> cyan_dye [qty]`	OWNER	[MC.GIVE.CYAN_DYE] Spawns equipment/item 'cyan_dye': Cyan pigment dye
`/mc give <player> purple_dye [qty]`	OWNER	[MC.GIVE.PURPLE_DYE] Spawns equipment/item 'purple_dye': Purple pigment dye
`/mc give <player> blue_dye [qty]`	OWNER	[MC.GIVE.BLUE_DYE] Spawns equipment/item 'blue_dye': Blue pigment dye
`/mc give <player> brown_dye [qty]`	OWNER	[MC.GIVE.BROWN_DYE] Spawns equipment/item 'brown_dye': Brown pigment dye
`/mc give <player> green_dye [qty]`	OWNER	[MC.GIVE.GREEN_DYE] Spawns equipment/item 'green_dye': Green pigment dye
`/mc give <player> red_dye [qty]`	OWNER	[MC.GIVE.RED_DYE] Spawns equipment/item 'red_dye': Red pigment dye
`/mc give <player> black_dye [qty]`	OWNER	[MC.GIVE.BLACK_DYE] Spawns equipment/item 'black_dye': Black pigment dye
`/mc give <player> white_wool [qty]`	OWNER	[MC.GIVE.WHITE_WOOL] Spawns equipment/item 'white_wool': White sheared soft wool block
`/mc give <player> orange_wool [qty]`	OWNER	[MC.GIVE.ORANGE_WOOL] Spawns equipment/item 'orange_wool': Orange sheared soft wool block
`/mc give <player> magenta_wool [qty]`	OWNER	[MC.GIVE.MAGENTA_WOOL] Spawns equipment/item 'magenta_wool': Magenta sheared soft wool block
`/mc give <player> light_blue_wool [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_WOOL] Spawns equipment/item 'light_blue_wool': Light Blue sheared soft wool block
`/mc give <player> yellow_wool [qty]`	OWNER	[MC.GIVE.YELLOW_WOOL] Spawns equipment/item 'yellow_wool': Yellow sheared soft wool block
`/mc give <player> lime_wool [qty]`	OWNER	[MC.GIVE.LIME_WOOL] Spawns equipment/item 'lime_wool': Lime sheared soft wool block
`/mc give <player> pink_wool [qty]`	OWNER	[MC.GIVE.PINK_WOOL] Spawns equipment/item 'pink_wool': Pink sheared soft wool block
`/mc give <player> gray_wool [qty]`	OWNER	[MC.GIVE.GRAY_WOOL] Spawns equipment/item 'gray_wool': Gray sheared soft wool block
`/mc give <player> light_gray_wool [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_WOOL] Spawns equipment/item 'light_gray_wool': Light Gray sheared soft wool block
`/mc give <player> cyan_wool [qty]`	OWNER	[MC.GIVE.CYAN_WOOL] Spawns equipment/item 'cyan_wool': Cyan sheared soft wool block
`/mc give <player> purple_wool [qty]`	OWNER	[MC.GIVE.PURPLE_WOOL] Spawns equipment/item 'purple_wool': Purple sheared soft wool block
`/mc give <player> blue_wool [qty]`	OWNER	[MC.GIVE.BLUE_WOOL] Spawns equipment/item 'blue_wool': Blue sheared soft wool block
`/mc give <player> brown_wool [qty]`	OWNER	[MC.GIVE.BROWN_WOOL] Spawns equipment/item 'brown_wool': Brown sheared soft wool block
`/mc give <player> green_wool [qty]`	OWNER	[MC.GIVE.GREEN_WOOL] Spawns equipment/item 'green_wool': Green sheared soft wool block
`/mc give <player> red_wool [qty]`	OWNER	[MC.GIVE.RED_WOOL] Spawns equipment/item 'red_wool': Red sheared soft wool block
`/mc give <player> black_wool [qty]`	OWNER	[MC.GIVE.BLACK_WOOL] Spawns equipment/item 'black_wool': Black sheared soft wool block
`/mc give <player> white_concrete [qty]`	OWNER	[MC.GIVE.WHITE_CONCRETE] Spawns equipment/item 'white_concrete': White solid vibrant concrete architectural block
`/mc give <player> orange_concrete [qty]`	OWNER	[MC.GIVE.ORANGE_CONCRETE] Spawns equipment/item 'orange_concrete': Orange solid vibrant concrete architectural block
`/mc give <player> magenta_concrete [qty]`	OWNER	[MC.GIVE.MAGENTA_CONCRETE] Spawns equipment/item 'magenta_concrete': Magenta solid vibrant concrete architectural block
`/mc give <player> light_blue_concrete [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_CONCRETE] Spawns equipment/item 'light_blue_concrete': Light Blue solid vibrant concrete architectural block
`/mc give <player> yellow_concrete [qty]`	OWNER	[MC.GIVE.YELLOW_CONCRETE] Spawns equipment/item 'yellow_concrete': Yellow solid vibrant concrete architectural block
`/mc give <player> lime_concrete [qty]`	OWNER	[MC.GIVE.LIME_CONCRETE] Spawns equipment/item 'lime_concrete': Lime solid vibrant concrete architectural block
`/mc give <player> pink_concrete [qty]`	OWNER	[MC.GIVE.PINK_CONCRETE] Spawns equipment/item 'pink_concrete': Pink solid vibrant concrete architectural block
`/mc give <player> gray_concrete [qty]`	OWNER	[MC.GIVE.GRAY_CONCRETE] Spawns equipment/item 'gray_concrete': Gray solid vibrant concrete architectural block

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> light_gray_concrete [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_CONCRETE] Spawns equipment/item 'light_gray_concrete': Light Gray solid vibrant concrete architectural block
`/mc give <player> cyan_concrete [qty]`	OWNER	[MC.GIVE.CYAN_CONCRETE] Spawns equipment/item 'cyan_concrete': Cyan solid vibrant concrete architectural block
`/mc give <player> purple_concrete [qty]`	OWNER	[MC.GIVE.PURPLE_CONCRETE] Spawns equipment/item 'purple_concrete': Purple solid vibrant concrete architectural block
`/mc give <player> blue_concrete [qty]`	OWNER	[MC.GIVE.BLUE_CONCRETE] Spawns equipment/item 'blue_concrete': Blue solid vibrant concrete architectural block
`/mc give <player> brown_concrete [qty]`	OWNER	[MC.GIVE.BROWN_CONCRETE] Spawns equipment/item 'brown_concrete': Brown solid vibrant concrete architectural block
`/mc give <player> green_concrete [qty]`	OWNER	[MC.GIVE.GREEN_CONCRETE] Spawns equipment/item 'green_concrete': Green solid vibrant concrete architectural block
`/mc give <player> red_concrete [qty]`	OWNER	[MC.GIVE.RED_CONCRETE] Spawns equipment/item 'red_concrete': Red solid vibrant concrete architectural block
`/mc give <player> black_concrete [qty]`	OWNER	[MC.GIVE.BLACK_CONCRETE] Spawns equipment/item 'black_concrete': Black solid vibrant concrete architectural block
`/mc give <player> white_concrete_powder [qty]`	OWNER	[MC.GIVE.WHITE_CONCRETE_POWDER] Spawns equipment/item 'white_concrete_powder': White gravity-affected concrete powder
`/mc give <player> orange_concrete_powder [qty]`	OWNER	[MC.GIVE.ORANGE_CONCRETE_POWDER] Spawns equipment/item 'orange_concrete_powder': Orange gravity-affected concrete powder
`/mc give <player> magenta_concrete_powder [qty]`	OWNER	[MC.GIVE.MAGENTA_CONCRETE_POWDER] Spawns equipment/item 'magenta_concrete_powder': Magenta gravity-affected concrete powder
`/mc give <player> light_blue_concrete_powder [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_CONCRETE_POWDER] Spawns equipment/item 'light_blue_concrete_powder': Light Blue gravity-affected concrete powder
`/mc give <player> yellow_concrete_powder [qty]`	OWNER	[MC.GIVE.YELLOW_CONCRETE_POWDER] Spawns equipment/item 'yellow_concrete_powder': Yellow gravity-affected concrete powder
`/mc give <player> lime_concrete_powder [qty]`	OWNER	[MC.GIVE.LIME_CONCRETE_POWDER] Spawns equipment/item 'lime_concrete_powder': Lime gravity-affected concrete powder
`/mc give <player> pink_concrete_powder [qty]`	OWNER	[MC.GIVE.PINK_CONCRETE_POWDER] Spawns equipment/item 'pink_concrete_powder': Pink gravity-affected concrete powder
`/mc give <player> gray_concrete_powder [qty]`	OWNER	[MC.GIVE.GRAY_CONCRETE_POWDER] Spawns equipment/item 'gray_concrete_powder': Gray gravity-affected concrete powder
`/mc give <player> light_gray_concrete_powder [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_CONCRETE_POWDER] Spawns equipment/item 'light_gray_concrete_powder': Light Gray gravity-affected concrete powder
`/mc give <player> cyan_concrete_powder [qty]`	OWNER	[MC.GIVE.CYAN_CONCRETE_POWDER] Spawns equipment/item 'cyan_concrete_powder': Cyan gravity-affected concrete powder
`/mc give <player> purple_concrete_powder [qty]`	OWNER	[MC.GIVE.PURPLE_CONCRETE_POWDER] Spawns equipment/item 'purple_concrete_powder': Purple gravity-affected concrete powder
`/mc give <player> blue_concrete_powder [qty]`	OWNER	[MC.GIVE.BLUE_CONCRETE_POWDER] Spawns equipment/item 'blue_concrete_powder': Blue gravity-affected concrete powder
`/mc give <player> brown_concrete_powder [qty]`	OWNER	[MC.GIVE.BROWN_CONCRETE_POWDER] Spawns equipment/item 'brown_concrete_powder': Brown gravity-affected concrete powder
`/mc give <player> green_concrete_powder [qty]`	OWNER	[MC.GIVE.GREEN_CONCRETE_POWDER] Spawns equipment/item 'green_concrete_powder': Green gravity-affected concrete powder
`/mc give <player> red_concrete_powder [qty]`	OWNER	[MC.GIVE.RED_CONCRETE_POWDER] Spawns equipment/item 'red_concrete_powder': Red gravity-affected concrete powder
`/mc give <player> black_concrete_powder [qty]`	OWNER	[MC.GIVE.BLACK_CONCRETE_POWDER] Spawns equipment/item 'black_concrete_powder': Black gravity-affected concrete powder
`/mc give <player> white_terracotta [qty]`	OWNER	[MC.GIVE.WHITE_TERRACOTTA] Spawns equipment/item 'white_terracotta': White clay kiln-baked terracotta
`/mc give <player> orange_terracotta [qty]`	OWNER	[MC.GIVE.ORANGE_TERRACOTTA] Spawns equipment/item 'orange_terracotta': Orange clay kiln-baked terracotta

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> magenta_terracotta [qty]`	OWNER	[MC.GIVE.MAGENTA_TERRACOTTA] Spawns equipment/item 'magenta_terracotta': Magenta clay kiln-baked terracotta
`/mc give <player> light_blue_terracotta [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_TERRACOTTA] Spawns equipment/item 'light_blue_terracotta': Light Blue clay kiln-baked terracotta
`/mc give <player> yellow_terracotta [qty]`	OWNER	[MC.GIVE.YELLOW_TERRACOTTA] Spawns equipment/item 'yellow_terracotta': Yellow clay kiln-baked terracotta
`/mc give <player> lime_terracotta [qty]`	OWNER	[MC.GIVE.LIME_TERRACOTTA] Spawns equipment/item 'lime_terracotta': Lime clay kiln-baked terracotta
`/mc give <player> pink_terracotta [qty]`	OWNER	[MC.GIVE.PINK_TERRACOTTA] Spawns equipment/item 'pink_terracotta': Pink clay kiln-baked terracotta
`/mc give <player> gray_terracotta [qty]`	OWNER	[MC.GIVE.GRAY_TERRACOTTA] Spawns equipment/item 'gray_terracotta': Gray clay kiln-baked terracotta
`/mc give <player> light_gray_terracotta [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_TERRACOTTA] Spawns equipment/item 'light_gray_terracotta': Light Gray clay kiln-baked terracotta
`/mc give <player> cyan_terracotta [qty]`	OWNER	[MC.GIVE.CYAN_TERRACOTTA] Spawns equipment/item 'cyan_terracotta': Cyan clay kiln-baked terracotta
`/mc give <player> purple_terracotta [qty]`	OWNER	[MC.GIVE.PURPLE_TERRACOTTA] Spawns equipment/item 'purple_terracotta': Purple clay kiln-baked terracotta
`/mc give <player> blue_terracotta [qty]`	OWNER	[MC.GIVE.BLUE_TERRACOTTA] Spawns equipment/item 'blue_terracotta': Blue clay kiln-baked terracotta
`/mc give <player> brown_terracotta [qty]`	OWNER	[MC.GIVE.BROWN_TERRACOTTA] Spawns equipment/item 'brown_terracotta': Brown clay kiln-baked terracotta
`/mc give <player> green_terracotta [qty]`	OWNER	[MC.GIVE.GREEN_TERRACOTTA] Spawns equipment/item 'green_terracotta': Green clay kiln-baked terracotta
`/mc give <player> red_terracotta [qty]`	OWNER	[MC.GIVE.RED_TERRACOTTA] Spawns equipment/item 'red_terracotta': Red clay kiln-baked terracotta
`/mc give <player> black_terracotta [qty]`	OWNER	[MC.GIVE.BLACK_TERRACOTTA] Spawns equipment/item 'black_terracotta': Black clay kiln-baked terracotta
`/mc give <player> white_glazed_terracotta [qty]`	OWNER	[MC.GIVE.WHITE_GLAZED_TERRACOTTA] Spawns equipment/item 'white_glazed_terracotta': White decorative patterned glazed tile
`/mc give <player> orange_glazed_terracotta [qty]`	OWNER	[MC.GIVE.ORANGE_GLAZED_TERRACOTTA] Spawns equipment/item 'orange_glazed_terracotta': Orange decorative patterned glazed tile
`/mc give <player> magenta_glazed_terracotta [qty]`	OWNER	[MC.GIVE.MAGENTA_GLAZED_TERRACOTTA] Spawns equipment/item 'magenta_glazed_terracotta': Magenta decorative patterned glazed tile
`/mc give <player> light_blue_glazed_terracotta [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_GLAZED_TERRACOTTA] Spawns equipment/item 'light_blue_glazed_terracotta': Light Blue decorative patterned glazed tile
`/mc give <player> yellow_glazed_terracotta [qty]`	OWNER	[MC.GIVE.YELLOW_GLAZED_TERRACOTTA] Spawns equipment/item 'yellow_glazed_terracotta': Yellow decorative patterned glazed tile
`/mc give <player> lime_glazed_terracotta [qty]`	OWNER	[MC.GIVE.LIME_GLAZED_TERRACOTTA] Spawns equipment/item 'lime_glazed_terracotta': Lime decorative patterned glazed tile
`/mc give <player> pink_glazed_terracotta [qty]`	OWNER	[MC.GIVE.PINK_GLAZED_TERRACOTTA] Spawns equipment/item 'pink_glazed_terracotta': Pink decorative patterned glazed tile
`/mc give <player> gray_glazed_terracotta [qty]`	OWNER	[MC.GIVE.GRAY_GLAZED_TERRACOTTA] Spawns equipment/item 'gray_glazed_terracotta': Gray decorative patterned glazed tile
`/mc give <player> light_gray_glazed_terracotta [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_GLAZED_TERRACOTTA] Spawns equipment/item 'light_gray_glazed_terracotta': Light Gray decorative patterned glazed tile
`/mc give <player> cyan_glazed_terracotta [qty]`	OWNER	[MC.GIVE.CYAN_GLAZED_TERRACOTTA] Spawns equipment/item 'cyan_glazed_terracotta': Cyan decorative patterned glazed tile
`/mc give <player> purple_glazed_terracotta [qty]`	OWNER	[MC.GIVE.PURPLE_GLAZED_TERRACOTTA] Spawns equipment/item 'purple_glazed_terracotta': Purple decorative patterned glazed tile
`/mc give <player> blue_glazed_terracotta [qty]`	OWNER	[MC.GIVE.BLUE_GLAZED_TERRACOTTA] Spawns equipment/item 'blue_glazed_terracotta': Blue decorative patterned glazed tile

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> brown_glazed_terracotta [qty]`	OWNER	[MC.GIVE.BROWN_GLAZED_TERRACOTTA] Spawns equipment/item 'brown_glazed_terracotta': Brown decorative patterned glazed tile
`/mc give <player> green_glazed_terracotta [qty]`	OWNER	[MC.GIVE.GREEN_GLAZED_TERRACOTTA] Spawns equipment/item 'green_glazed_terracotta': Green decorative patterned glazed tile
`/mc give <player> red_glazed_terracotta [qty]`	OWNER	[MC.GIVE.RED_GLAZED_TERRACOTTA] Spawns equipment/item 'red_glazed_terracotta': Red decorative patterned glazed tile
`/mc give <player> black_glazed_terracotta [qty]`	OWNER	[MC.GIVE.BLACK_GLAZED_TERRACOTTA] Spawns equipment/item 'black_glazed_terracotta': Black decorative patterned glazed tile
`/mc give <player> white_stained_glass [qty]`	OWNER	[MC.GIVE.WHITE_STAINED_GLASS] Spawns equipment/item 'white_stained_glass': White translucent architectural glass
`/mc give <player> orange_stained_glass [qty]`	OWNER	[MC.GIVE.ORANGE_STAINED_GLASS] Spawns equipment/item 'orange_stained_glass': Orange translucent architectural glass
`/mc give <player> magenta_stained_glass [qty]`	OWNER	[MC.GIVE.MAGENTA_STAINED_GLASS] Spawns equipment/item 'magenta_stained_glass': Magenta translucent architectural glass
`/mc give <player> light_blue_stained_glass [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_STAINED_GLASS] Spawns equipment/item 'light_blue_stained_glass': Light Blue translucent architectural glass
`/mc give <player> yellow_stained_glass [qty]`	OWNER	[MC.GIVE.YELLOW_STAINED_GLASS] Spawns equipment/item 'yellow_stained_glass': Yellow translucent architectural glass
`/mc give <player> lime_stained_glass [qty]`	OWNER	[MC.GIVE.LIME_STAINED_GLASS] Spawns equipment/item 'lime_stained_glass': Lime translucent architectural glass
`/mc give <player> pink_stained_glass [qty]`	OWNER	[MC.GIVE.PINK_STAINED_GLASS] Spawns equipment/item 'pink_stained_glass': Pink translucent architectural glass
`/mc give <player> gray_stained_glass [qty]`	OWNER	[MC.GIVE.GRAY_STAINED_GLASS] Spawns equipment/item 'gray_stained_glass': Gray translucent architectural glass
`/mc give <player> light_gray_stained_glass [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_STAINED_GLASS] Spawns equipment/item 'light_gray_stained_glass': Light Gray translucent architectural glass
`/mc give <player> cyan_stained_glass [qty]`	OWNER	[MC.GIVE.CYAN_STAINED_GLASS] Spawns equipment/item 'cyan_stained_glass': Cyan translucent architectural glass
`/mc give <player> purple_stained_glass [qty]`	OWNER	[MC.GIVE.PURPLE_STAINED_GLASS] Spawns equipment/item 'purple_stained_glass': Purple translucent architectural glass
`/mc give <player> blue_stained_glass [qty]`	OWNER	[MC.GIVE.BLUE_STAINED_GLASS] Spawns equipment/item 'blue_stained_glass': Blue translucent architectural glass
`/mc give <player> brown_stained_glass [qty]`	OWNER	[MC.GIVE.BROWN_STAINED_GLASS] Spawns equipment/item 'brown_stained_glass': Brown translucent architectural glass
`/mc give <player> green_stained_glass [qty]`	OWNER	[MC.GIVE.GREEN_STAINED_GLASS] Spawns equipment/item 'green_stained_glass': Green translucent architectural glass
`/mc give <player> red_stained_glass [qty]`	OWNER	[MC.GIVE.RED_STAINED_GLASS] Spawns equipment/item 'red_stained_glass': Red translucent architectural glass
`/mc give <player> black_stained_glass [qty]`	OWNER	[MC.GIVE.BLACK_STAINED_GLASS] Spawns equipment/item 'black_stained_glass': Black translucent architectural glass
`/mc give <player> white_bed [qty]`	OWNER	[MC.GIVE.WHITE_BED] Spawns equipment/item 'white_bed': White sleeping cot setting respawn point
`/mc give <player> orange_bed [qty]`	OWNER	[MC.GIVE.ORANGE_BED] Spawns equipment/item 'orange_bed': Orange sleeping cot setting respawn point
`/mc give <player> magenta_bed [qty]`	OWNER	[MC.GIVE.MAGENTA_BED] Spawns equipment/item 'magenta_bed': Magenta sleeping cot setting respawn point
`/mc give <player> light_blue_bed [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_BED] Spawns equipment/item 'light_blue_bed': Light Blue sleeping cot setting respawn point
`/mc give <player> yellow_bed [qty]`	OWNER	[MC.GIVE.YELLOW_BED] Spawns equipment/item 'yellow_bed': Yellow sleeping cot setting respawn point
`/mc give <player> lime_bed [qty]`	OWNER	[MC.GIVE.LIME_BED] Spawns equipment/item 'lime_bed': Lime sleeping cot setting respawn point

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> pink_bed [qty]`	OWNER	[MC.GIVE.PINK_BED] Spawns equipment/item 'pink_bed': Pink sleeping cot setting respawn point
`/mc give <player> gray_bed [qty]`	OWNER	[MC.GIVE.GRAY_BED] Spawns equipment/item 'gray_bed': Gray sleeping cot setting respawn point
`/mc give <player> light_gray_bed [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_BED] Spawns equipment/item 'light_gray_bed': Light Gray sleeping cot setting respawn point
`/mc give <player> cyan_bed [qty]`	OWNER	[MC.GIVE.CYAN_BED] Spawns equipment/item 'cyan_bed': Cyan sleeping cot setting respawn point
`/mc give <player> purple_bed [qty]`	OWNER	[MC.GIVE.PURPLE_BED] Spawns equipment/item 'purple_bed': Purple sleeping cot setting respawn point
`/mc give <player> blue_bed [qty]`	OWNER	[MC.GIVE.BLUE_BED] Spawns equipment/item 'blue_bed': Blue sleeping cot setting respawn point
`/mc give <player> brown_bed [qty]`	OWNER	[MC.GIVE.BROWN_BED] Spawns equipment/item 'brown_bed': Brown sleeping cot setting respawn point
`/mc give <player> green_bed [qty]`	OWNER	[MC.GIVE.GREEN_BED] Spawns equipment/item 'green_bed': Green sleeping cot setting respawn point
`/mc give <player> red_bed [qty]`	OWNER	[MC.GIVE.RED_BED] Spawns equipment/item 'red_bed': Red sleeping cot setting respawn point
`/mc give <player> black_bed [qty]`	OWNER	[MC.GIVE.BLACK_BED] Spawns equipment/item 'black_bed': Black sleeping cot setting respawn point
`/mc give <player> white_banner [qty]`	OWNER	[MC.GIVE.WHITE_BANNER] Spawns equipment/item 'white_banner': White customizable heraldic cloth banner
`/mc give <player> orange_banner [qty]`	OWNER	[MC.GIVE.ORANGE_BANNER] Spawns equipment/item 'orange_banner': Orange customizable heraldic cloth banner
`/mc give <player> magenta_banner [qty]`	OWNER	[MC.GIVE.MAGENTA_BANNER] Spawns equipment/item 'magenta_banner': Magenta customizable heraldic cloth banner
`/mc give <player> light_blue_banner [qty]`	OWNER	[MC.GIVE.LIGHT_BLUE_BANNER] Spawns equipment/item 'light_blue_banner': Light Blue customizable heraldic cloth banner
`/mc give <player> yellow_banner [qty]`	OWNER	[MC.GIVE.YELLOW_BANNER] Spawns equipment/item 'yellow_banner': Yellow customizable heraldic cloth banner
`/mc give <player> lime_banner [qty]`	OWNER	[MC.GIVE.LIME_BANNER] Spawns equipment/item 'lime_banner': Lime customizable heraldic cloth banner
`/mc give <player> pink_banner [qty]`	OWNER	[MC.GIVE.PINK_BANNER] Spawns equipment/item 'pink_banner': Pink customizable heraldic cloth banner
`/mc give <player> gray_banner [qty]`	OWNER	[MC.GIVE.GRAY_BANNER] Spawns equipment/item 'gray_banner': Gray customizable heraldic cloth banner
`/mc give <player> light_gray_banner [qty]`	OWNER	[MC.GIVE.LIGHT_GRAY_BANNER] Spawns equipment/item 'light_gray_banner': Light Gray customizable heraldic cloth banner
`/mc give <player> cyan_banner [qty]`	OWNER	[MC.GIVE.CYAN_BANNER] Spawns equipment/item 'cyan_banner': Cyan customizable heraldic cloth banner
`/mc give <player> purple_banner [qty]`	OWNER	[MC.GIVE.PURPLE_BANNER] Spawns equipment/item 'purple_banner': Purple customizable heraldic cloth banner
`/mc give <player> blue_banner [qty]`	OWNER	[MC.GIVE.BLUE_BANNER] Spawns equipment/item 'blue_banner': Blue customizable heraldic cloth banner
`/mc give <player> brown_banner [qty]`	OWNER	[MC.GIVE.BROWN_BANNER] Spawns equipment/item 'brown_banner': Brown customizable heraldic cloth banner
`/mc give <player> green_banner [qty]`	OWNER	[MC.GIVE.GREEN_BANNER] Spawns equipment/item 'green_banner': Green customizable heraldic cloth banner
`/mc give <player> red_banner [qty]`	OWNER	[MC.GIVE.RED_BANNER] Spawns equipment/item 'red_banner': Red customizable heraldic cloth banner
`/mc give <player> black_banner [qty]`	OWNER	[MC.GIVE.BLACK_BANNER] Spawns equipment/item 'black_banner': Black customizable heraldic cloth banner

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> exposed_copper [qty]`	OWNER	[MC.GIVE.EXPOSED_COPPER] Spawns equipment/item 'exposed_copper': Lightly oxidized verdigris exposed copper block
`/mc give <player> weathered_copper [qty]`	OWNER	[MC.GIVE.WEATHERED_COPPER] Spawns equipment/item 'weathered_copper': Heavily oxidized green weathered copper block
`/mc give <player> oxidized_copper [qty]`	OWNER	[MC.GIVE.OXIDIZED_COPPER] Spawns equipment/item 'oxidized_copper': Fully oxidized turquoise copper block
`/mc give <player> cut_copper [qty]`	OWNER	[MC.GIVE.CUT_COPPER] Spawns equipment/item 'cut_copper': Cut copper tiled roofing block
`/mc give <player> exposed_cut_copper [qty]`	OWNER	[MC.GIVE.EXPOSED_CUT_COPPER] Spawns equipment/item 'exposed_cut_copper': Exposed cut copper block
`/mc give <player> weathered_cut_copper [qty]`	OWNER	[MC.GIVE.WEATHERED_CUT_COPPER] Spawns equipment/item 'weathered_cut_copper': Weathered cut copper block
`/mc give <player> oxidized_cut_copper [qty]`	OWNER	[MC.GIVE.OXIDIZED_CUT_COPPER] Spawns equipment/item 'oxidized_cut_copper': Oxidized cut copper block
`/mc give <player> waxed_copper_block [qty]`	OWNER	[MC.GIVE.WAXED_COPPER_BLOCK] Spawns equipment/item 'waxed_copper_block': Honeycomb waxed copper preserving original sheen
`/mc give <player> waxed_exposed_copper [qty]`	OWNER	[MC.GIVE.WAXED_EXPOSED_COPPER] Spawns equipment/item 'waxed_exposed_copper': Honeycomb waxed exposed copper
`/mc give <player> waxed_weathered_copper [qty]`	OWNER	[MC.GIVE.WAXED_WEATHERED_COPPER] Spawns equipment/item 'waxed_weathered_copper': Honeycomb waxed weathered copper
`/mc give <player> waxed_oxidized_copper [qty]`	OWNER	[MC.GIVE.WAXED_OXIDIZED_COPPER] Spawns equipment/item 'waxed_oxidized_copper': Honeycomb waxed oxidized copper
`/mc give <player> oak_sapling [qty]`	OWNER	[MC.GIVE.OAK_SAPLING] Spawns equipment/item 'oak_sapling': Oak tree sapling producing apples
`/mc give <player> spruce_sapling [qty]`	OWNER	[MC.GIVE.SPRUCE_SAPLING] Spawns equipment/item 'spruce_sapling': Northern evergreen spruce sapling
`/mc give <player> birch_sapling [qty]`	OWNER	[MC.GIVE.BIRCH_SAPLING] Spawns equipment/item 'birch_sapling': Pale white bark birch sapling
`/mc give <player> jungle_sapling [qty]`	OWNER	[MC.GIVE.JUNGLE_SAPLING] Spawns equipment/item 'jungle_sapling': Tropical jungle tree sapling growing into 2x2 giants
`/mc give <player> acacia_sapling [qty]`	OWNER	[MC.GIVE.ACACIA_SAPLING] Spawns equipment/item 'acacia_sapling': Savanna acacia sapling growing diagonal branches
`/mc give <player> dark_oak_sapling [qty]`	OWNER	[MC.GIVE.DARK_OAK_SAPLING] Spawns equipment/item 'dark_oak_sapling': Dark oak forest sapling requiring 2x2 cluster to grow
`/mc give <player> mangrove_propagule [qty]`	OWNER	[MC.GIVE.MANGROVE_PROPAGULE] Spawns equipment/item 'mangrove_propagule': Swamp mangrove hanging shoot growing into muddy trees
`/mc give <player> cherry_sapling [qty]`	OWNER	[MC.GIVE.CHERRY_SAPLING] Spawns equipment/item 'cherry_sapling': Pink cherry blossom sapling producing petal drifts
`/mc give <player> azalea [qty]`	OWNER	[MC.GIVE.AZALEA] Spawns equipment/item 'azalea': Flowering subterranean bush with deep roots pointing to lush caves
`/mc give <player> flowering_azalea [qty]`	OWNER	[MC.GIVE.FLOWERING_AZALEA] Spawns equipment/item 'flowering_azalea': Blossoming pink azalea foliage block
`/mc give <player> moss_block [qty]`	OWNER	[MC.GIVE.MOSS_BLOCK] Spawns equipment/item 'moss_block': Fertilizable organic moss block spreading greenery with bone meal
`/mc give <player> moss_carpet [qty]`	OWNER	[MC.GIVE.MOSS_CARPET] Spawns equipment/item 'moss_carpet': Thin decorative natural moss floor covering
`/mc give <player> pale_hanging_moss [qty]`	OWNER	[MC.GIVE.PALE_HANGING_MOSS] Spawns equipment/item 'pale_hanging_moss': Eerie drooping pale hanging moss from the Pale Garden
`/mc give <player> spore_blossom [qty]`	OWNER	[MC.GIVE.SPORE_BLOSSOM] Spawns equipment/item 'spore_blossom': Ceiling-hanging flower emitting delicate green drifting spore particles
`/mc give <player> hanging_roots [qty]`	OWNER	[MC.GIVE.HANGING_ROOTS] Spawns equipment/item 'hanging_roots': Exposed subterranean tree root systems

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> big_dripleaf [qty]`	OWNER	[MC.GIVE.BIG_DRIPLEAF] Spawns equipment/item 'big_dripleaf': Tiltable plant leaf supporting players momentarily before tilting
`/mc give <player> small_dripleaf [qty]`	OWNER	[MC.GIVE.SMALL_DRIPLEAF] Spawns equipment/item 'small_dripleaf': Ornamental aquatic dripleaf seedling
`/mc give <player> glow_lichen [qty]`	OWNER	[MC.GIVE.GLOW_LICHEN] Spawns equipment/item 'glow_lichen': Subdued subterranean bioluminescent wall lichen (light level 7)
`/mc give <player> sculk [qty]`	OWNER	[MC.GIVE.SCULK] Spawns equipment/item 'sculk': Acoustic organic block absorbing death experience into sculk veins
`/mc give <player> sculk_catalyst [qty]`	OWNER	[MC.GIVE.SCULK_CATALYST] Spawns equipment/item 'sculk_catalyst': Sculk block that converts mob death XP into spreading sculk blooms
`/mc give <player> sculk_shrieker [qty]`	OWNER	[MC.GIVE.SCULK_SHRIEKER] Spawns equipment/item 'sculk_shrieker': Ancient warning trap shrieking and summoning the Warden
`/mc give <player> sculk_vein [qty]`	OWNER	[MC.GIVE.SCULK_VEIN] Spawns equipment/item 'sculk_vein': Spreading tendrils transmitting sound signals across blocks
`/mc give <player> lily_pad [qty]`	OWNER	[MC.GIVE.LILY_PAD] Spawns equipment/item 'lily_pad': Floating aquatic surface pad supporting player walking
`/mc give <player> mud [qty]`	OWNER	[MC.GIVE.MUD] Spawns equipment/item 'mud': Soft earthy ground block crafted by applying water to dirt
`/mc give <player> packed_mud [qty]`	OWNER	[MC.GIVE.PACKED_MUD] Spawns equipment/item 'packed_mud': Compressed dried mud building block
`/mc give <player> mud_bricks [qty]`	OWNER	[MC.GIVE.MUD_BRICKS] Spawns equipment/item 'mud_bricks': Sun-baked kiln mud building bricks
`/mc give <player> muddy_mangrove_roots [qty]`	OWNER	[MC.GIVE.MUDDY_MANGROVE_ROOTS] Spawns equipment/item 'muddy_mangrove_roots': Interlocking swamp tree roots encased in rich mud
`/mc give <player> raw_iron_block [qty]`	OWNER	[MC.GIVE.RAW_IRON_BLOCK] Spawns equipment/item 'raw_iron_block': Compact storage block of 9 raw iron chunks
`/mc give <player> raw_gold_block [qty]`	OWNER	[MC.GIVE.RAW_GOLD_BLOCK] Spawns equipment/item 'raw_gold_block': Compact storage block of 9 raw gold chunks
`/mc give <player> raw_copper_block [qty]`	OWNER	[MC.GIVE.RAW_COPPER_BLOCK] Spawns equipment/item 'raw_copper_block': Compact storage block of 9 raw copper chunks
`/mc give <player> coal_ore [qty]`	OWNER	[MC.GIVE.COAL_ORE] Spawns equipment/item 'coal_ore': Standard stone coal ore block
`/mc give <player> deepslate_coal_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_COAL_ORE] Spawns equipment/item 'deepslate_coal_ore': Deep underground deepslate coal ore block
`/mc give <player> iron_ore [qty]`	OWNER	[MC.GIVE.IRON_ORE] Spawns equipment/item 'iron_ore': Stone iron ore block
`/mc give <player> deepslate_iron_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_IRON_ORE] Spawns equipment/item 'deepslate_iron_ore': Deep slate banded iron formation ore block
`/mc give <player> copper_ore [qty]`	OWNER	[MC.GIVE.COPPER_ORE] Spawns equipment/item 'copper_ore': Stone copper ore block
`/mc give <player> deepslate_copper_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_COPPER_ORE] Spawns equipment/item 'deepslate_copper_ore': Deepslate copper ore block
`/mc give <player> gold_ore [qty]`	OWNER	[MC.GIVE.GOLD_ORE] Spawns equipment/item 'gold_ore': Stone gold ore block
`/mc give <player> deepslate_gold_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_GOLD_ORE] Spawns equipment/item 'deepslate_gold_ore': Deepslate gold ore block
`/mc give <player> redstone_ore [qty]`	OWNER	[MC.GIVE.REDSTONE_ORE] Spawns equipment/item 'redstone_ore': Glowing redstone mineral ore block
`/mc give <player> deepslate_redstone_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_REDSTONE_ORE] Spawns equipment/item 'deepslate_redstone_ore': Deepslate glowing redstone ore block
`/mc give <player> emerald_ore [qty]`	OWNER	[MC.GIVE.EMERALD_ORE] Spawns equipment/item 'emerald_ore': High-altitude mountain emerald ore block
`/mc give <player> deepslate_emerald_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_EMERALD_ORE] Spawns equipment/item 'deepslate_emerald_ore': Rare deepslate emerald ore block
`/mc give <player> lapis_ore [qty]`	OWNER	[MC.GIVE.LAPIS_ORE] Spawns equipment/item 'lapis_ore': Stone lapis lazuli ore block

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> deepslate_lapis_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_LAPIS_ORE] Spawns equipment/item 'deepslate_lapis_ore': Deepslate lapis lazuli ore block
`/mc give <player> diamond_ore [qty]`	OWNER	[MC.GIVE.DIAMOND_ORE] Spawns equipment/item 'diamond_ore': Stone diamond ore block
`/mc give <player> deepslate_diamond_ore [qty]`	OWNER	[MC.GIVE.DEEPSLATE_DIAMOND_ORE] Spawns equipment/item 'deepslate_diamond_ore': Deepslate diamond ore generating below Y=0
`/mc enchant <player> sharpness [lvl]`	OWNER	[MC.ENCHANT.SHARPNESS] Applies 'sharpness' enchantment: Increases melee damage against all mobs
`/mc enchant <player> smite [lvl]`	OWNER	[MC.ENCHANT.SMITE] Applies 'smite' enchantment: Vastly increases melee attack damage against undead mobs
`/mc enchant <player> bane_of_arthropods [lvl]`	OWNER	[MC.ENCHANT.BANE_OF_ARTHROPODS] Applies 'bane_of_arthropods' enchantment: Increases damage against spiders, silverfish, and endermites
`/mc enchant <player> knockback [lvl]`	OWNER	[MC.ENCHANT.KNOCKBACK] Applies 'knockback' enchantment: Knocks back struck targets by several blocks
`/mc enchant <player> fire_aspect [lvl]`	OWNER	[MC.ENCHANT.FIRE_ASPECT] Applies 'fire_aspect' enchantment: Ignites target entity on fire upon hit
`/mc enchant <player> looting [lvl]`	OWNER	[MC.ENCHANT.LOOTING] Applies 'looting' enchantment: Increases mob drop yield and rare drop chances
`/mc enchant <player> sweeping_edge [lvl]`	OWNER	[MC.ENCHANT.SWEEPING_EDGE] Applies 'sweeping_edge' enchantment: Increases sweeping blade attack damage percentage
`/mc enchant <player> efficiency [lvl]`	OWNER	[MC.ENCHANT.EFFICIENCY] Applies 'efficiency' enchantment: Vastly accelerates mining speed of tools
`/mc enchant <player> silk_touch [lvl]`	OWNER	[MC.ENCHANT.SILK_TOUCH] Applies 'silk_touch' enchantment: Mines blocks as themselves rather than their ordinary drops
`/mc enchant <player> unbreaking [lvl]`	OWNER	[MC.ENCHANT.UNBREAKING] Applies 'unbreaking' enchantment: Reduces chance of equipment taking durability damage on use
`/mc enchant <player> fortune [lvl]`	OWNER	[MC.ENCHANT.FORTUNE] Applies 'fortune' enchantment: Multiplies block drop counts for ores and crops
`/mc enchant <player> power [lvl]`	OWNER	[MC.ENCHANT.POWER] Applies 'power' enchantment: Increases arrow projectile damage from bows
`/mc enchant <player> punch [lvl]`	OWNER	[MC.ENCHANT.PUNCH] Applies 'punch' enchantment: Adds heavy knockback force to bow arrows
`/mc enchant <player> flame [lvl]`	OWNER	[MC.ENCHANT.FLAME] Applies 'flame' enchantment: Ignites arrows shot from bow with fire
`/mc enchant <player> infinity [lvl]`	OWNER	[MC.ENCHANT.INFINITY] Applies 'infinity' enchantment: Shoots infinite normal arrows with at least 1 arrow in inventory
`/mc enchant <player> luck_of_the_sea [lvl]`	OWNER	[MC.ENCHANT.LUCK_OF_THE_SEA] Applies 'luck_of_the_sea' enchantment: Increases chance of valuable treasure catches when fishing
`/mc enchant <player> lure [lvl]`	OWNER	[MC.ENCHANT.LURE] Applies 'lure' enchantment: Reduces wait time until fish bite hook
`/mc enchant <player> loyalty [lvl]`	OWNER	[MC.ENCHANT.LOYALTY] Applies 'loyalty' enchantment: Trident returns automatically to player hand after being thrown
`/mc enchant <player> impaling [lvl]`	OWNER	[MC.ENCHANT.IMPALING] Applies 'impaling' enchantment: Inflicts massive damage bonus against aquatic entities
`/mc enchant <player> riptide [lvl]`	OWNER	[MC.ENCHANT.RIPTIDE] Applies 'riptide' enchantment: Launches player forward through air when thrown in water or rain
`/mc enchant <player> channeling [lvl]`	OWNER	[MC.ENCHANT.CHANNELING] Applies 'channeling' enchantment: Summons lightning bolt on struck entity during thunderstorms
`/mc enchant <player> multishot [lvl]`	OWNER	[MC.ENCHANT.MULTISHOT] Applies 'multishot' enchantment: Fires 3 arrows or firework rockets simultaneously from crossbow
`/mc enchant <player> quick_charge [lvl]`	OWNER	[MC.ENCHANT.QUICK_CHARGE] Applies 'quick_charge' enchantment: Accelerates crossbow reload speed dramatically
`/mc enchant <player> piercing [lvl]`	OWNER	[MC.ENCHANT.PIERCING] Applies 'piercing' enchantment: Arrows pass through multiple enemies and can be retrieved
`/mc enchant <player> density [lvl]`	OWNER	[MC.ENCHANT.DENSITY] Applies 'density' enchantment: Increases Mace smash attack damage per block fallen

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc enchant <player> breach [lvl]`	OWNER	[MC.ENCHANT.BREACH] Applies 'breach' enchantment: Reduces target armor effectiveness against Mace attacks
`/mc enchant <player> wind_burst [lvl]`	OWNER	[MC.ENCHANT.WIND_BURST] Applies 'wind_burst' enchantment: Emits burst of wind bouncing player upward upon hitting Mace smash
`/mc enchant <player> protection [lvl]`	OWNER	[MC.ENCHANT.PROTECTION] Applies 'protection' enchantment: Reduces all environmental and combat damage by 4% per level
`/mc enchant <player> fire_protection [lvl]`	OWNER	[MC.ENCHANT.FIRE_PROTECTION] Applies 'fire_protection' enchantment: Reduces fire and lava damage and extinguishes burn time
`/mc enchant <player> feather_falling [lvl]`	OWNER	[MC.ENCHANT.FEATHER_FALLING] Applies 'feather_falling' enchantment: Reduces kinetic fall damage and ender pearl teleport damage
`/mc enchant <player> blast_protection [lvl]`	OWNER	[MC.ENCHANT.BLAST_PROTECTION] Applies 'blast_protection' enchantment: Reduces explosive damage from TNT and creepers, and knockback
`/mc enchant <player> projectile_protection [lvl]`	OWNER	[MC.ENCHANT.PROJECTILE_PROTECTION] Applies 'projectile_protection' enchantment: Reduces damage from arrows, tridents, and shulker bullets
`/mc enchant <player> respiration [lvl]`	OWNER	[MC.ENCHANT.RESPIRATION] Applies 'respiration' enchantment: Extends underwater breathing duration and enhances underwater vision
`/mc enchant <player> aqua_affinity [lvl]`	OWNER	[MC.ENCHANT.AQUA_AFFINITY] Applies 'aqua_affinity' enchantment: Eliminates underwater mining speed penalty for tools
`/mc enchant <player> thorns [lvl]`	OWNER	[MC.ENCHANT.THORNS] Applies 'thorns' enchantment: Inflicts rebound damage on attackers when wearing armor
`/mc enchant <player> depth_strider [lvl]`	OWNER	[MC.ENCHANT.DEPTH_STRIDER] Applies 'depth_strider' enchantment: Increases underwater walking speed to match surface pace
`/mc enchant <player> frost_walker [lvl]`	OWNER	[MC.ENCHANT.FROST_WALKER] Applies 'frost_walker' enchantment: Freezes water blocks beneath player feet into frosted ice
`/mc enchant <player> soul_speed [lvl]`	OWNER	[MC.ENCHANT.SOUL_SPEED] Applies 'soul_speed' enchantment: Boosts movement velocity across soul sand and soul soil
`/mc enchant <player> swift_sneak [lvl]`	OWNER	[MC.ENCHANT.SWIFT_SNEAK] Applies 'swift_sneak' enchantment: Increases player crouching and sneaking movement speed
`/mc enchant <player> mending [lvl]`	OWNER	[MC.ENCHANT.MENDING] Applies 'mending' enchantment: Repairs equipment durability using collected experience orbs
`/mc enchant <player> curse_of_vanishing [lvl]`	OWNER	[MC.ENCHANT.CURSE_OF_VANISHING] Applies 'curse_of_vanishing' enchantment: Equipment disappears upon death instead of dropping on ground
`/mc enchant <player> curse_of_binding [lvl]`	OWNER	[MC.ENCHANT.CURSE_OF_BINDING] Applies 'curse_of_binding' enchantment: Equipment cannot be removed from armor slot until player dies
`/mc give <player> rail [qty]`	OWNER	[MC.GIVE.RAIL] Spawns transport equipment 'rail': Standard railway track for minecarts
`/mc give <player> powered_rail [qty]`	OWNER	[MC.GIVE.POWERED_RAIL] Spawns transport equipment 'powered_rail': Redstone-powered booster track accelerating minecarts
`/mc give <player> detector_rail [qty]`	OWNER	[MC.GIVE.DETECTOR_RAIL] Spawns transport equipment 'detector_rail': Track emitting redstone pulse when minecart passes over
`/mc give <player> activator_rail [qty]`	OWNER	[MC.GIVE.ACTIVATOR_RAIL] Spawns transport equipment 'activator_rail': Track priming TNT minecarts and ejecting mobs
`/mc give <player> minecart [qty]`	OWNER	[MC.GIVE.MINECART] Spawns transport equipment 'minecart': Passenger conveyance running on rails
`/mc give <player> chest_minecart [qty]`	OWNER	[MC.GIVE.CHEST_MINECART] Spawns transport equipment 'chest_minecart': Mobile 27-slot freight minecart
`/mc give <player> furnace_minecart [qty]`	OWNER	[MC.GIVE.FURNACE_MINECART] Spawns transport equipment 'furnace_minecart': Locomotive powered by burning coal
`/mc give <player> tnt_minecart [qty]`	OWNER	[MC.GIVE.TNT_MINECART] Spawns transport equipment 'tnt_minecart': Explosive rail vehicle detonating instantly on collision
`/mc give <player> hopper_minecart [qty]`	OWNER	[MC.GIVE.HOPPER_MINECART] Spawns transport equipment 'hopper_minecart': High-speed item vacuum minecart picking items through blocks
`/mc give <player> oak_boat [qty]`	OWNER	[MC.GIVE.OAK_BOAT] Spawns transport equipment 'oak_boat': Oak wooden watercraft seating two entities

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mc give <player> spruce_boat [qty]`	OWNER	[MC.GIVE.SPRUCE_BOAT] Spawns transport equipment 'spruce_boat': Spruce wooden watercraft
`/mc give <player> birch_boat [qty]`	OWNER	[MC.GIVE.BIRCH_BOAT] Spawns transport equipment 'birch_boat': Birch wooden watercraft
`/mc give <player> jungle_boat [qty]`	OWNER	[MC.GIVE.JUNGLE_BOAT] Spawns transport equipment 'jungle_boat': Jungle wooden watercraft
`/mc give <player> acacia_boat [qty]`	OWNER	[MC.GIVE.ACACIA_BOAT] Spawns transport equipment 'acacia_boat': Acacia wooden watercraft
`/mc give <player> dark_oak_boat [qty]`	OWNER	[MC.GIVE.DARK_OAK_BOAT] Spawns transport equipment 'dark_oak_boat': Dark oak wooden watercraft
`/mc give <player> mangrove_boat [qty]`	OWNER	[MC.GIVE.MANGROVE_BOAT] Spawns transport equipment 'mangrove_boat': Mangrove wooden watercraft
`/mc give <player> cherry_boat [qty]`	OWNER	[MC.GIVE.CHERRY_BOAT] Spawns transport equipment 'cherry_boat': Cherry wooden watercraft
`/mc give <player> bamboo_raft [qty]`	OWNER	[MC.GIVE.BAMBOO_RAFT] Spawns transport equipment 'bamboo_raft': Bamboo woven buoyant raft
`/mc give <player> oak_chest_boat [qty]`	OWNER	[MC.GIVE.OAK_CHEST_BOAT] Spawns transport equipment 'oak_chest_boat': Oak boat equipped with rear cargo storage chest
`/mc give <player> spruce_chest_boat [qty]`	OWNER	[MC.GIVE.SPRUCE_CHEST_BOAT] Spawns transport equipment 'spruce_chest_boat': Spruce boat with cargo chest
`/mc give <player> birch_chest_boat [qty]`	OWNER	[MC.GIVE.BIRCH_CHEST_BOAT] Spawns transport equipment 'birch_chest_boat': Birch boat with cargo chest
`/mc give <player> jungle_chest_boat [qty]`	OWNER	[MC.GIVE.JUNGLE_CHEST_BOAT] Spawns transport equipment 'jungle_chest_boat': Jungle boat with cargo chest
`/mc give <player> acacia_chest_boat [qty]`	OWNER	[MC.GIVE.ACACIA_CHEST_BOAT] Spawns transport equipment 'acacia_chest_boat': Acacia boat with cargo chest
`/mc give <player> dark_oak_chest_boat [qty]`	OWNER	[MC.GIVE.DARK_OAK_CHEST_BOAT] Spawns transport equipment 'dark_oak_chest_boat': Dark oak boat with cargo chest
`/mc give <player> mangrove_chest_boat [qty]`	OWNER	[MC.GIVE.MANGROVE_CHEST_BOAT] Spawns transport equipment 'mangrove_chest_boat': Mangrove boat with cargo chest
`/mc give <player> cherry_chest_boat [qty]`	OWNER	[MC.GIVE.CHERRY_CHEST_BOAT] Spawns transport equipment 'cherry_chest_boat': Cherry boat with cargo chest
`/mc give <player> bamboo_chest_raft [qty]`	OWNER	[MC.GIVE.BAMBOO_CHEST_RAFT] Spawns transport equipment 'bamboo_chest_raft': Bamboo raft with cargo chest
`/mc give <player> saddle [qty]`	OWNER	[MC.GIVE.SADDLE] Spawns transport equipment 'saddle': Mounting harness for riding horses, donkeys, pigs, and striders
`/mc give <player> diamond_horse_armor [qty]`	OWNER	[MC.GIVE.DIAMOND_HORSE_ARMOR] Spawns transport equipment 'diamond_horse_armor': Tier 4 horse armor providing +11 defense
`/mc give <player> iron_horse_armor [qty]`	OWNER	[MC.GIVE.IRON_HORSE_ARMOR] Spawns transport equipment 'iron_horse_armor': Tier 2 horse armor providing +5 defense
`/mc give <player> golden_horse_armor [qty]`	OWNER	[MC.GIVE.GOLDEN_HORSE_ARMOR] Spawns transport equipment 'golden_horse_armor': Tier 3 horse armor providing +7 defense
`/mc give <player> leather_horse_armor [qty]`	OWNER	[MC.GIVE.LEATHER_HORSE_ARMOR] Spawns transport equipment 'leather_horse_armor': Dyable protective leather equine barding
`/mc give <player> wolf_armor [qty]`	OWNER	[MC.GIVE.WOLF_ARMOR] Spawns transport equipment 'wolf_armor': Armadillo scute armor shielding tamed wolves

2.29 19 (38 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/report daily	MEMBER	[SYS_MON.REPORT_DAILY] Generates and dispatches daily server report covering Host, Services, Storage, Performance, and Security to WhatsApp & Email.
/report weekly	MEMBER	[SYS_MON.REPORT_WEEKLY] Displays 7-day weekly server growth & incident trends from SQLite snapshot history.
/report now	MEMBER	[SYS_MON.REPORT_NOW] Triggers live on-demand comprehensive server health report right now.
/monitor status	MEMBER	[SYS_MON.STATUS] Real-time overview of Oracle host and all background daemons.
/monitor disk	MEMBER	[SYS_MON.DISK] Inspects partition storage, inodes, top directories, and safeguard thresholds.
/monitor memory	MEMBER	[SYS_MON.MEMORY] Inspects RAM, buffer cache, swap, and Minecraft JVM heap allocation.
/monitor cpu	MEMBER	[SYS_MON.CPU] Inspects ARM64 vCPU load averages, architecture, and top active processes.
/monitor network	MEMBER	[SYS_MON.NETWORK] Inspects interface bandwidth I/O and active listening network ports.
/monitor services	MEMBER	[SYS_MON.SERVICES] Inspects active runtime status, PIDs, and memory for all core daemons.
/monitor failures	MEMBER	[SYS_MON.FAILURES] Displays recent crash history, failed systemd units, and restart events.
/alerts list	MEMBER	[SYS_MON.ALERTS_LIST] Inspects pending or retrying notifications in the SQLite queue.
/alerts history	MEMBER	[SYS_MON.ALERTS_HISTORY] Displays the last 10 dispatched multi-channel alerts with delivery states.
/alerts preferences	MEMBER	[SYS_MON.ALERTS_PREFERENCES] Inspects the active multi-channel notification routing matrix.
/alerts test	MEMBER	[SYS_MON.ALERTS_TEST] Dispatches an end-to-end multi-channel verification alert.
/mail status	MEMBER	[SYS_MON.MAIL_STATUS] Inspects SMTP connection status, credentials, and sent counters.
/mail test	MEMBER	[SYS_MON.MAIL_TEST] Dispatches an interactive SMTP test email to the verified owner.
/mail failures	MEMBER	[SYS_MON.MAIL_FAILURES] Displays recent SMTP transmission error logs.
/mail history	MEMBER	[SYS_MON.MAIL_HISTORY] Displays recently transmitted email notifications.
/mail repair-report	MEMBER	[SYS_MON.MAIL_REPAIR_REPORT] Displays complete email notification audit and repair documentation.
/qr <text> Alt: /qrcode	MEMBER	[MEDIA.QR.TEXT] Generate universal 2D QR Code image from arbitrary text content
/qr url https://brownsmp.net Alt: /qrlink	MEMBER	[MEDIA.QR.URL] Generate QR code pointing to external website URL
/qr wifi HomeNetwork Pass123 WPA Alt: /qrwifi	MEMBER	[MEDIA.QR.WIFI] Generate auto-connecting WiFi network QR Code for instant phone camera scan
/qr contact Alice +918822786312 alice@example.com Alt: /qrvcard	MEMBER	[MEDIA.QR.CONTACT] Generate vCard 3.0 virtual contact card QR Code for instant address book import
/qr payment merchant@upi 500 The Brown SMP Alt: /qrupi	MEMBER	[MEDIA.QR.PAYMENT] Generate standardized UPI payment QR Code for PhonePe, GPay, Paytm
/qr email admin@brownsmp.net Server Inquiry Alt: /qrmail	MEMBER	[MEDIA.QR.EMAIL] Generate pre-filled mailto QR Code with address and subject line
/qr phone +918822786312 Alt: /qrtel	MEMBER	[MEDIA.QR.PHONE] Generate direct tel: click-to-call phone number QR Code
/barcode code128 SMP-12345 Alt: /code128	MEMBER	[MEDIA.BARCODE.CODE128] Generate high-density Code 128 alphanumeric barcode image
/barcode code39 SERVER99 Alt: /code39	MEMBER	[MEDIA.BARCODE.CODE39] Generate standard industrial Code 39 barcode image

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/barcode ean13 590123412345 Alt: /ean13	MEMBER	[MEDIA.BARCODE.EAN13] Generate standard 13-digit EAN retail barcode with check digit validation
/barcode ean8 96385074 Alt: /ean8	MEMBER	[MEDIA.BARCODE.EAN8] Generate compact 8-digit EAN-8 retail barcode image
/barcode upca 012345678905 Alt: /upca	MEMBER	[MEDIA.BARCODE.UPCA] Generate standard 12-digit UPC-A North American retail barcode
/barcode upce 0123456 Alt: /upce	MEMBER	[MEDIA.BARCODE.UPCE] Generate zero-suppressed UPC-E compact retail barcode
/barcode itf14 10012345678902 Alt: /itf14	MEMBER	[MEDIA.BARCODE.ITF14] Generate 14-digit ITF-14 interleave 2-of-5 shipping container barcode
/barcode codabar A12345678B Alt: /codabar	MEMBER	[MEDIA.BARCODE.CODABAR] Generate Codabar numeric barcode with start/stop characters
/barcode gs1-128 (01)00123456789012(10)ABC123 Alt: /gs1-128	MEMBER	[MEDIA.BARCODE.GS1128] Generate GS1-128 barcode with application identifiers
/calc Alt: /calculate	MEMBER	[UTIL.CALC] Safe arithmetic calculator evaluating math expressions without shell execution
/hash	MEMBER	[UTIL.HASH] Generate cryptographic SHA256, SHA512, MD5, or SHA1 digests
/base64 Alt: /b64	MEMBER	[UTIL.BASE64] Encode or decode Base64 strings safely

2.30 1 (1 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/assistant Alt: /pa	MOD	[ASST.DASHBOARD] Personal assistant overview: reminders, tasks, calendar, birthdays, tickets

2.31 8 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/bot status Alt: /bot health	MOD	[BOT.STATUS] Checks WhatsApp connection status, uptime, PID, memory, and auth store state
/bot restart	OWNER	[BOT.RESTART] Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
/bot ping	MOD	[BOT.PING] Measures bot message round-trip processing responsiveness
/help Alt: /menu	MOD	[BOT.HELP] Renders role-specific command menu and quick command categories
/find <query> Alt: /search <query>	MOD	[BOT.FIND] Instantly searches across all 1,100+ commands by keyword or syntax
/cmds [category] Alt: /commands [category]	MOD	[BOT.CMDS] Browses command catalog by category sector
/owner list	OWNER	[BOT.OWNER.LIST] Lists authorized server owner phone numbers
/owner add <phone>	OWNER	[BOT.OWNER.ADD] Adds secondary owner number (Strictly Primary Owner)
/mc chunky start	OWNER	[MC.CHUNKY.START] Starts world chunk pregeneration task to eliminate exploration lag
/mc chunky pause	OWNER	[MC.CHUNKY.PAUSE] Pauses running chunk pregeneration task
/mc chunky continue	OWNER	[MC.CHUNKY.CONTINUE] Resumes paused chunk pregeneration task
/mc chunky cancel	OWNER	[MC.CHUNKY.CANCEL] Cancels and clears active pregeneration queue
/mc chunky progress	MOD	[MC.CHUNKY.PROGRESS] Displays pregenerated chunk percentage, rate, and ETA
/mc chunky radius <blocks>	OWNER	[MC.CHUNKY.RADIUS] Configures pregeneration radius distance in blocks
/mc chunky world [world_name]	OWNER	[MC.CHUNKY.WORLD] Selects world dimension target for Chunky (overworld/nether/end)
/mc chunky shape <circle|square|star>	OWNER	[MC.CHUNKY.SHAPE] Sets pregeneration geometric boundary pattern
/mc ledger inspect	MOD	[MC.LEDGER.INSPECT] Toggles block click inspection mode for grief detection
/mc ledger search [player] [action] [time]	MOD	[MC.LEDGER.SEARCH] Queries SQLite block interaction database for block break/place/chest logs
/mc ledger rollback [player] [time] [radius]	OWNER	[MC.LEDGER.ROLLBACK] Rolls back griefed blocks and entity changes by player and time
/mc ledger restore [player] [time] [radius]	OWNER	[MC.LEDGER.RESTORE] Reapplies changes rolled back previously
/mc ledger preview [player] [time]	MOD	[MC.LEDGER.PREVIEW] Displays ghost preview client blocks of planned rollback
/mc ledger dismiss	MOD	[MC.LEDGER.DISMISS] Clears active preview client ghost blocks
/mc ledger status	MOD	[MC.LEDGER.STATUS] Displays SQLite logging queue status and database size
/mc ledger purge <time>	OWNER	[MC.LEDGER.PURGE] Prunes database records older than specified timeframe
/mc flan seeClaims	MOD	[MC.FLAN.SEECLAIMS] Visually highlights claim border fences and particles
/mc flan list [player]	MOD	[MC.FLAN.LIST] Lists claimed land parcels owned by specified player or all
/mc flan claimInfo	MOD	[MC.FLAN.INFO] Displays dimensions, owner, and permission flags for current claim
/mc flan deleteClaim	OWNER	[MC.FLAN.DELETE] Permanently unclaims the claim parcel at current coordinates
/mc flan deleteAllClaims <player>	OWNER	[MC.FLAN.DELETEALL] Deletes every land claim registered to player
/mc flan buyBlocks <amount>	MOD	[MC.FLAN.BUYBLOCKS] Purchases claim claimblocks using in-game rupee balance
/mc flan setGroup <group>	MOD	[MC.FLAN.SETGROUP] Assigns player permission group within claim
/mc flan reload	OWNER	[MC.FLAN.RELOAD] Reloads Flan claim configs and world data
/remind <time> <message> Alt: /remind add	MOD	[ASST.REMIND.ADD] Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
/reminders Alt: /remind list, /remind all	MOD	[ASST.REMIND.LIST] List all pending and active personal reminders
/reminder snooze <id> [time] Alt: /remind snooze	MOD	[ASST.REMIND.SNOOZE] Snooze a pending reminder by 10m, 30m, 1h, etc.

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/reminder cancel <id> Alt: /remind cancel, /remind done, /reminder done	MOD	[ASST.REMIND.CANCEL] Cancel or complete an active personal reminder
/reminder edit <id> <text> Alt: /remind edit	MOD	[ASST.REMIND.EDIT] Edit text content of a scheduled reminder
/schedule add <daily|weekly|monthly> <time> <cmd/text> Alt: /schedule	OWNER	[ASST.SCHEDULE.ADD] Configure recurring automated job or message
/schedule list	OWNER	[ASST.SCHEDULE.LIST] List all recurring schedules and automations
/schedule <pause|resume|delete> <id> Alt: /schedule pause, /schedule resume, /schedule delete	OWNER	[ASST.SCHEDULE.MANAGE] Pause, resume, or delete a recurring schedule
/college assignment add Alt: /assign add	MOD	[COLLEGE.ASSIGNMENT.ADD] Log a college course assignment with deadline and notes
/college assignment list Alt: /assign list	MOD	[COLLEGE.ASSIGNMENT.LIST] List pending or completed course assignments
/college assignment done Alt: /assign done	MOD	[COLLEGE.ASSIGNMENT.DONE] Mark college assignment as completed
/college exam add Alt: /exam add	MOD	[COLLEGE.EXAM.ADD] Schedule an upcoming college exam or test
/college exam list Alt: /exam list	MOD	[COLLEGE.EXAM.LIST] View upcoming exam schedule
/college timetable Alt: /timetable	MOD	[COLLEGE.TIMETABLE] View class timetable and lecture schedule
/college attendance Alt: /attendance	MOD	[COLLEGE.ATTENDANCE] View attendance percentage and threshold compliance per subject
/college delete Alt: /college del	MOD	[COLLEGE.DELETE] Remove a college assignment or exam record

2.32 14 (14 Commands)

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

2.33 7 (42 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/manual Alt: /manual encyclopedia, /manual pdf	MOD	[DOCS.ENCYCLOPEDIA] Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
/manual owner	OWNER	[DOCS.OWNER] Sends The Brown SMP Owner Master Manual PDF
/manual mod Alt: /manual moderator	MOD	[DOCS.MODERATOR] Sends The Brown SMP Moderator Operations Manual PDF
/manual worldedit Alt: /manual we	MOD	[DOCS.WORLDEDIT] Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
/manual player Alt: /manual survival	MOD	[DOCS.PLAYER] Sends The Brown SMP Ultimate Player Survival Guide PDF
/manual matrix	MOD	[DOCS.MATRIX] Sends The Brown SMP Command Permission Matrix PDF
/manual list Alt: /manual all	MOD	[DOCS.LIST] Lists all available downloadable server manual PDFs
/birthday add <name> <date> [notes] Alt: /birthday	MOD	[ASST.BIRTHDAY.ADD] Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
/birthday list	MOD	[ASST.BIRTHDAY.LIST] List all tracked birthdays
/birthday upcoming [days] Alt: /birthdays	MOD	[ASST.BIRTHDAY.UPCOMING] View birthdays occurring within next N days (default 30)
/birthday edit <id> <date>	MOD	[ASST.BIRTHDAY.EDIT] Edit birthday date
/birthday delete <id>	MOD	[ASST.BIRTHDAY.DELETE] Remove birthday from tracker
/calendar <today|week|month> Alt: /calendar today, /calendar week, /calendar month	MOD	[ASST.CALENDAR.VIEW] Display personal and staff events for today, this week, or month
/calendar add <time> <title>	MOD	[ASST.CALENDAR.ADD] Add an event to the calendar (supports --loc, --desc, --shared)
/calendar search <query>	MOD	[ASST.CALENDAR.SEARCH] Search calendar events by keyword
/calendar delete <id>	MOD	[ASST.CALENDAR.DELETE] Delete a calendar event
/calendar export Alt: /calendar ics	MOD	[ASST.CALENDAR.EXPORT] Export calendar to standard .ics file and send as WhatsApp document
/fav add <alias> <command> Alt: /fav	MOD	[ASST.FAV.ADD] Create a personal command shortcut (e.g. /fav add tps /mc tps)
/fav remove <alias/id>	MOD	[ASST.FAV.REMOVE] Delete a favourite shortcut
/fav list [folder] Alt: /favourites, /favorites	MOD	[ASST.FAV.LIST] List all saved favourite shortcuts grouped by folder
/fav run <alias> Alt: /.	MOD	[ASST.FAV.RUN] Execute saved shortcut (re-validates permissions at runtime)
/fav folder <alias> <folder_name>	MOD	[ASST.FAV.FOLDER] Assign favourite shortcut to a folder/category
/report <bug|player|suggestion> <title> | <details> Alt: /ticket	MEMBER	[REPORT.CREATE] Submit a bug report, player allegation, or server suggestion
/report status <ticket-id> Alt: /ticket status	MEMBER	[REPORT.STATUS] Check status, assignment, and resolution of a submitted ticket
/report list [status] [type] Alt: /reports, /tickets	MOD	[REPORT.LIST] List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
/report assign <ticket-id> <staff_phone>	MOD	[REPORT.ASSIGN] Assign a ticket to a staff member
/report note <ticket-id> <note>	MOD	[REPORT.NOTE] Add internal staff investigation note to a ticket
/report resolve <ticket-id> <resolution>	MOD	[REPORT.RESOLVE] Mark ticket as resolved with official resolution notes
/report close <ticket-id>	MOD	[REPORT.CLOSE] Close an investigated ticket
/mail config view Alt: /mail config	OWNER	[MAIL.CONFIG.VIEW] View active SMTP configuration summary with masked passwords
/mail config set Alt: /mail set	OWNER	[MAIL.CONFIG.SET] Update SMTP host, port, sender email, or encryption mode

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mail config secret` `Alt: /mail secret`	OWNER	[MAIL.CONFIG.SECRET] Set private SMTP password securely (saved 0600, never echoed back)
`/mail test smtp` `Alt: /mail ping`	OWNER	[MAIL.TEST.SMTP] Probe live SMTP server TLS handshake and connection latency
`/mail test auth` `Alt: /mail check auth`	OWNER	[MAIL.TEST.AUTH] Verify SMTP username and password credentials against mail server
`/mail test send` `Alt: /mail test-send`	OWNER	[MAIL.TEST.SEND] Dispatch live test email with verification code to primary owner
`/mail clear-queue` `Alt: /mail purge queue`	OWNER	[MAIL.QUEUE.CLEAR] Purge stale queued email messages from spooler
`/birthday snooze` `Alt: /bday snooze`	MOD	[BDAY.SNOOZE] Snooze birthday notifications for specified duration
`/birthday mute` `Alt: /bday mute`	MOD	[BDAY.MUTE] Mute notifications for birthday entry
`/calendar reschedule` `Alt: /cal reschedule`	MOD	[CAL.RESCHEDULE] Reschedule calendar event to new date/time with overlap warnings
`/calendar conflicts` `Alt: /cal conflicts, /cal check`	MOD	[CAL.CONFLICTS] Check schedule for overlapping or conflicting calendar events
`/fav search` `Alt: /favorites search`	MOD	[FAV.SEARCH] Search command shortcuts by alias name or target command
`/fav duplicate` `Alt: /fav copy`	MOD	[FAV.DUPLICATE] Clone a command shortcut to a new alias

2.34 7 (42 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/manual Alt: /manual encyclopedia, /manual pdf	MOD	[DOCS.ENCYCLOPEDIA] Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
/manual owner	OWNER	[DOCS.OWNER] Sends The Brown SMP Owner Master Manual PDF
/manual mod Alt: /manual moderator	MOD	[DOCS.MODERATOR] Sends The Brown SMP Moderator Operations Manual PDF
/manual worldedit Alt: /manual we	MOD	[DOCS.WORLDEDIT] Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
/manual player Alt: /manual survival	MOD	[DOCS.PLAYER] Sends The Brown SMP Ultimate Player Survival Guide PDF
/manual matrix	MOD	[DOCS.MATRIX] Sends The Brown SMP Command Permission Matrix PDF
/manual list Alt: /manual all	MOD	[DOCS.LIST] Lists all available downloadable server manual PDFs
/birthday add <name> <date> [notes] Alt: /birthday	MOD	[ASST.BIRTHDAY.ADD] Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
/birthday list	MOD	[ASST.BIRTHDAY.LIST] List all tracked birthdays
/birthday upcoming [days] Alt: /birthdays	MOD	[ASST.BIRTHDAY.UPCOMING] View birthdays occurring within next N days (default 30)
/birthday edit <id> <date>	MOD	[ASST.BIRTHDAY.EDIT] Edit birthday date
/birthday delete <id>	MOD	[ASST.BIRTHDAY.DELETE] Remove birthday from tracker
/calendar <today|week|month> Alt: /calendar today, /calendar week, /calendar month	MOD	[ASST.CALENDAR.VIEW] Display personal and staff events for today, this week, or month
/calendar add <time> <title>	MOD	[ASST.CALENDAR.ADD] Add an event to the calendar (supports --loc, --desc, --shared)
/calendar search <query>	MOD	[ASST.CALENDAR.SEARCH] Search calendar events by keyword
/calendar delete <id>	MOD	[ASST.CALENDAR.DELETE] Delete a calendar event
/calendar export Alt: /calendar ics	MOD	[ASST.CALENDAR.EXPORT] Export calendar to standard .ics file and send as WhatsApp document
/fav add <alias> <command> Alt: /fav	MOD	[ASST.FAV.ADD] Create a personal command shortcut (e.g. /fav add tps /mc tps)
/fav remove <alias/id>	MOD	[ASST.FAV.REMOVE] Delete a favourite shortcut
/fav list [folder] Alt: /favourites, /favorites	MOD	[ASST.FAV.LIST] List all saved favourite shortcuts grouped by folder
/fav run <alias> Alt: /.	MOD	[ASST.FAV.RUN] Execute saved shortcut (re-validates permissions at runtime)
/fav folder <alias> <folder_name>	MOD	[ASST.FAV.FOLDER] Assign favourite shortcut to a folder/category
/report <bug|player|suggestion> <title> | <details> Alt: /ticket	MEMBER	[REPORT.CREATE] Submit a bug report, player allegation, or server suggestion
/report status <ticket-id> Alt: /ticket status	MEMBER	[REPORT.STATUS] Check status, assignment, and resolution of a submitted ticket
/report list [status] [type] Alt: /reports, /tickets	MOD	[REPORT.LIST] List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
/report assign <ticket-id> <staff_phone>	MOD	[REPORT.ASSIGN] Assign a ticket to a staff member
/report note <ticket-id> <note>	MOD	[REPORT.NOTE] Add internal staff investigation note to a ticket
/report resolve <ticket-id> <resolution>	MOD	[REPORT.RESOLVE] Mark ticket as resolved with official resolution notes
/report close <ticket-id>	MOD	[REPORT.CLOSE] Close an investigated ticket
/mail config view Alt: /mail config	OWNER	[MAIL.CONFIG.VIEW] View active SMTP configuration summary with masked passwords
/mail config set Alt: /mail set	OWNER	[MAIL.CONFIG.SET] Update SMTP host, port, sender email, or encryption mode

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mail config secret` `Alt: /mail secret`	OWNER	[MAIL.CONFIG.SECRET] Set private SMTP password securely (saved 0600, never echoed back)
`/mail test smtp` `Alt: /mail ping`	OWNER	[MAIL.TEST.SMTP] Probe live SMTP server TLS handshake and connection latency
`/mail test auth` `Alt: /mail check auth`	OWNER	[MAIL.TEST.AUTH] Verify SMTP username and password credentials against mail server
`/mail test send` `Alt: /mail test-send`	OWNER	[MAIL.TEST.SEND] Dispatch live test email with verification code to primary owner
`/mail clear-queue` `Alt: /mail purge queue`	OWNER	[MAIL.QUEUE.CLEAR] Purge stale queued email messages from spooler
`/birthday snooze` `Alt: /bday snooze`	MOD	[BDAY.SNOOZE] Snooze birthday notifications for specified duration
`/birthday mute` `Alt: /bday mute`	MOD	[BDAY.MUTE] Mute notifications for birthday entry
`/calendar reschedule` `Alt: /cal reschedule`	MOD	[CAL.RESCHEDULE] Reschedule calendar event to new date/time with overlap warnings
`/calendar conflicts` `Alt: /cal conflicts, /cal check`	MOD	[CAL.CONFLICTS] Check schedule for overlapping or conflicting calendar events
`/fav search` `Alt: /favorites search`	MOD	[FAV.SEARCH] Search command shortcuts by alias name or target command
`/fav duplicate` `Alt: /fav copy`	MOD	[FAV.DUPLICATE] Clone a command shortcut to a new alias

2.35 7 (42 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/manual Alt: /manual encyclopedia, /manual pdf	MOD	[DOCS.ENCYCLOPEDIA] Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
/manual owner	OWNER	[DOCS.OWNER] Sends The Brown SMP Owner Master Manual PDF
/manual mod Alt: /manual moderator	MOD	[DOCS.MODERATOR] Sends The Brown SMP Moderator Operations Manual PDF
/manual worldedit Alt: /manual we	MOD	[DOCS.WORLDEDIT] Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
/manual player Alt: /manual survival	MOD	[DOCS.PLAYER] Sends The Brown SMP Ultimate Player Survival Guide PDF
/manual matrix	MOD	[DOCS.MATRIX] Sends The Brown SMP Command Permission Matrix PDF
/manual list Alt: /manual all	MOD	[DOCS.LIST] Lists all available downloadable server manual PDFs
/birthday add <name> <date> [notes] Alt: /birthday	MOD	[ASST.BIRTHDAY.ADD] Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
/birthday list	MOD	[ASST.BIRTHDAY.LIST] List all tracked birthdays
/birthday upcoming [days] Alt: /birthdays	MOD	[ASST.BIRTHDAY.UPCOMING] View birthdays occurring within next N days (default 30)
/birthday edit <id> <date>	MOD	[ASST.BIRTHDAY.EDIT] Edit birthday date
/birthday delete <id>	MOD	[ASST.BIRTHDAY.DELETE] Remove birthday from tracker
/calendar <today|week|month> Alt: /calendar today, /calendar week, /calendar month	MOD	[ASST.CALENDAR.VIEW] Display personal and staff events for today, this week, or month
/calendar add <time> <title>	MOD	[ASST.CALENDAR.ADD] Add an event to the calendar (supports --loc, --desc, --shared)
/calendar search <query>	MOD	[ASST.CALENDAR.SEARCH] Search calendar events by keyword
/calendar delete <id>	MOD	[ASST.CALENDAR.DELETE] Delete a calendar event
/calendar export Alt: /calendar ics	MOD	[ASST.CALENDAR.EXPORT] Export calendar to standard .ics file and send as WhatsApp document
/fav add <alias> <command> Alt: /fav	MOD	[ASST.FAV.ADD] Create a personal command shortcut (e.g. /fav add tps /mc tps)
/fav remove <alias/id>	MOD	[ASST.FAV.REMOVE] Delete a favourite shortcut
/fav list [folder] Alt: /favourites, /favorites	MOD	[ASST.FAV.LIST] List all saved favourite shortcuts grouped by folder
/fav run <alias> Alt: /.	MOD	[ASST.FAV.RUN] Execute saved shortcut (re-validates permissions at runtime)
/fav folder <alias> <folder_name>	MOD	[ASST.FAV.FOLDER] Assign favourite shortcut to a folder/category
/report <bug|player|suggestion> <title> | <details> Alt: /ticket	MEMBER	[REPORT.CREATE] Submit a bug report, player allegation, or server suggestion
/report status <ticket-id> Alt: /ticket status	MEMBER	[REPORT.STATUS] Check status, assignment, and resolution of a submitted ticket
/report list [status] [type] Alt: /reports, /tickets	MOD	[REPORT.LIST] List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
/report assign <ticket-id> <staff_phone>	MOD	[REPORT.ASSIGN] Assign a ticket to a staff member
/report note <ticket-id> <note>	MOD	[REPORT.NOTE] Add internal staff investigation note to a ticket
/report resolve <ticket-id> <resolution>	MOD	[REPORT.RESOLVE] Mark ticket as resolved with official resolution notes
/report close <ticket-id>	MOD	[REPORT.CLOSE] Close an investigated ticket
/mail config view Alt: /mail config	OWNER	[MAIL.CONFIG.VIEW] View active SMTP configuration summary with masked passwords
/mail config set Alt: /mail set	OWNER	[MAIL.CONFIG.SET] Update SMTP host, port, sender email, or encryption mode

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mail config secret` `Alt: /mail secret`	OWNER	[MAIL.CONFIG.SECRET] Set private SMTP password securely (saved 0600, never echoed back)
`/mail test smtp` `Alt: /mail ping`	OWNER	[MAIL.TEST.SMTP] Probe live SMTP server TLS handshake and connection latency
`/mail test auth` `Alt: /mail check auth`	OWNER	[MAIL.TEST.AUTH] Verify SMTP username and password credentials against mail server
`/mail test send` `Alt: /mail test-send`	OWNER	[MAIL.TEST.SEND] Dispatch live test email with verification code to primary owner
`/mail clear-queue` `Alt: /mail purge queue`	OWNER	[MAIL.QUEUE.CLEAR] Purge stale queued email messages from spooler
`/birthday snooze` `Alt: /bday snooze`	MOD	[BDAY.SNOOZE] Snooze birthday notifications for specified duration
`/birthday mute` `Alt: /bday mute`	MOD	[BDAY.MUTE] Mute notifications for birthday entry
`/calendar reschedule` `Alt: /cal reschedule`	MOD	[CAL.RESCHEDULE] Reschedule calendar event to new date/time with overlap warnings
`/calendar conflicts` `Alt: /cal conflicts, /cal check`	MOD	[CAL.CONFLICTS] Check schedule for overlapping or conflicting calendar events
`/fav search` `Alt: /favorites search`	MOD	[FAV.SEARCH] Search command shortcuts by alias name or target command
`/fav duplicate` `Alt: /fav copy`	MOD	[FAV.DUPLICATE] Clone a command shortcut to a new alias

2.36 7 (42 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/manual Alt: /manual encyclopedia, /manual pdf	MOD	[DOCS.ENCYCLOPEDIA] Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
/manual owner	OWNER	[DOCS.OWNER] Sends The Brown SMP Owner Master Manual PDF
/manual mod Alt: /manual moderator	MOD	[DOCS.MODERATOR] Sends The Brown SMP Moderator Operations Manual PDF
/manual worldedit Alt: /manual we	MOD	[DOCS.WORLDEDIT] Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
/manual player Alt: /manual survival	MOD	[DOCS.PLAYER] Sends The Brown SMP Ultimate Player Survival Guide PDF
/manual matrix	MOD	[DOCS.MATRIX] Sends The Brown SMP Command Permission Matrix PDF
/manual list Alt: /manual all	MOD	[DOCS.LIST] Lists all available downloadable server manual PDFs
/birthday add <name> <date> [notes] Alt: /birthday	MOD	[ASST.BIRTHDAY.ADD] Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
/birthday list	MOD	[ASST.BIRTHDAY.LIST] List all tracked birthdays
/birthday upcoming [days] Alt: /birthdays	MOD	[ASST.BIRTHDAY.UPCOMING] View birthdays occurring within next N days (default 30)
/birthday edit <id> <date>	MOD	[ASST.BIRTHDAY.EDIT] Edit birthday date
/birthday delete <id>	MOD	[ASST.BIRTHDAY.DELETE] Remove birthday from tracker
/calendar <today|week|month> Alt: /calendar today, /calendar week, /calendar month	MOD	[ASST.CALENDAR.VIEW] Display personal and staff events for today, this week, or month
/calendar add <time> <title>	MOD	[ASST.CALENDAR.ADD] Add an event to the calendar (supports --loc, --desc, --shared)
/calendar search <query>	MOD	[ASST.CALENDAR.SEARCH] Search calendar events by keyword
/calendar delete <id>	MOD	[ASST.CALENDAR.DELETE] Delete a calendar event
/calendar export Alt: /calendar ics	MOD	[ASST.CALENDAR.EXPORT] Export calendar to standard .ics file and send as WhatsApp document
/fav add <alias> <command> Alt: /fav	MOD	[ASST.FAV.ADD] Create a personal command shortcut (e.g. /fav add tps /mc tps)
/fav remove <alias/id>	MOD	[ASST.FAV.REMOVE] Delete a favourite shortcut
/fav list [folder] Alt: /favourites, /favorites	MOD	[ASST.FAV.LIST] List all saved favourite shortcuts grouped by folder
/fav run <alias> Alt: /.	MOD	[ASST.FAV.RUN] Execute saved shortcut (re-validates permissions at runtime)
/fav folder <alias> <folder_name>	MOD	[ASST.FAV.FOLDER] Assign favourite shortcut to a folder/category
/report <bug|player|suggestion> <title> | <details> Alt: /ticket	MEMBER	[REPORT.CREATE] Submit a bug report, player allegation, or server suggestion
/report status <ticket-id> Alt: /ticket status	MEMBER	[REPORT.STATUS] Check status, assignment, and resolution of a submitted ticket
/report list [status] [type] Alt: /reports, /tickets	MOD	[REPORT.LIST] List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
/report assign <ticket-id> <staff_phone>	MOD	[REPORT.ASSIGN] Assign a ticket to a staff member
/report note <ticket-id> <note>	MOD	[REPORT.NOTE] Add internal staff investigation note to a ticket
/report resolve <ticket-id> <resolution>	MOD	[REPORT.RESOLVE] Mark ticket as resolved with official resolution notes
/report close <ticket-id>	MOD	[REPORT.CLOSE] Close an investigated ticket
/mail config view Alt: /mail config	OWNER	[MAIL.CONFIG.VIEW] View active SMTP configuration summary with masked passwords
/mail config set Alt: /mail set	OWNER	[MAIL.CONFIG.SET] Update SMTP host, port, sender email, or encryption mode

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mail config secret` `Alt: /mail secret`	OWNER	[MAIL.CONFIG.SECRET] Set private SMTP password securely (saved 0600, never echoed back)
`/mail test smtp` `Alt: /mail ping`	OWNER	[MAIL.TEST.SMTP] Probe live SMTP server TLS handshake and connection latency
`/mail test auth` `Alt: /mail check auth`	OWNER	[MAIL.TEST.AUTH] Verify SMTP username and password credentials against mail server
`/mail test send` `Alt: /mail test-send`	OWNER	[MAIL.TEST.SEND] Dispatch live test email with verification code to primary owner
`/mail clear-queue` `Alt: /mail purge queue`	OWNER	[MAIL.QUEUE.CLEAR] Purge stale queued email messages from spooler
`/birthday snooze` `Alt: /bday snooze`	MOD	[BDAY.SNOOZE] Snooze birthday notifications for specified duration
`/birthday mute` `Alt: /bday mute`	MOD	[BDAY.MUTE] Mute notifications for birthday entry
`/calendar reschedule` `Alt: /cal reschedule`	MOD	[CAL.RESCHEDULE] Reschedule calendar event to new date/time with overlap warnings
`/calendar conflicts` `Alt: /cal conflicts, /cal check`	MOD	[CAL.CONFLICTS] Check schedule for overlapping or conflicting calendar events
`/fav search` `Alt: /favorites search`	MOD	[FAV.SEARCH] Search command shortcuts by alias name or target command
`/fav duplicate` `Alt: /fav copy`	MOD	[FAV.DUPLICATE] Clone a command shortcut to a new alias

2.37 18 (18 Commands)

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

2.38 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.39 9 (9 Commands)

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

2.40 29 (29 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/media Alt: /workbench, /mediamenu	MEMBER	[MEDIA.DASHBOARD] Master Digital Utility & Media Workbench interactive dashboard with quick links and tools overview
/img help Alt: /image help, /img	MEMBER	[MEDIA.IMG.HELP] Image processing lab quick manual, parameter syntax, and examples
/img info Alt: /image info, /img inspect	MOD	[MEDIA.IMG.INFO] Deep image inspection: dimensions, megapixels, aspect ratio, DPI, channels, transparency, EXIF, and GPS audit
/img resize 1200x800 Alt: /image resize	MOD	[MEDIA.IMG.RESIZE.BOX] Smart bounding box aspect-ratio-preserving image resize
/img resize 50% Alt: /img scale 50%	MOD	[MEDIA.IMG.RESIZE.PCT] Percentage-based image scaling preserving native proportions
/img resize 1080x1080 pad #ffffff Alt: /img pad 1080x1080	MOD	[MEDIA.IMG.RESIZE.PAD] Square or custom canvas expansion with solid background padding
/img resize 6x4in@300dpi Alt: /img print 6x4in	MOD	[MEDIA.IMG.RESIZE.PRINT] Physical print dimensions in inches or centimeters with custom DPI target
/img compress 75 Alt: /image compress, /img opt	MOD	[MEDIA.IMG.COMPRESS.QUAL] Lossy image compression with specified quality (1-100) and metadata stripping
/img compress 500kb Alt: /img target 500kb	MOD	[MEDIA.IMG.COMPRESS.TARGET] Binary search compression targeting exact maximum file size in KB or MB
/img convert webp Alt: /image webp, /towebp	MOD	[MEDIA.IMG.CONV.WEBP] Convert image to modern Google WebP format with high compression efficiency
/img convert png Alt: /image png, /topng	MOD	[MEDIA.IMG.CONV.PNG] Convert image to lossless Portable Network Graphics (PNG) preserving alpha
/img convert jpg Alt: /image jpg, /tojpg, /img convert jpeg	MOD	[MEDIA.IMG.CONV.JPG] Convert image to standard JPEG format with MozJPEG optimization
/img convert avif Alt: /toavif	MOD	[MEDIA.IMG.CONV.AVIF] Convert image to next-generation AV1 Image File Format (AVIF)
/img convert tiff Alt: /totiff	MOD	[MEDIA.IMG.CONV.TIFF] Convert image to archival high-bitdepth Tagged Image File Format (TIFF)
/img convert bmp Alt: /tobmp	MOD	[MEDIA.IMG.CONV.BMP] Convert image to uncompressed Windows Bitmap (BMP) via ImageMagick
/img convert ico Alt: /toico, /favicon	MOD	[MEDIA.IMG.CONV.ICO] Convert image to Windows Icon/Favicon (ICO) format via ImageMagick
/img rotate 90 Alt: /img rot 90	MOD	[MEDIA.IMG.ROTATE.90] Rotate image clockwise by 90 degrees
/img rotate 180 Alt: /img rot 180	MOD	[MEDIA.IMG.ROTATE.180] Rotate image clockwise by 180 degrees
/img rotate 270 Alt: /img rot 270	MOD	[MEDIA.IMG.ROTATE.270] Rotate image clockwise by 270 degrees (90 counter-clockwise)
/img flip h Alt: /img mirror	MOD	[MEDIA.IMG.FLIP.H] Flip image horizontally across the vertical axis (mirror effect)
/img flip v Alt: /img upside	MOD	[MEDIA.IMG.FLIP.V] Flip image vertically upside down
/img crop 100,100,800,600 Alt: /image crop	MOD	[MEDIA.IMG.CROP] Crop region of interest from image by left, top, width, height
/img grayscale Alt: /img bw, /img monochrome	MOD	[MEDIA.IMG.GRAYSCALE] Convert image to 8-bit black-and-white grayscale
/img border 10 #000000 Alt: /img frame	MOD	[MEDIA.IMG.BORDER] Surround image with solid color border of specified width and hex color
/img sharpen Alt: /img sharp	MOD	[MEDIA.IMG.SHARPEN] Sharpen image details using unsharp mask filter
/img blur 5 Alt: /img gaussian	MOD	[MEDIA.IMG.BLUR] Apply Gaussian blur filter with specified sigma radius
/img strip Alt: /img privacy, /img clearmeta	MOD	[MEDIA.IMG.STRIP] Privacy shield: strip all EXIF tags, camera metadata, and GPS geotags

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/img watermark The Brown SMP` `Alt: /img stamp`	MOD	[MEDIA.IMG.WATERMARK] Stamp semi-transparent diagonal watermark branding text across image
`/img wizard`	MOD	[IMG.WIZARD] Launch guided interactive WhatsApp image processing wizard

2.41 30 (30 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/pdf help Alt: /pdf	MEMBER	[MEDIA.PDF.HELP] PDF Utility Laboratory quick manual and syntax reference
/pdf info Alt: /pdf inspect, /pdf details	MOD	[MEDIA.PDF.INFO] Inspect PDF page count, dimensions, orientation, PDF version, encryption, title, and author
/pdf compress low Alt: /pdf opt low	MOD	[MEDIA.PDF.COMPRESS.LOW] Lossless PDF compression: structural optimization and stream deflating
/pdf compress balanced Alt: /pdf compress, /pdf opt	MOD	[MEDIA.PDF.COMPRESS.BALANCED] Ghostscript balanced compression: downsamples images to 150 DPI for ebook/sharing
/pdf compress high Alt: /pdf opt max	MOD	[MEDIA.PDF.COMPRESS.HIGH] Maximum Ghostscript compression: 72 DPI screen optimization for minimal file size
/pdf split all Alt: /pdf burst	MOD	[MEDIA.PDF.SPLIT.ALL] Split all PDF pages into individual single-page documents inside a ZIP archive
/pdf split 1-3 Alt: /pdf extract 1-3	MOD	[MEDIA.PDF.SPLIT.RANGE] Extract specific page range from document into a newly generated PDF
/pdf rotate 90 all Alt: /pdf rot 90	MOD	[MEDIA.PDF.ROTATE.ALL] Rotate all pages in PDF clockwise by 90, 180, or 270 degrees
/pdf rotate 90 1,2 Alt: /pdf rot 90 1,2	MOD	[MEDIA.PDF.ROTATE.PAGES] Rotate specific comma-separated pages in PDF document
/pdf delete 1,4 Alt: /pdf remove 1,4	MOD	[MEDIA.PDF.DELETE] Remove unwanted pages from PDF document and assemble the remaining pages
/pdf watermark CONFIDENTIAL Alt: /pdf stamp CONFIDENTIAL	MOD	[MEDIA.PDF.WATERMARK] Overlay diagonal semi-transparent watermark text across every page in PDF
/pdf pageno Alt: /pdf pagenumbers, /pdf number	MOD	[MEDIA.PDF.PAGENO] Stamp standardized 'Page X of Y' numbering at bottom-center of every page
/pdf toimages Alt: /pdf toimg, /pdf extract images	MOD	[MEDIA.PDF.TOIMAGES] Convert PDF pages into high-resolution PNG images packaged in a ZIP archive
/pdf text Alt: /pdf extracttext, /pdftotext	MOD	[MEDIA.PDF.TEXT] Extract selectable text content from document to chat message or .txt attachment
/pdf encrypt secret123 Alt: /pdf protect	MOD	[MEDIA.PDF.ENCRYPT] Encrypt PDF with 256-bit AES password protection using QPDF
/pdf decrypt secret123 Alt: /pdf unprotect	MOD	[MEDIA.PDF.DECRYPT] Remove password protection and decrypt PDF document using QPDF
/pdf repair Alt: /pdf fix, /pdf linearize	MOD	[MEDIA.PDF.REPAIR] Rebuild corrupt cross-reference tables and linearize PDF for fast web view
/pdf merge Alt: /pdf combine	MOD	[PDF.MERGE] Combine multiple PDF documents in chosen order into one verified PDF
/pdf wizard	MOD	[PDF.WIZARD] Launch guided interactive WhatsApp PDF laboratory wizard
/pdf reorder <seq> Alt: /pdf-reorder, /pdf arrange	MOD	[PDF.REORDER] Reorder and rearrange pages in a PDF document in specified order (e.g. 3,1,2)
/pdf meta <key=val> Alt: /pdf-meta, /pdf metadata	MOD	[PDF.EDIT_META] Edit title, author, and metadata fields of a PDF document
/pdf validate Alt: /pdf-check, /pdf check	MOD	[PDF.VALIDATE] Validate PDF structure, XRef tables, and object streams for syntax integrity
/pdf nup <count> [order] Alt: /pdf grid	MOD	[PDF.NUP] Impose multiple PDF pages onto single sheets in N-up grid formation
/pdf booklet Alt: /pdf signature	MOD	[PDF.BOOKLET] Reorder and impose PDF pages into foldable 4-page signature saddle-stitch booklet
/pdf poster [grid] [overlap] Alt: /pdf tile	MOD	[PDF.POSTER] Tile large single PDF page across a multi-sheet paper grid with cut guides
/pdf fit [paper] [mode] Alt: /pdf resize	MOD	[PDF.FIT] Fit and scale PDF pages to standard paper dimensions (A4, Letter, Legal)
/pdf scale <percent> Alt: /pdf zoom	MOD	[PDF.SCALE] Scale all PDF pages proportionally by specified custom percentage

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/pdf preview [page] [dpi] Alt: /pdf prev	MOD	[PDF.PREVIEW] Generate PNG visual rendering of specified PDF page at chosen resolution
/pdf bates [prefix] [start_no] Alt: /pdf legalstamp	MOD	[PDF.BATES] Apply sequential alphanumeric legal Bates numbering stamps across PDF document
/pdf print-ready Alt: /pdf ready	MOD	[PDF.PRINT_READY] Standardize PDF document to print-ready preflight format

2.42 19 (38 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/report daily	MEMBER	[SYS_MON.REPORT_DAILY] Generates and dispatches daily server report covering Host, Services, Storage, Performance, and Security to WhatsApp & Email.
/report weekly	MEMBER	[SYS_MON.REPORT_WEEKLY] Displays 7-day weekly server growth & incident trends from SQLite snapshot history.
/report now	MEMBER	[SYS_MON.REPORT_NOW] Triggers live on-demand comprehensive server health report right now.
/monitor status	MEMBER	[SYS_MON.STATUS] Real-time overview of Oracle host and all background daemons.
/monitor disk	MEMBER	[SYS_MON.DISK] Inspects partition storage, inodes, top directories, and safeguard thresholds.
/monitor memory	MEMBER	[SYS_MON.MEMORY] Inspects RAM, buffer cache, swap, and Minecraft JVM heap allocation.
/monitor cpu	MEMBER	[SYS_MON.CPU] Inspects ARM64 vCPU load averages, architecture, and top active processes.
/monitor network	MEMBER	[SYS_MON.NETWORK] Inspects interface bandwidth I/O and active listening network ports.
/monitor services	MEMBER	[SYS_MON.SERVICES] Inspects active runtime status, PIDs, and memory for all core daemons.
/monitor failures	MEMBER	[SYS_MON.FAILURES] Displays recent crash history, failed systemd units, and restart events.
/alerts list	MEMBER	[SYS_MON.ALERTS_LIST] Inspects pending or retrying notifications in the SQLite queue.
/alerts history	MEMBER	[SYS_MON.ALERTS_HISTORY] Displays the last 10 dispatched multi-channel alerts with delivery states.
/alerts preferences	MEMBER	[SYS_MON.ALERTS_PREFERENCES] Inspects the active multi-channel notification routing matrix.
/alerts test	MEMBER	[SYS_MON.ALERTS_TEST] Dispatches an end-to-end multi-channel verification alert.
/mail status	MEMBER	[SYS_MON.MAIL_STATUS] Inspects SMTP connection status, credentials, and sent counters.
/mail test	MEMBER	[SYS_MON.MAIL_TEST] Dispatches an interactive SMTP test email to the verified owner.
/mail failures	MEMBER	[SYS_MON.MAIL_FAILURES] Displays recent SMTP transmission error logs.
/mail history	MEMBER	[SYS_MON.MAIL_HISTORY] Displays recently transmitted email notifications.
/mail repair-report	MEMBER	[SYS_MON.MAIL_REPAIR_REPORT] Displays complete email notification audit and repair documentation.
/qr <text> Alt: /qrcode	MEMBER	[MEDIA.QR.TEXT] Generate universal 2D QR Code image from arbitrary text content
/qr url https://brownsmp.net Alt: /qrlink	MEMBER	[MEDIA.QR.URL] Generate QR code pointing to external website URL
/qr wifi HomeNetwork Pass123 WPA Alt: /qrwifi	MEMBER	[MEDIA.QR.WIFI] Generate auto-connecting WiFi network QR Code for instant phone camera scan
/qr contact Alice +918822786312 alice@example.com Alt: /qrvcard	MEMBER	[MEDIA.QR.CONTACT] Generate vCard 3.0 virtual contact card QR Code for instant address book import
/qr payment merchant@upi 500 The Brown SMP Alt: /qrupi	MEMBER	[MEDIA.QR.PAYMENT] Generate standardized UPI payment QR Code for PhonePe, GPay, Paytm
/qr email admin@brownsmp.net Server Inquiry Alt: /qrmail	MEMBER	[MEDIA.QR.EMAIL] Generate pre-filled mailto QR Code with address and subject line
/qr phone +918822786312 Alt: /qrtel	MEMBER	[MEDIA.QR.PHONE] Generate direct tel: click-to-call phone number QR Code
/barcode code128 SMP-12345 Alt: /code128	MEMBER	[MEDIA.BARCODE.CODE128] Generate high-density Code 128 alphanumeric barcode image
/barcode code39 SERVER99 Alt: /code39	MEMBER	[MEDIA.BARCODE.CODE39] Generate standard industrial Code 39 barcode image

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/barcode ean13 590123412345 Alt: /ean13	MEMBER	[MEDIA.BARCODE.EAN13] Generate standard 13-digit EAN retail barcode with check digit validation
/barcode ean8 96385074 Alt: /ean8	MEMBER	[MEDIA.BARCODE.EAN8] Generate compact 8-digit EAN-8 retail barcode image
/barcode upca 012345678905 Alt: /upca	MEMBER	[MEDIA.BARCODE.UPCA] Generate standard 12-digit UPC-A North American retail barcode
/barcode upce 0123456 Alt: /upce	MEMBER	[MEDIA.BARCODE.UPCE] Generate zero-suppressed UPC-E compact retail barcode
/barcode itf14 10012345678902 Alt: /itf14	MEMBER	[MEDIA.BARCODE.ITF14] Generate 14-digit ITF-14 interleave 2-of-5 shipping container barcode
/barcode codabar A12345678B Alt: /codabar	MEMBER	[MEDIA.BARCODE.CODABAR] Generate Codabar numeric barcode with start/stop characters
/barcode gs1-128 (01)00123456789012(10)ABC123 Alt: /gs1-128	MEMBER	[MEDIA.BARCODE.GS1128] Generate GS1-128 barcode with application identifiers
/calc Alt: /calculate	MEMBER	[UTIL.CALC] Safe arithmetic calculator evaluating math expressions without shell execution
/hash	MEMBER	[UTIL.HASH] Generate cryptographic SHA256, SHA512, MD5, or SHA1 digests
/base64 Alt: /b64	MEMBER	[UTIL.BASE64] Encode or decode Base64 strings safely

2.43 3 (3 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sw resilience Alt: /dict resilience	MEMBER	[MEDIA.DICT.SW] Quick dictionary lookup with phonetics, audio pronunciation, definitions, and synonyms
/dict ethereal Alt: /sw ethereal	MEMBER	[MEDIA.DICT.LOOKUP] Comprehensive linguistic research: IPA phonetics, parts of speech, and usage examples
/search word serendipity Alt: /searchword serendipity	MEMBER	[MEDIA.DICT.SEARCHWORD] Multi-source lexicon exploration across Datamuse and Free Dictionary APIs

2.44 12 (36 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc list Alt: /mc players, /mc online	MOD	[MC.MODERATION.LIST] Lists all currently connected players with ping and player count
/mc add-friend <player> Alt: /mc friend-add, /mc whitelist-add	MOD	[MC.MODERATION.WHITELIST_ADD] Approves and adds player username to server whitelist
/mc remove-friend <player> Alt: /mc friend-remove, /mc whitelist-remove	MOD	[MC.MODERATION.WHITELIST_REMOVE] Revokes player whitelist access and boots if connected
/mc whitelist on	OWNER	[MC.MODERATION.WHITELIST_ON] Enforces server whitelist, blocking unlisted players from joining
/mc whitelist off	OWNER	[MC.MODERATION.WHITELIST_OFF] Disables whitelist, opening server to public connections
/mc whitelist list	MOD	[MC.MODERATION.WHITELIST_LIST] Displays all registered whitelisted usernames
/mc whitelist reload	MOD	[MC.MODERATION.WHITELIST_RELOAD] Reloads whitelist.json from disk into active server memory
/mc kick <player> [reason]	MOD	[MC.MODERATION.KICK] Disconnects player from server with custom kick notice
/mc ban <player> [reason]	MOD	[MC.MODERATION.BAN] Blacklists player username from connecting to the server
/mc unban <player> Alt: /mc pardon	MOD	[MC.MODERATION.UNBAN] Removes player username from the active ban list
/mc ban-ip <player|ip>	OWNER	[MC.MODERATION.BAN_IP] Blacklists player IP address across all associated accounts
/mc banlist [players|ips]	MOD	[MC.MODERATION.BANLIST] Displays active username or IP ban records
/mc schem-load <name>	OWNER	[MC.WORLDEDIT.SCHEM_LOAD] Loads schematic from 3,855 structure catalog into WorldEdit clipboard
/mc schem-paste	OWNER	[MC.WORLDEDIT.SCHEM_PASTE] Pastes loaded schematic structure at player position
/mc schem-list [filter]	MOD	[MC.WORLDEDIT.SCHEM_LIST] Searches 3,855 schematics by keyword or mod name
/mc undo [steps]	OWNER	[MC.WORLDEDIT.UNDO] Reverts the last WorldEdit modification in current session
/mc redo [steps]	OWNER	[MC.WORLDEDIT.REDO] Restores an undone WorldEdit modification
/mc copy	OWNER	[MC.WORLDEDIT.COPY] Copies current selection into clipboard relative to player position
/mc cut	OWNER	[MC.WORLDEDIT.CUT] Cuts selection, copying to clipboard and clearing terrain
/mc rotate <y> [x] [z]	OWNER	[MC.WORLDEDIT.ROTATE] Rotates clipboard by specified degrees
/mc flip [direction]	OWNER	[MC.WORLDEDIT.FLIP] Mirrors clipboard across specified axis
/mc clearclipboard	OWNER	[MC.WORLDEDIT.CLEARCLIPBOARD] Frees memory by clearing active clipboard
/mc brush <sphere|cylinder|smooth> <pattern> [size]	OWNER	[MC.WORLDEDIT.BRUSH] Binds terrain sculpting brush tool to player hand item
/mc set <pattern>	OWNER	[MC.WORLDEDIT.SET] Fills selection with specified block pattern
/automation create Alt: /auto create	OWNER	[AUTO.CREATE] Create a new custom background automation with typed action and schedule
/automation preview Alt: /auto preview	OWNER	[AUTO.PREVIEW] Preview automation execution plan, affected services, and risk classification
/automation run Alt: /auto run	OWNER	[AUTO.RUN] Trigger immediate execution of an automation with concurrency guard
/automation snooze Alt: /auto snooze	OWNER	[AUTO.SNOOZE] Snooze automation execution until specified duration or timestamp
/automation edit Alt: /auto edit	OWNER	[AUTO.EDIT] Edit field configuration of an existing automation
/automation duplicate Alt: /auto copy, /auto dup	OWNER	[AUTO.DUPLICATE] Clone an existing automation under a new title and ID
/automation delete Alt: /auto del	OWNER	[AUTO.DELETE] Delete automation definition with recoverable tombstone backup
/automation restore Alt: /auto restore	OWNER	[AUTO.RESTORE] Restore a deleted automation from tombstone archive

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/automation test` `Alt: /auto test`	OWNER	[AUTO.TEST] Dry-run test an automation without state activation
`/automation pause-all` `Alt: /auto pause-all`	OWNER	[AUTO.PAUSE_ALL] Global automation pause suppressing all scheduled automations
`/automation resume-all` `Alt: /auto resume-all`	OWNER	[AUTO.RESUME_ALL] Resume all paused automations across the server
`/automation emergency-stop` `Alt: /auto em-stop`	OWNER	[AUTO.EMERGENCY_STOP] Emergency killswitch for all active and scheduled automations

2.45 15 (30 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys info Alt: /fastfetch, /sys specs	MOD	[SYS.HARDWARE.INFO] Structured Oracle Cloud hardware, kernel, CPU, RAM, disk, and uptime report (no ASCII)
/sys cpu Alt: /cpu, /lscpu	MOD	[SYS.HARDWARE.CPU] ARM Neoverse-N1 CPU cores, frequencies, cache topology, and real-time load
/sys ram Alt: /ram, /memory, /sys mem	MOD	[SYS.HARDWARE.RAM] RAM breakdown: total, used, free, cached, buffers, and available memory
/sys swap Alt: /swap	MOD	[SYS.HARDWARE.SWAP] Swap partition size, used, free, swappiness kernel parameter, and cache
/sys load Alt: /load, /loadavg	MOD	[SYS.HARDWARE.LOAD] CPU 1-min, 5-min, and 15-min load averages with running process count
/sys uptime Alt: /uptime	MOD	[SYS.HARDWARE.UPTIME] System uptime, boot timestamp, and active user session counts
/sys bbr Alt: /bbr	MOD	[SYS.HARDWARE.BBR] Checks Google BBR TCP congestion control status for low-latency packets
/stats Alt: /top, /dashboard	MOD	[SYS.HARDWARE.STATS] Compact visual progress bars for CPU, RAM, and Disk capacity
/sys temp Alt: /thermal, /sensors	MOD	[SYS.HARDWARE.TEMP] Thermal zone hardware sensors for CPU core temperatures
/sys vmstat	MOD	[SYS.HARDWARE.VMSTAT] Linux virtual memory statistics, context switches, and interrupts
/sys hostname	MOD	[SYS.HARDWARE.HOSTNAME] Queries host system hostname and fully qualified domain name (FQDN)
/sys meminfo	MOD	[SYS.HARDWARE.MEMINFO] Raw /proc/meminfo kernel memory metrics and buffer allocations
/sys cpuinfo	MOD	[SYS.HARDWARE.CPUINFO] Raw /proc/cpuinfo processor flags, hardware features, and bogomips
/sys diskstats	MOD	[SYS.HARDWARE.DISKSTATS] Reads /proc/diskstats sector reads, writes, and active IO operations
/sys slabinfo	OWNER	[SYS.HARDWARE.SLABINFO] Inspects kernel slab allocator memory cache allocations
/alerts view Alt: /alert view	MOD	[ALERT.VIEW] View deep status, history, trigger count, and cooldown of an alert rule
/alerts ack Alt: /alert ack	MOD	[ALERT.ACK] Acknowledge active alert incident without disabling monitoring rule
/alerts snooze Alt: /alert snooze	MOD	[ALERT.SNOOZE] Snooze alert rule notifications for specified time window
/alerts pause Alt: /alert pause	OWNER	[ALERT.PAUSE] Pause monitoring and notification for an alert rule
/alerts resume Alt: /alert resume	OWNER	[ALERT.RESUME] Resume active evaluation of an alert rule
/alerts mute Alt: /alert mute	OWNER	[ALERT.MUTE] Mute notification broadcasts for rule (critical security alerts immune)
/alerts stop-stream Alt: /alert stop-stream	OWNER	[ALERT.STOP_STREAM] Halt active repeating notification stream for continuing incident
/alerts disable Alt: /alert disable	OWNER	[ALERT.DISABLE] Disable alert rule evaluation entirely
/alerts enable Alt: /alert enable	OWNER	[ALERT.ENABLE] Enable alert rule for active background evaluation
/alerts edit Alt: /alert edit	OWNER	[ALERT.EDIT] Modify threshold, severity, or channel for alert rule
/alerts create Alt: /alert create	OWNER	[ALERT.CREATE] Create custom alert monitoring rule from supported system metrics
/alerts delete Alt: /alert del	OWNER	[ALERT.DELETE] Permanently remove an alert rule
/alerts pause-all Alt: /alert pause-all	OWNER	[ALERT.PAUSE_ALL] Global pause on all non-critical monitoring alerts

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/alerts resume-all` `Alt: /alert resume-all`	OWNER	[ALERT.RESUME_ALL] Resume all paused alert rules globally
`/alerts quiet-hours` `Alt: /alert quiet-hours`	OWNER	[ALERT.QUIET_HOURS] Configure quiet-hours window to suppress non-critical notifications

2.46 7 (42 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/manual Alt: /manual encyclopedia, /manual pdf	MOD	[DOCS.ENCYCLOPEDIA] Sends complete 1,341 Command Master Encyclopedia PDF directly in WhatsApp
/manual owner	OWNER	[DOCS.OWNER] Sends The Brown SMP Owner Master Manual PDF
/manual mod Alt: /manual moderator	MOD	[DOCS.MODERATOR] Sends The Brown SMP Moderator Operations Manual PDF
/manual worldedit Alt: /manual we	MOD	[DOCS.WORLDEDIT] Sends The Brown SMP WorldEdit Master Guide & 3,855 Schematics PDF
/manual player Alt: /manual survival	MOD	[DOCS.PLAYER] Sends The Brown SMP Ultimate Player Survival Guide PDF
/manual matrix	MOD	[DOCS.MATRIX] Sends The Brown SMP Command Permission Matrix PDF
/manual list Alt: /manual all	MOD	[DOCS.LIST] Lists all available downloadable server manual PDFs
/birthday add <name> <date> [notes] Alt: /birthday	MOD	[ASST.BIRTHDAY.ADD] Track annual birthday with morning alerts (YYYY-MM-DD or MM-DD)
/birthday list	MOD	[ASST.BIRTHDAY.LIST] List all tracked birthdays
/birthday upcoming [days] Alt: /birthdays	MOD	[ASST.BIRTHDAY.UPCOMING] View birthdays occurring within next N days (default 30)
/birthday edit <id> <date>	MOD	[ASST.BIRTHDAY.EDIT] Edit birthday date
/birthday delete <id>	MOD	[ASST.BIRTHDAY.DELETE] Remove birthday from tracker
/calendar <today|week|month> Alt: /calendar today, /calendar week, /calendar month	MOD	[ASST.CALENDAR.VIEW] Display personal and staff events for today, this week, or month
/calendar add <time> <title>	MOD	[ASST.CALENDAR.ADD] Add an event to the calendar (supports --loc, --desc, --shared)
/calendar search <query>	MOD	[ASST.CALENDAR.SEARCH] Search calendar events by keyword
/calendar delete <id>	MOD	[ASST.CALENDAR.DELETE] Delete a calendar event
/calendar export Alt: /calendar ics	MOD	[ASST.CALENDAR.EXPORT] Export calendar to standard .ics file and send as WhatsApp document
/fav add <alias> <command> Alt: /fav	MOD	[ASST.FAV.ADD] Create a personal command shortcut (e.g. /fav add tps /mc tps)
/fav remove <alias/id>	MOD	[ASST.FAV.REMOVE] Delete a favourite shortcut
/fav list [folder] Alt: /favourites, /favorites	MOD	[ASST.FAV.LIST] List all saved favourite shortcuts grouped by folder
/fav run <alias> Alt: /.	MOD	[ASST.FAV.RUN] Execute saved shortcut (re-validates permissions at runtime)
/fav folder <alias> <folder_name>	MOD	[ASST.FAV.FOLDER] Assign favourite shortcut to a folder/category
/report <bug|player|suggestion> <title> | <details> Alt: /ticket	MEMBER	[REPORT.CREATE] Submit a bug report, player allegation, or server suggestion
/report status <ticket-id> Alt: /ticket status	MEMBER	[REPORT.STATUS] Check status, assignment, and resolution of a submitted ticket
/report list [status] [type] Alt: /reports, /tickets	MOD	[REPORT.LIST] List server tickets filtered by status (NEW, ACKNOWLEDGED, RESOLVED, CLOSED)
/report assign <ticket-id> <staff_phone>	MOD	[REPORT.ASSIGN] Assign a ticket to a staff member
/report note <ticket-id> <note>	MOD	[REPORT.NOTE] Add internal staff investigation note to a ticket
/report resolve <ticket-id> <resolution>	MOD	[REPORT.RESOLVE] Mark ticket as resolved with official resolution notes
/report close <ticket-id>	MOD	[REPORT.CLOSE] Close an investigated ticket
/mail config view Alt: /mail config	OWNER	[MAIL.CONFIG.VIEW] View active SMTP configuration summary with masked passwords
/mail config set Alt: /mail set	OWNER	[MAIL.CONFIG.SET] Update SMTP host, port, sender email, or encryption mode

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
`/mail config secret` `Alt: /mail secret`	OWNER	[MAIL.CONFIG.SECRET] Set private SMTP password securely (saved 0600, never echoed back)
`/mail test smtp` `Alt: /mail ping`	OWNER	[MAIL.TEST.SMTP] Probe live SMTP server TLS handshake and connection latency
`/mail test auth` `Alt: /mail check auth`	OWNER	[MAIL.TEST.AUTH] Verify SMTP username and password credentials against mail server
`/mail test send` `Alt: /mail test-send`	OWNER	[MAIL.TEST.SEND] Dispatch live test email with verification code to primary owner
`/mail clear-queue` `Alt: /mail purge queue`	OWNER	[MAIL.QUEUE.CLEAR] Purge stale queued email messages from spooler
`/birthday snooze` `Alt: /bday snooze`	MOD	[BDAY.SNOOZE] Snooze birthday notifications for specified duration
`/birthday mute` `Alt: /bday mute`	MOD	[BDAY.MUTE] Mute notifications for birthday entry
`/calendar reschedule` `Alt: /cal reschedule`	MOD	[CAL.RESCHEDULE] Reschedule calendar event to new date/time with overlap warnings
`/calendar conflicts` `Alt: /cal conflicts, /cal check`	MOD	[CAL.CONFLICTS] Check schedule for overlapping or conflicting calendar events
`/fav search` `Alt: /favorites search`	MOD	[FAV.SEARCH] Search command shortcuts by alias name or target command
`/fav duplicate` `Alt: /fav copy`	MOD	[FAV.DUPLICATE] Clone a command shortcut to a new alias

2.47 8 (48 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/bot status Alt: /bot health	MOD	[BOT.STATUS] Checks WhatsApp connection status, uptime, PID, memory, and auth store state
/bot restart	OWNER	[BOT.RESTART] Restarts WhatsApp Baileys bot service via systemctl (Strictly Primary Owner)
/bot ping	MOD	[BOT.PING] Measures bot message round-trip processing responsiveness
/help Alt: /menu	MOD	[BOT.HELP] Renders role-specific command menu and quick command categories
/find <query> Alt: /search <query>	MOD	[BOT.FIND] Instantly searches across all 1,100+ commands by keyword or syntax
/cmds [category] Alt: /commands [category]	MOD	[BOT.CMDS] Browses command catalog by category sector
/owner list	OWNER	[BOT.OWNER.LIST] Lists authorized server owner phone numbers
/owner add <phone>	OWNER	[BOT.OWNER.ADD] Adds secondary owner number (Strictly Primary Owner)
/mc chunky start	OWNER	[MC.CHUNKY.START] Starts world chunk pregeneration task to eliminate exploration lag
/mc chunky pause	OWNER	[MC.CHUNKY.PAUSE] Pauses running chunk pregeneration task
/mc chunky continue	OWNER	[MC.CHUNKY.CONTINUE] Resumes paused chunk pregeneration task
/mc chunky cancel	OWNER	[MC.CHUNKY.CANCEL] Cancels and clears active pregeneration queue
/mc chunky progress	MOD	[MC.CHUNKY.PROGRESS] Displays pregenerated chunk percentage, rate, and ETA
/mc chunky radius <blocks>	OWNER	[MC.CHUNKY.RADIUS] Configures pregeneration radius distance in blocks
/mc chunky world [world_name]	OWNER	[MC.CHUNKY.WORLD] Selects world dimension target for Chunky (overworld/nether/end)
/mc chunky shape <circle|square|star>	OWNER	[MC.CHUNKY.SHAPE] Sets pregeneration geometric boundary pattern
/mc ledger inspect	MOD	[MC.LEDGER.INSPECT] Toggles block click inspection mode for grief detection
/mc ledger search [player] [action] [time]	MOD	[MC.LEDGER.SEARCH] Queries SQLite block interaction database for block break/place/chest logs
/mc ledger rollback [player] [time] [radius]	OWNER	[MC.LEDGER.ROLLBACK] Rolls back griefed blocks and entity changes by player and time
/mc ledger restore [player] [time] [radius]	OWNER	[MC.LEDGER.RESTORE] Reapplies changes rolled back previously
/mc ledger preview [player] [time]	MOD	[MC.LEDGER.PREVIEW] Displays ghost preview client blocks of planned rollback
/mc ledger dismiss	MOD	[MC.LEDGER.DISMISS] Clears active preview client ghost blocks
/mc ledger status	MOD	[MC.LEDGER.STATUS] Displays SQLite logging queue status and database size
/mc ledger purge <time>	OWNER	[MC.LEDGER.PURGE] Prunes database records older than specified timeframe
/mc flan seeClaims	MOD	[MC.FLAN.SEECLAIMS] Visually highlights claim border fences and particles
/mc flan list [player]	MOD	[MC.FLAN.LIST] Lists claimed land parcels owned by specified player or all
/mc flan claimInfo	MOD	[MC.FLAN.INFO] Displays dimensions, owner, and permission flags for current claim
/mc flan deleteClaim	OWNER	[MC.FLAN.DELETE] Permanently unclaims the claim parcel at current coordinates
/mc flan deleteAllClaims <player>	OWNER	[MC.FLAN.DELETEALL] Deletes every land claim registered to player
/mc flan buyBlocks <amount>	MOD	[MC.FLAN.BUYBLOCKS] Purchases claim claimblocks using in-game rupee balance
/mc flan setGroup <group>	MOD	[MC.FLAN.SETGROUP] Assigns player permission group within claim
/mc flan reload	OWNER	[MC.FLAN.RELOAD] Reloads Flan claim configs and world data
/remind <time> <message> Alt: /remind add	MOD	[ASST.REMIND.ADD] Schedule a one-time or recurring personal reminder (e.g. /remind 30m Check server)
/reminders Alt: /remind list, /remind all	MOD	[ASST.REMIND.LIST] List all pending and active personal reminders
/reminder snooze <id> [time] Alt: /remind snooze	MOD	[ASST.REMIND.SNOOZE] Snooze a pending reminder by 10m, 30m, 1h, etc.

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/reminder cancel <id> Alt: /remind cancel, /remind done, /reminder done	MOD	[ASST.REMIND.CANCEL] Cancel or complete an active personal reminder
/reminder edit <id> <text> Alt: /remind edit	MOD	[ASST.REMIND.EDIT] Edit text content of a scheduled reminder
/schedule add <daily|weekly|monthly> <time> <cmd/text> Alt: /schedule	OWNER	[ASST.SCHEDULE.ADD] Configure recurring automated job or message
/schedule list	OWNER	[ASST.SCHEDULE.LIST] List all recurring schedules and automations
/schedule <pause|resume|delete> <id> Alt: /schedule pause, /schedule resume, /schedule delete	OWNER	[ASST.SCHEDULE.MANAGE] Pause, resume, or delete a recurring schedule
/college assignment add Alt: /assign add	MOD	[COLLEGE.ASSIGNMENT.ADD] Log a college course assignment with deadline and notes
/college assignment list Alt: /assign list	MOD	[COLLEGE.ASSIGNMENT.LIST] List pending or completed course assignments
/college assignment done Alt: /assign done	MOD	[COLLEGE.ASSIGNMENT.DONE] Mark college assignment as completed
/college exam add Alt: /exam add	MOD	[COLLEGE.EXAM.ADD] Schedule an upcoming college exam or test
/college exam list Alt: /exam list	MOD	[COLLEGE.EXAM.LIST] View upcoming exam schedule
/college timetable Alt: /timetable	MOD	[COLLEGE.TIMETABLE] View class timetable and lecture schedule
/college attendance Alt: /attendance	MOD	[COLLEGE.ATTENDANCE] View attendance percentage and threshold compliance per subject
/college delete Alt: /college del	MOD	[COLLEGE.DELETE] Remove a college assignment or exam record

2.48 10 (70 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sys disk Alt: /df, /storage	MOD	[SYS.STORAGE.DISK] Mounted filesystems, mount points, available gigabytes, and percentages
/sys io Alt: /iostat, /diskio	MOD	[SYS.STORAGE.IO] Real-time disk I/O throughput: reads/writes per second, TPS, and service times
/sys du [path] Alt: /du	OWNER	[SYS.STORAGE.DU] Scans directory disk footprint and outputs top largest subfolders sorted by size
/sys inodes	MOD	[SYS.STORAGE.INODES] Filesystem inode usage on root and home partitions to prevent exhaustion
/sys lsblk Alt: /blocks	MOD	[SYS.STORAGE.LSBLK] Block storage hierarchy: NVMe partitions, SCSI drives, mount points, and sizes
/sys clean Alt: /cleancache, /dropcaches	OWNER	[SYS.STORAGE.CLEAN] Executes sync and flushes Linux pagecache, dentries, and inodes to free unmapped RAM
/sys fstab	OWNER	[SYS.STORAGE.FSTAB] Audits /etc/fstab persistent filesystem mount declarations and flags
/sys journal-clean	OWNER	[SYS.STORAGE.JOURNAL_CLEAN] Vacuums systemd journal logs to retain max 200MB disk space
/sys backup-disk	OWNER	[SYS.STORAGE.BACKUP_DISK] Reports total backup storage consumption and available retention headroom
/sys sync	OWNER	[SYS.STORAGE.SYNC] Forces filesystem cache dirty pages to write to physical NVMe disk
/sys security Alt: /security, /audit	OWNER	[SYS.SECURITY.AUDIT] Full security audit: logged-in sessions, recent logins, fail2ban bans, firewall
/sys auth Alt: /last, /logins	OWNER	[SYS.SECURITY.AUTH] Shows last 5 user logins and SSH authentications with source IPs
/sys fail2ban Alt: /f2b	OWNER	[SYS.SECURITY.FAIL2BAN] Checks fail2ban sshd jail status and lists currently banned IP addresses
/sys users Alt: /who	OWNER	[SYS.SECURITY.USERS] Inspects actively logged-in terminal sessions and host user accounts
/sys cron Alt: /crontab	OWNER	[SYS.SECURITY.CRON] Lists system crontab automated tasks and scheduled backup routines
/sys updates Alt: /apt	OWNER	[SYS.SECURITY.UPDATES] Checks Ubuntu apt security advisories and pending upgradable packages
/sys limits	OWNER	[SYS.SECURITY.LIMITS] Checks security ulimit parameters for open files, threads, and memory locks
/sys modules Alt: /lsmod	OWNER	[SYS.SECURITY.MODULES] Lists loaded Linux kernel modules (lsmod) and device drivers
/sys sysctl <param>	OWNER	[SYS.SECURITY.SYSCTL] Reads or inspects kernel sysctl configuration parameter
/sys package-search <pkg>	MOD	[SYS.SECURITY.PKG_SEARCH] Searches apt repository cache for package availability
/mc start	OWNER	[MC.LIFECYCLE.START] Starts the Minecraft server tmux session if stopped
/mc stop	OWNER	[MC.LIFECYCLE.STOP] Safely flushes and stops Minecraft server (Strictly Non-Delegable, Primary Owner)
/mc restart	OWNER	[MC.LIFECYCLE.RESTART] Broadcasts warning, saves world, and restarts Minecraft daemon
/mc save Alt: /mc save-all	MOD	[MC.LIFECYCLE.SAVE] Forces immediate flush of world chunks and player data to NVMe storage
/mc save-on	OWNER	[MC.LIFECYCLE.SAVE_ON] Re-enables automatic chunk saving to disk
/mc save-off	OWNER	[MC.LIFECYCLE.SAVE_OFF] Pauses automatic chunk disk writes for safe backup snapshotting
/mc backup	OWNER	[MC.LIFECYCLE.BACKUP] Executes compressed tar.zst world and config snapshot
/mc backups	MOD	[MC.LIFECYCLE.BACKUPS] Lists available world backup archives, sizes, and timestamps
/mc restore <latest|archive>	OWNER	[MC.LIFECYCLE.RESTORE] Disaster recovery rollback to archive (Strictly Non-Delegable, Primary Owner)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/mc clearlag	MOD	[MC.LIFECYCLE.CLEARLAG] Kills loose ground dropped items and clears entity lag
/mc status	MOD	[MC.STATUS] Comprehensive Minecraft live dashboard (real Spark TPS, MSPT, JVM Heap, online players, NVMe IO)
/mc tps	MOD	[MC.DIAGNOSTICS.TPS] Spark 5s, 10s, 1m, 5m, 15m TPS breakdown, CPU load, and tick duration
/mc health	MOD	[MC.DIAGNOSTICS.HEALTH] Generates and returns an interactive Spark web profiler report URL
/mc heap Alt: /mc memory	MOD	[MC.DIAGNOSTICS.HEAP] JVM Heap memory allocation: used, free, maximum, and garbage collection stats
/mc gc	OWNER	[MC.DIAGNOSTICS.GC] Manually triggers Java garbage collection cycle to reclaim heap memory
/mc ping [player]	MOD	[MC.DIAGNOSTICS.PING] Spark player latency benchmark and packet round-trip times
/mc logs [lines] Alt: /mc console	OWNER	[MC.DIAGNOSTICS.LOGS] Fetches latest N lines from Minecraft latest.log without ANSI codes
/mc tickmonitoring	MOD	[MC.DIAGNOSTICS.SPARK_TICK] Toggles or checks Spark real-time tick monitoring
/mc time set <day|night|noon|midnight|ticks>	MOD	[MC.WORLD.TIME_SET] Sets in-game world time to specified preset or tick count
/mc time query <daytime|gametime|day>	MOD	[MC.WORLD.TIME_QUERY] Queries current world time in ticks or elapsed days
/mc time add <amount>	MOD	[MC.WORLD.TIME_ADD] Advances world time forward by specified ticks
/mc weather clear [duration]	MOD	[MC.WORLD.WEATHER_CLEAR] Sets world weather to clear skies
/mc weather rain [duration]	MOD	[MC.WORLD.WEATHER_RAIN] Changes world weather to precipitation
/mc weather thunder [duration]	MOD	[MC.WORLD.WEATHER_THUNDER] Initiates thunderstorm with lightning strikes
/mc difficulty <peaceful|easy|normal|hard>	OWNER	[MC.WORLD.DIFFICULTY] Changes global server difficulty level
/mc seed	MOD	[MC.WORLD.SEED] Displays world generation terrain seed
/mc worldborder set <distance> [time]	OWNER	[MC.WORLD.WORLDBORDER_SET] Sets circular/square world border radius in blocks
/mc worldborder get Alt: /mc wb	MOD	[MC.WORLD.WORLDBORDER_GET] Queries current world border diameter and coordinates
/health	MEMBER	[MC_DIAG.HEALTH] Fast server liveness, JVM PID, port, and resource check.
/health history	MEMBER	[MC_DIAG.HEALTH_HISTORY] Displays 24-hour server health and uptime history.
/share create <file-id> [duration] [max_downloads] [password] Alt: /share add, /share	MOD	[SHARE.CREATE] Create an expiring temporary download link with cryptographic token, rate limits, and password
/share list Alt: /shares, /share all	MOD	[SHARE.LIST] List all active temporary share links with download counts and expiration dates
/share status <link-id|token> Alt: /share info	MOD	[SHARE.STATUS] View detailed statistics and audit metadata for a specific share link
/share revoke <link-id|token> Alt: /share delete	MOD	[SHARE.REVOKE] Instantly deactivate a temporary download link and purge associated file from disk
/share extend <link-id|token> <duration> Alt: /share renew	MOD	[SHARE.EXTEND] Extend the expiration time of an active temporary download link (e.g. +24h, +7d)
/transfer create [title] [duration] [password] [max-downloads] Alt: /xfer create, /bundle create	MOD	[TRANSFER.CREATE] Create a temporary file transfer bundle workspace for multiple file uploads
/transfer list Alt: /transfers, /xfer list	MOD	[TRANSFER.LIST] List all active temporary file transfer workspaces
/transfer files <transfer-id|token> Alt: /transfer get, /xfer files	MOD	[TRANSFER.FILES] List all files uploaded to a temporary file transfer bundle
/transfer revoke <transfer-id|token> Alt: /xfer revoke	MOD	[TRANSFER.REVOKE] Immediately revoke and permanently purge a file transfer bundle
/transfer extend <transfer-id|token> [duration] Alt: /xfer extend	MOD	[TRANSFER.EXTEND] Extend the validity lifetime of an active file transfer bundle

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

2.49 6 (24 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/sh <command> Alt: /bash <command>, /terminal <command>	OWNER	[SYS.SHELL.EXEC] Executes stateful shell command directly in bash session (Strictly Primary Owner)
/cd <path>	OWNER	[SYS.SHELL.CD] Changes active working directory for stateful shell commands (Strictly Primary Owner)
/pwd	OWNER	[SYS.SHELL.PWD] Prints active working directory path (Strictly Primary Owner)
/term on Alt: /terminal on	OWNER	[SYS.SHELL.TERM_ON] Activates interactive terminal mode where messages execute in bash (Strictly Primary Owner)
/term off Alt: /terminal off, /exit	OWNER	[SYS.SHELL.TERM_OFF] Deactivates interactive terminal mode (Strictly Primary Owner)
./mc.sh [args] Alt: /mc.sh [args]	OWNER	[SYS.SHELL.MC_SH] Runs ./mc.sh utility commands directly from project directory
/search phone <number> Alt: /phone <number>, /truecaller <number>	OWNER	[PHONE.INTEL.SEARCH] Deep multi-source caller intelligence (LibPhoneNumber + DoT Circle + WhatsApp Live + Truecaller)
/search phone-login <phone> Alt: /phone-login <phone>	OWNER	[PHONE.INTEL.LOGIN] Initiates official Truecaller SMS OTP login flow (Strictly Primary Owner)
/search phone-verify <otp> Alt: /phone-verify <otp>	OWNER	[PHONE.INTEL.VERIFY] Verifies 6-digit Truecaller OTP and saves installation token (Strictly Primary Owner)
/search phone-token <token> Alt: /phone-token <token>	OWNER	[PHONE.INTEL.TOKEN] Directly stores Truecaller installation ID token (Strictly Primary Owner)
/search phone-status Alt: /phone-status	OWNER	[PHONE.INTEL.STATUS] Displays Truecaller link status, API health, and telecom cache stats
/search phone-clear	OWNER	[PHONE.INTEL.CLEAR] Clears cached phone intelligence records (Strictly Primary Owner)
/mc money-get <player> Alt: /mc bal <player>, /mc balance <player>	MOD	[MC.ECONOMY.MONEY_GET] Queries verified player rupee balance from EconomyCraft balances.json database
/mc money-set <player> <amount>	OWNER	[MC.ECONOMY.MONEY_SET] Sets exact rupee balance for specified player
/mc money-add <player> <amount>	OWNER	[MC.ECONOMY.MONEY_ADD] Credits specified amount of rupees to player balance
/mc money-remove <player> <amount>	OWNER	[MC.ECONOMY.MONEY_REMOVE] Deducts specified amount of rupees from player balance
/mc pay <sender> <recipient> <amount>	MOD	[MC.ECONOMY.PAY] Transfers funds between two server player accounts
/mc money-top	MOD	[MC.ECONOMY.TOP] Displays top 10 wealthiest players on The Brown SMP
/doc info Alt: /doc inspect	MOD	[FILE.DOC_INFO] Inspect document details, magic-byte MIME type, sha256/md5 hashes, and line stats
/doc hash	MOD	[FILE.DOC_HASH] Verify document integrity against an expected SHA-256, MD5, or SHA-512 cryptographic hash
/doc zip-inspect	MOD	[FILE.ZIP_INSPECT] Audit ZIP archive contents, compression ratio, and scan for zip-slip path traversal exploits
/doc zip-extract	MOD	[FILE.ZIP_EXTRACT] Safely extract ZIP archive contents with strict jail sandbox and zip-slip prevention
/doc csv2json	MOD	[FILE.CSV_TO_JSON] Convert CSV document or tabular text into structured JSON array
/doc json2csv	MOD	[FILE.JSON_TO_CSV] Convert JSON array document or text into structured CSV format

2.50 17 (17 Commands)

Command Syntax & Arguments	Min. Role	Operational Behavior & Parameter Definition
/print Alt: /print menu	MOD	[PRINT.MENU] Interactive 15-option print imposition and document layout workbench menu
/print wizard Alt: /print gui, /print interactive	MOD	[PRINT.WIZARD] Step-by-step guided interactive print wizard state machine
/print preview [page] [dpi] Alt: /print prev, /print view	MOD	[PRINT.PREVIEW] High-resolution visual page preview rendering using Poppler pdftoppm engine
/print 2up Alt: /print 2-up, /print 2pages	MOD	[PRINT.2UP] 2-up imposition layout placing two pages side-by-side per physical sheet
/print 4up Alt: /print 4-up, /print 4pages	MOD	[PRINT.4UP] 4-up imposition layout placing four pages in a 2x2 grid per sheet
/print nup <count> [order] [border] Alt: /print grid, /print multi	MOD	[PRINT.NUP] Arbitrary N-up layout (1, 2, 4, 6, 8, 9, 12, 16) with custom traversal order and borders
/print booklet Alt: /print signature, /print saddlestitch	MOD	[PRINT.BOOKLET] Saddle-stitch 4-page signature imposition for foldable physical booklets with center crease guide
/print poster [cols]x[rows] [overlap] Alt: /print tile, /print mural	MOD	[PRINT.POSTER] Tiled multi-page poster splitting with configurable overlap margin and cut marks
/print fit [paper] [mode] Alt: /print resize-page, /print autofit	MOD	[PRINT.FIT] Page scaling and auto-fit to standard paper sizes (A3-A6, Letter, Legal, Tabloid)
/print scale <percent> Alt: /print zoom	MOD	[PRINT.SCALE] Custom percentage zoom scaling factor applied across all document pages
/print bates [prefix] [start_no] Alt: /print stamp, /print legalstamp	MOD	[PRINT.BATES] Sequential legal Bates numbering stamp overlay for evidentiary and official records
/print photo [spec] [paper] Alt: /print passport, /print idphoto	MOD	[PRINT.PHOTO] Passport and ID photo print sheet arranging 6x 35x45mm photos on 4x6 inch photo paper
/print printer Alt: /print status, /print hardware	MOD	[PRINT.PRINTER] Probe physical hardware printer attachments, CUPS daemon status, and spooler queues
/print presets Alt: /print profiles	MOD	[PRINT.PRESETS] List and inspect pre-configured print imposition profiles and layout presets
/print preset apply <id> Alt: /print loadpreset	MOD	[PRINT.PRESET.APPLY] Apply saved print layout preset to an attached or uploaded document
/print print-ready Alt: /print ready, /print clean	MOD	[PRINT.PRINT_READY] Standardize document to A4 print-ready PDF with font preservation, bleed margins and validation
/print help Alt: /print ?	MOD	[PRINT.HELP] Display complete command documentation and syntax reference for Print Workbench

3. Administrator's Emergency & Daily Operations Cheat Sheet

For rapid mobile response during gameplay or emergency maintenance, reference this curated list of the top 30 daily commands:

Quick WhatsApp Command	Role	Operational Purpose & Expected Mobile Response
`/mc status`	MOD	Master Minecraft server dashboard: TPS (5s/1m/15m), MSPT, JVM Heap & G1 pool memory bars, player count, ping, world disk footprint, and backup archive.
`/sys info (or /fastfetch)`	MOD	Oracle Cloud ARM64 spec sheet: CPU load, RAM allocation, NVMe disk usage, public/private IPs, TCP BBR status, uptime, and kernel.
`/mc health`	MOD	Triggers Spark profiler and returns clickable spark.lucko.me web flame graph URL.
`/mc tps`	MOD	Displays real-time Spark TPS across 5s, 10s, 1m, 5m, 15m intervals and MSPT durations.
`/mc heap`	MOD	Detailed breakdown of JVM G1 Eden Space, G1 Old Gen, and G1 Survivor space.
`/mc ping`	MOD	Audits connection latency and packet ping across all online players.
`/mc logs 30`	MOD	Captures and outputs the last 30 lines of the Minecraft console with ANSI stripped.
`/mc backup`	OWNER	Executes zero-downtime compressed tar.gz world backup with keep-last-2 retention.
`/mc restart`	OWNER	Safely flushes world chunks to disk and restarts Minecraft inside its tmux session.
`/mc clearlag`	MOD	Kills loose ground items and excessive hostile entities to restore 20.0 TPS.
`/mc add-friend <name>`	MOD	Adds player to server whitelist allowing immediate connection.
`/mc kick <name> [reason]`	MOD	Forcibly disconnects player with custom reason message.
`/mc ban <name> [reason]`	MOD	Permanently bans player from connecting to the server.
`/mc ledger inspect`	MOD	Enables block inspection: right-click any block to see who placed or broke it.
`/mc ledger rollback player:<p> time:1h radius:20`	MOD	Rolls back block grief caused by specific player in radius over last hour.
`/mc flan adminMode`	MOD	Toggles Flan claim administrator override to inspect or modify any player claim.
`/mc chunky progress`	MOD	Queries active world chunk pregeneration task progress, ETA, and rate.
`/mc day / /mc sun`	MOD	Instantly resets world time to day (1000 ticks) and clears adverse rain/storms.
`/mc broadcast <text>`	MOD	Broadcasts title banner, actionbar, and chat announcement to all players.
`/mc show 1`	MOD	Triggers Grand Diwali Celebration Firework Show at world spawn.
`/mc show 4`	MOD	Immediately terminates any currently active festive firework celebration.
`/sys ps`	MOD	Lists top 10 CPU and Memory consuming processes on the Oracle Cloud instance.
`/sys clean`	OWNER	Flushes Linux pagecache, dentries, and inodes to reclaim unmapped RAM.
`/sys security`	OWNER	Audits recent SSH logins, fail2ban banned IPs, active user sessions, and firewall.
`/sys service restart <unit>`	OWNER	Restarts any background systemd service (e.g. whatsapp-bot, minecraft-watchdog).
`/term on`	OWNER	Activates Interactive Terminal Mode: subsequent messages execute directly in bash.
`/term off`	OWNER	Exits Interactive Terminal Mode and restores standard bot command routing.
`/find <keyword>`	MOD	Searches across all 1,384 commands for syntax, aliases, and descriptions.
`/cmds [category]`	MOD	Lists all commands registered in any specific category.