**Minecraft enchantment id list**

Continue

| Enchantment 2 | Cost for enchantment 2 |
|---|---|
| Sharpness 1 | 2 |
| Sharpness 2 | 2 |
| Sharpness 3 | 2 |
| Sharpness 4 | 2 |
| Sharpness 5 | 1* |
| Bane 1 | 4 |
| Bane 2 | 4 |
| Bane 3 | 4 |
| Bane 4 | 4 |
| Bane 5 | 2 |
| Smite 1 | 4 |
| Smite 2 | 4 |
| Smite 3 | 4 |
| Smite 4 | 4 |
| Smite 5 | 2 |
| Knockback 1 | 4 |
| Knockback 2 | 2 |
| Fire 1 | 8 |
| Fire 2 | 4 |
| Looting 1 | 8 |
| Looting 2 | 8 |
| Looting 3 | 4 |

What is enchantment id in minecraft. Minecraft enchantment id list bedrock. Minecraft pe enchantment id list. Minecraft 1.6 2 enchantment id list. Minecraft enchanted book id list. Minecraft enchantment id list 1.12.2.

In the enchantment ID's section I have put the enchantments all together and in order of what ID they are, also I have added what the max level is on each enchantment and finally I have added what items you can enchant with them. For the potion effect that slows falling speed, see Slow Falling. Feather Falling is an enchantment unique to boots that reduces fall damage the user takes. It does not affect falling speed. Usage[] Feather Falling reduces all forms of fall damage taken, even though fall damage normally ignores armor. This is not limited to falling from a great height either - Feather Falling will reduce the damage taken from thrown ender pearls or from riding a mob that takes significant fall damage. Feather Falling will reduce damage taken from crashing into the ground with an elytra, but it will not reduce damage taken from crashing into a wall. The damage formula that Feather Falling uses will reduce fall damage by (12 x level)%, up to a maximum of 48% with Feather Falling IV. This can be further increased with the Protection enchantment. Damage reduction from Protection, Fire Protection, Feather Falling, Blast Protection, and Projectile Protection stacks up to an upper limit cap of 80%. Any further damage reduction that would normally occur is instead ignored. Feather Falling IV cannot reach this cap alone, as it only reduces fall damage by 48%. However, if combined with multiple Protection enchantments, the damage cap can be reached since Protection also reduces fall damage. In order to reach this cap using only Feather Falling, level VII would be required which is only possible with the use of commands. Below is a list of how much fall damage is taken from varying heights when using each level of Feather Falling, with bold values indicating the point at which 10 or more hearts of fall damage would be taken: Height in blocks Fall damage taken No protection FF I FF II FF III FF IV FF IV + Protection IV 1–3 0 0 0 0 0 0 4 1 0.88 0.76 0.64 0.52 0.2 5 2 1.76 1.52 1.28 1.04 0.4 6 3 2.64 2.28 1.92 1.56 0.6 7 4 3.52 3.04 2.56 2.08 0.8 8 5 4.4 3.8 3.2 2.6 1 9 6 5.28 4.56 3.84 3.12 1.2 10 7 6.16 5.32 4.48 3.64 1.4 11 8 7.04 6.08 5.12 4.16 1.6 12 9 7.92 6.84 5.76 4.68 1.8 13 10 8.8 7.6 6.4 5.2 2 14 11 9.68 8.36 7.04 5.72 2.2 15 12 10.56 9.12 7.68 6.24 2.4 16 13 11.44 9.88 8.32 6.76 2.6 17 14 12.32 10.64 8.96 7.28 2.8 18 15 13.2 11.4 9.6 7.8 3 19 16 14.08 12.16 10.24 8.32 3.2 20 17 14.96 12.92 10.88 8.84 3.4 21 18 15.84 13.68 11.52 9.36 3.6 22 19 16.72 14.44 12.16 9.88 3.8 23 20 17.6 15.2 12.8 10.4 4 24 21 18.48 15.96 13.44 10.92 4.2 25 22 19.36 16.72 14.08 11.44 4.4 26 23 20.24 17.48 14.72 11.96 4.6 27 24 21.12 18.24 15.36 12.48 4.8 28 25 22 19 16 13 5 29 26 22.88 19.76 16.64 13.52 5.2 30 27 23.76 20.52 17.28 14.04 5.4 31 28 24.64 21.28 17.92 14.56 5.6 32 29 25.52 22.04 18.56 15.08 5.8 33 30 26.4 22.8 19.2 15.6 6 34 31 27.28 23.56 19.84 16.12 6.2 35 32 28.16 24.32 20.48 16.64 6.4 36 33 29.04 25.08 21.12 17.16 6.6 37 34 29.92 25.84 21.76 17.68 6.8 38 35 30.8 26.6 22.4 18.2 7 39 36 31.68 27.36 23.04 18.72 7.2 40 37 32.56 28.12 23.68 19.24 7.4 41 38 33.44 28.88 24.32 19.76 7.6 42 39 34.32 29.64 24.96 20.28 7.8 50 47 41.36 35.72 30.08 24.44 9.4 60 57 50.16 43.32 36.48 29.64 11.4 80 77 67.76 58.52 49.28 40.04 15.4 100 97 85.36 73.72 62.08 50.44 19.4 103 100 88 76 64 52 20 Obtaining[] In Bedrock Edition, Feather Falling enchantment can be rarely obtained by fishing. Otherwise, It can be earned through enchantment table, loot chests, and trading. Feather Falling is one of the rarest enchantments to obtain through an enchanting table. There is only a 2.7% chance for Feather Falling IV to appear on a pair of diamond boots when enchantments that require 30 levels are applied. Feather Falling IV can also be obtained by combining two Feather Falling III enchantments on an anvil, or trading with villagers. Data values[] ID[] Java Edition: NameIdentifierTranslation keyFeather Fallingfeather_fallingenchantment.minecraft.feather_falling Bedrock Edition: NameIdentifierNumeric ID Translation keyFeather Fallingfeather_falling2enchantment.protect.fall Video[] History[] Trivia[] With boots enchanted with Feather Falling IV, and at least two other armor pieces enchanted with Protection IV, a player at full health can survive a maximum fall distance of 103 blocks. The fall distance can be extended to 503.3 blocks provided that the player lands on a hay bale. Although Feather Falling should negate 12% of the damage per level, at level IV the height of guaranteed death is 55 blocks, not 57-58 (57.5) blocks. Issues[] Issues relating to "Feather Falling" are maintained on the bug tracker. Report issues there. Enchantments  Given below is a detailed list of all Commands in Minecraft. List of Commands ability Sets a player's ability. /ability [abilities] Legal values for abilities are: mute - Permits or denies player's chat options. worldbuilder - Permit or denies player's ability to place blocks. mayfly - Permits or denies player's ability to independently fly. This command requires Education Edition features enabled. alwaysday Locks and unlocks the day-night cycle. /alwaysday Sets /gamerule dodaylightcycle to false, and sets /time to 5000. This is the same as the Always Day slider in the Game Settings. The command can also be given as daylock. clear Clears the Player's inventory. /clear player name or target selector. Defaults to the player executing the command. valid item name. Defaults to all items in the player's inventory. if specified, only clears items with this data value. maximum number of items to clear. clone Copies blocks from one place to another. /clone [maskMode] [cloneMode] [tileName] Clones blocks from the cube defined by begin and end into the destination. The maskMode defines how to handle destination blocks, and cloneMode defines handling of source. If maskMode is filtering, the tileName specifies the block to filter on. Legal values for maskMode are: filtered – Only blocks matching tileName is copied. masked – Only non-air blocks are copied. replace – All blocks are copied as-is. This is the default. Legal values for cloneMode are: force – Force moving of blocks even if regions overlap. move – Move only non-air blocks, and replace them with air-blocks. If filtering is done, this only applies to the filtered blocks. normal – Do not force or move blocks from source region. This is the default. See also /setblock and /fill commands. connect Connects to a server in-game. /connect Note: URi is as the code appears in the chat. It is unknown if this is a bug. deop Revokes operator status for one or more players. /deop See also /op , for giving this status. difficulty Changes the difficulty mode. /difficulty int Values for int are: '0' for peaceful; '1' for easy; '2' for normal; '3' for hard; effect Gives or removes a status effect from a player. /effect [seconds: int] [amplifier: int] [hideParticles: bool] enchant Enchant player(s) held item. /enchant [level: int] /enchant [level: int] Enchant the item the targeted player(s) are holding, with the name (or numbered) enchantment at a given level. Maximum level for a given encha ntment can't be bypassed. execute Executes a command which can be linked to a target or a condition related to another block, as tested in the /testforblock command. /execute /execute /execute The command in all examples can be any command (including the execute command it self), and are relative to the targeted player(s)/entities. In the latter two examples, the tile notation is used relative to the position of the origin target. The last variant, with the detect string equal to "detect", the command is only executed if the condition, as if it was given to testforblock, is matched. fill Fills a region with a given block /fill [tileData:int] [oldBlockHandling] Fills the entire cube defined by from and to with the block named tileName (optionally specifying a tileData value). The oldBlockHandling defines how to handle existing blocks in the region. Legal values for oldBlockHandling are: destroy – Replace all blocks, drops blocks and contents as if mined with unenchanted diamond pickaxe or shovel. hollow – Replace only the blocks on the outer edge of the region. Drops all inner blocks as if they were mined, and replaced them with air blocks. keep – Only replace the air blocks in the fill region with the specified block. outline – Only replace the outer edge of region with specified block. Leave all inner blocks as they were. replace – Replace all blocks, with no dropping of current blocks. This is the default. See also /setblock and /clone commands. function Runs commands found in the corresponding function file. /function /function gamemode Changes gamemode for a player. /gamemode [player: target] /gamemode [player: target] Using 'c', 'creative', 's', 'survival', 'a', 'adventure', '0', '1', or '2', the gamemode for the targeted player can change. gamerule Sets or queries a game rule value. /gamerule /gamerule Used to change of game mechanic specified by rule. All rules except keepinventory are set False by default. The values for rule are: commandblockoutput can disable command block output appearing in chat. commandblocksenabled can disable all command blocks in a world. dodaylightcycle can disable day to night transition. doentitydrops can disable drops from non-mob enitity. dofiretick can disable fire spread and natural extinguish. doimmediaterespawn can disable message box options upon player death. doinsomnia can disable player insomnia timer and corresponding phantom spawning. domobloot can disable drops from mob death. domobspawning can disable mobs naturally spawning. dotiledrops can disable drops when blocks are broken. doweathercycle can disable change of weather. drowningdamage can disable drowning injury. falldamage can disable fall injury. firedamage can disable fire injury. functioncommandlimit can limit number of commands run from a function mod file. keepinventory can allow player to not drop their inventory after death. maxcommandchainlength can limit number of commandblocks that can be chained. mobgriefing can prevent mobs from interacting with blocks or dropped items. naturalregeneration can disable player health regeneration over time. pvp can disable damage from other players. randomtickspeed can change rate of block ticks,which effects plant growth and other timed events. sendcommandfeedback can disable player command output appearing in chat. showcoordinates can allow player's coordinates shown above chat. showdeathmessages can disable the displaying of player death details in chat. tntexplodes can prevent TNT ignition. give Give a targeted player(s) item(s). /give [amount: int] [data: int] [components: json] Adds items to the targeted player(s) inventory. Multiple items of the same type can be given by specifying an amount, and some characteristics of the item can be changed by providing the optional data argument. You can also add CanPlaceOn and CanDestroy data tags to items through this command. help Displays help related to commands. /help Lists help related to a specific command. In 0.16.0 this text is rather short (or missing). /help [page: int] Typing /help optionally followed by a number gives a list of commands. With a number, like 3, it shows the third help page. immutableworld Sets the immutable state of a world. /Immutableworld Sets ability to place blocks for every player in a world. This command requires Education Edition features enabled. kill Kills (or removes) a player or an entity. /kill [target: target] Without argument kills the Player itself. Using a player's name would kill that player, and /kill @e[type=creeper] would remove all creepers in loaded chunks. See /summon to spawn entities. list Lists all online players of the current game, and maximum players allowed. /list locate Locates the nearest selected structure. /locate The command only gives the coordinates of the nearest structure, the Player must teleport/travel to it themselves. me Displays custom message in chat /me Displays custom chat message starting with player's name, but without the player's name in square brackets. mixer Mixer interactivity control /mixer /mixer /mixer Used in conjunction with Microsoft's (formerly Beams's) Mixer app for livestreaming Minecraft sessions. mobevent Controls what mob events are allowed to run /mobevent Legal values for event are: events_enabled - Enables or disables all events. minecraft:pillager_patrols_event - Enables or disables pillager patrols from spawning. minecraft:wandering_trader_event - Enables or disables wandering trader from spawning. op Gives operator status to one or several players /op See /deop , which revokes this status. particle Creates a particle emitter. /particle The values for particle are: test_biezercurve test_bounce test_catmullromcurve test_colorcurve test_combocurve test_highrestitution test_linearcurve test_mule test_smoke_puff test_sphere test_spiral test_watertest playsound Plays a built-in sound. /playsound The values for sound are: ambient.weather.lightning.impact ambient.weather.rain ambient.weather.thunder armor.equip_chain armor.equip_diamond armor.equip_generic armor.equip_gold armor.equip_iron armor.equip_leather beacon.activate beacon.ambient beacon.deactivate beacon.power block.bamboo.break block.bamboo.fall block.bamboo.hit block.bamboo.place block.bamboo.step block.bamboo_sapling.break block.bamboo_sapling.place block.barrel.close block.barrel.open block.bell.hit block.campfire.crackle block.chorusflower.death block.chorusflower.grow block.composter.empty block.composter.fill block.composter.fill_success block.composter.ready block.end_portal.spawn block.end_portal_frame.fill block.false_permissions block.grindstone.use block.itemframe.add_item block.itemframe.break block.itemframe.place block.itemframe.remove_item block.itemframe.rotate_item block.lantern.break block.lantern.fall block.lantern.hit block.lantern.place block.lantern.step block.scaffolding.break block.scaffolding.climb block.scaffolding.fall block.scaffolding.hit block.scaffolding.place block.scaffolding.step block.sweet_berry_bush.break block.sweet_berry_bush.hit block.sweet_berry_bush.pick block.sweet_berry_bush.place block.turtle_egg.break block.turtle_egg.crack block.turtle_egg.drop bottle.dragonbreath bubble.down bubble.downinside bubble.pop bubble.up bubble.upinside bucket.empty_fish bucket.empty_lava bucket.empty_water bucket.fill_fish bucket.fill_lava bucket.fill_water camera.take_picture cauldron.adddye cauldron.cleanarmor cauldron.cleanbanner cauldron.dyearmor cauldron.explode cauldron.fillpotion cauldron.fillwater cauldron.takepotion cauldron.takewater conduit.activate conduit.ambient conduit.attack conduit.deactivate conduit.short crossbow.loading.middle crossbow.loading.start crossbow.quick_charge.end crossbow.quick_charge.middle crossbow.quick_charge.start crossbow.shoot damage.fallbig damage.fallsmall damage.thorns dig.cloth dig.grass dig.gravel dig.sand dig.snow dig.stone dig.wood elytra.loop fall.anvil fall.cloth fall.egg fall.grass fall.gravel fall.ladder fall.sand fall.slime fall.snow fall.stone fall.wood fire.fire fire.ignite firework.blast firework.large_blast firework.launch firework.shoot firework.twinkle game.player.attack.nodamage game.player.attack.strong game.player.die game.player.hurt hit.anvil hit.cloth hit.grass hit.gravel hit.ladder hit.sand hit.slime hit.snow hit.stone hit.wood item.book.put item.shield.block item.trident.hit item.trident.hit_ground item.trident.return item.trident.riptide_1 item.trident.riptide_2 item.trident.riptide_3 item.trident.throw item.trident.thunder jump.anvil jump.cloth jump.grass jump.gravel jump.ladder jump.metal jump.sand jump.slime jump.snow jump.stone jump.wood land.anvil land.cloth land.grass land.gravel land.ladder land.sand land.slime land.snow land.stone land.wood leashknot.break leashknot.place liquid.lava liquid.lavapop liquid.water minecart.base minecart.inside mob.armor_stand.break mob.armor_stand.hit mob.armor_stand.land mob.armor_stand.place mob.attack mob.bat.death mob.bat.hurt mob.bat.idle mob.bat.takeoff mob.blaze.ambient mob.blaze.breathe mob.blaze.death mob.blaze.hit mob.blaze.shoot mob.cat.eat mob.cat.hiss mob.cat.hit mob.cat.meow mob.cat.purr mob.cat.purreow mob.cat.straymeow mob.chicken.hurt mob.chicken.plop mob.chicken.say mob.chicken.step mob.cow.hurt mob.cow.milk mob.cow.say mob.cow.step mob.creeper.death mob.creeper.say mob.dolphin.attack mob.dolphin.blowhole mob.dolphin.death mob.dolphin.eat mob.dolphin.hurt mob.dolphin.idle mob.dolphin.idle_water mob.dolphin.jump mob.dolphin.splash mob.dolphin.swim mob.drowned.death mob.drowned.death_water 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mob.guardian.land_hit mob.guardian.land_idle mob.horse.angry mob.horse.armor mob.horse.breathe mob.horse.death mob.horse.donkey.angry mob.horse.donkey.death mob.horse.donkey.hit mob.horse.donkey.idle mob.horse.eat mob.horse.gallop mob.horse.hit mob.horse.idle mob.horse.jump mob.horse.land mob.horse.leather mob.horse.skeleton.death mob.horse.skeleton.hit mob.horse.skeleton.idle mob.horse.soft mob.horse.wood mob.horse.zombie.death mob.horse.zombie.hit mob.horse.zombie.idle mob.husk.ambient mob.husk.death mob.husk.hurt mob.husk.step mob.illusion_illager.ambient mob.irongolem.death mob.irongolem.hit mob.irongolem.say mob.irongolem.throw mob.irongolem.walk mob.llama.angry mob.llama.death mob.llama.eat mob.llama.hurt mob.llama.idle mob.llama.spit mob.llama.step mob.llama.swag mob.magmacube.big mob.magmacube.jump mob.magmacube.small mob.ocelot.death mob.ocelot.idle mob.panda.bite mob.panda.cant_breed mob.panda.death mob.panda.eat mob.panda.hurt mob.panda.idle mob.panda.idle.aggressive mob.panda.idle.worried mob.panda.presneeze mob.panda.sneeze mob.panda.step mob.panda_baby.idle mob.parrot.death mob.parrot.eat mob.parrot.fly mob.parrot.hurt mob.parrot.idle mob.parrot.step mob.phantom.bite mob.phantom.death mob.phantom.hurt mob.phantom.idle mob.phantom.swoop mob.pig.boost mob.pig.death mob.pig.say mob.pig.step mob.pillager.death mob.pillager.hurt mob.pillager.idle mob.polarbear.death mob.polarbear.hurt mob.polarbear.idle mob.polarbear.step mob.polarbear.warning mob.polarbear_baby.idle mob.rabbit.death mob.rabbit.hop mob.rabbit.hurt mob.rabbit.idle mob.ravager.ambient mob.ravager.bite mob.ravager.death mob.ravager.hurt mob.ravager.roar mob.ravager.step mob.ravager.stun mob.sheep.say mob.sheep.shear mob.sheep.step mob.shulker.ambient mob.shulker.bullet.hit mob.shulker.close mob.shulker.close.hurt mob.shulker.death mob.shulker.hurt mob.shulker.open mob.shulker.shoot mob.shulker.teleport mob.silverfish.hit mob.silverfish.kill mob.silverfish.say mob.silverfish.step mob.skeleton.death mob.skeleton.hurt mob.skeleton.say mob.skeleton.step mob.slime.attack mob.slime.big mob.slime.death mob.slime.hurt mob.slime.jump mob.slime.small mob.slime.squish mob.snowgolem.death mob.snowgolem.hurt mob.snowgolem.shoot mob.spider.death mob.spider.say mob.spider.step mob.squid.ambient mob.squid.death mob.squid.hurt mob.stray.ambient mob.stray.death mob.stray.hurt mob.stray.step mob.turtle.ambient mob.turtle.death mob.turtle.hurt mob.turtle.step mob.turtle.swim mob.turtle_baby.born mob.turtle_baby.death mob.turtle_baby.hurt mob.turtle_baby.step mob.vex.ambient mob.vex.charge mob.vex.death mob.vex.hurt mob.villager.death mob.villager.haggle mob.villager.hit mob.villager.idle mob.villager.no mob.villager.yes mob.vindicator.death mob.vindicator.hurt mob.vindicator.idle mob.witch.ambient mob.witch.death mob.witch.drink mob.witch.hurt mob.witch.throw mob.wither.ambient mob.wither.break_block mob.wither.death mob.wither.hurt mob.wither.shoot mob.wither.spawn mob.wolf.bark mob.wolf.death mob.wolf.growl mob.wolf.hurt mob.wolf.panting mob.wolf.shake mob.wolf.step mob.wolf.whine mob.zombie.converted_to_drowned mob.zombie.death mob.zombie.hurt mob.zombie.remedy mob.zombie.say mob.zombie.step mob.zombie.unfect mob.zombie.wood mob.zombie.woodbreak mob.zombie_villager.death mob.zombie_villager.hurt mob.zombie_villager.say mob.zombiepig.zpig mob.zombiepig.zpigangry mob.zombiepig.zpigdeath mob.zombiepig.zpighurt music.game music.game.creative music.game.credits music.game.end music.game.endboss music.game.nether music.menu note.bass note.bassattack note.bd note.harp note.hat note.pling note.snare portal.portal portal.travel portal.trigger raid.horn random.anvil_break random.anvil_land random.anvil_use random.bow random.bowhit random.break random.burp random.chestclosed random.chestopen random.click random.door_close random.door_open random.drink random.eat random.enderchestclosed random.enderchestopen random.explode random.fizz random.fuse random.glass random.hurt random.levelup random.orb random.pop random.pop2 random.potion.brewed random.shulkerboxclosed random.shulkerboxopen random.splash random.swim random.toast random.totem record.11 record.13 record.blocks record.cat record.chirp record.far record.mall record.mellohi record.stal record.strad record.wait record.ward step.anvil step.cloth step.grass step.gravel step.ladder step.sand step.slime step.snow step.stone step.wood tile.piston.in tile.piston.out ui.cartography_table.take_result ui.loom.take_result ui.stonecutter.take_result use.anvil use.cloth use.grass use.gravel use.ladder use.sand use.slime use.snow use.stone use.wood vr.stutterturn reload Reloads all function files from all behavior packs. /reload replaceitem Replaces inventory items. /replaceitem [amount: int] [data: int] /replaceitem [amount: int] [data: int] The only valid slotType for block is slot.container. Valid block containers are chests, furnaces, dispensers, droppers, hoppers, and brewing stands. The valid slotTypes for string are: slot.weapon.mainhand (Replaces inventory item that player is using/holding.) slot.weapon.offhand slot.hotbar (Replaces player inventory item showing in hotbar.) slot.inventory slot.armor.head slot.armor.chest slot.armor.feet slot.armor.legs slot.enderchest slot.saddle slot.armor (Horse Armor) slot.chest (Chest carried by Donkey or Mule) The slotId parameter is zero-based. For example, the 36 slots of the player inventory are numbered 0 to 35. say Says something to all players. /say See also /tell for addressing specific player(s). scoreboard Tracks and display scores for various objectives. /scoreboard objectives add dummy [displayname: string] /scoreboard objectives removed /scoreboard objectives list /scoreboard objectives setdisplay [objective: string] [ascending|descending] /scoreboard objectives setdisplay belowname [objective: string] /scoreboard players list [playername: target] /scoreboard players reset [objective:string] /scoreboard players test [max: wildcard int] /scoreboard players random < max: int> /scoreboard players /scoreboard players operations setmaxplayers Sets maximum number of players for current game session. The max amount of players to 30. /setmaxplayers setblock Changes a single block at a given position. /setblock [tileData: int] [oldBlockHandling] Replaces the block according to the following values of oldBlockHandling: destroy – Destroys the original block as if done by The Player, before placing the new block keep – Only replaces air blocks with the new block replace – Replaces without regards of old block. No dropping of block or content. This is the default See also /clone and /fill commands. setworldspawn Sets the world spawn /setworldspawn [spawnPoint: x y z] Sets the worlds spawn point to given position. If position is not given, it defaults to the given players current position. After succesfully setting the spawn point, the Compass now points to this point. spawnpoint Sets spawn point for targeted player(s) /spawnpoint [player: target] [spawnPos: x y z] Sets the spawn point of a player to the given position. If neither it is given default to current player and current position. Does not affect the compass. spreadplayers Teleports entities to random locations within a radius /spreadplayers stopsound Stops a currently playing sound. /stopsound [sound:string] summon Creates an entity at any given position. /summon Spawns the named entity at your given position. I.e. /summon mushroomcow ~ ~ ~. Note that position must be specified. See /kill for removing entities. tag Manages tags stored in entities. /tag add|remove /tag list Changes attributes of an entity to achieve custom effects. Can be used to add abilities or remove designed limitations from a single mob. tell Sends a private message to one or more players. /tell Only targeted player(s) will receive the message. The command can be abbreviated as msg or /w. See also /say if the message is for everyone. tellraw Sends a JSON message to players /tellraw Used to send messages to player with colorful font effects. testfor Tests for existence of an entity /testfor When used with a target selector specifying coordinates, can be used as motion sensor. testforblock Tests whether a block is in a given location /testforblock [dataValue: int] Checks whether the given position has the given block. Reports back through texts in the chat window. testforblocks /testforblocks [mode] The begin and end arguments specifies the source regions which are matched against a equally sized region starting at destination. Legal values for mode are: all – Each and every block must match to be part of the match total. This is default. masked – Air blocks in the source region are ignored in the destination. A succesful match will list number of matching blocks. The region to match might overlap, but it must not be too large. tickingarea Adds areas that update without any Players in them. There can be a maximum of 8 in a world. The maximum area that can be made is 8x8 chunks. /tickingarea add [name: string] /tickingarea add circle [name: string] /tickingarea remove /tickingarea remove_all /tickingarea list [all-dimensions] time Changes or queries the world's game time. /time add /time query /time set /time set A full day in Minecraft equals 24000 ticks, approx 20 minutes in real time. A day starts at 1000, and night starts at 13000. When querying day refers to whole days, daytime refers to gameticks of current day, and gametime refers to total amount of gameticks since current game started. title Display a message to the players device above the player. /title Does not appear in chat. Special effect similar to a movie title. titleraw Displays screen titles with JSON messages. /titleraw title|subtitle|actionbar Does not appear in chat. Special effect similar to a movie title with colorful font effects. toggledownfall Changed whether there is downfall or not. /toggledownfall If it rains or snows, it'll stop doing so, and vice versa. tp Teleports an entity to a given coordinate. /tp /tp [y-rot: int] [x-rot: int] /tp /tp [y-rot: int] [x-rot: int] Teleports either the Player, or a given victim player to the specified destination. Additionally rotates the Player. This command has the interesting side effect of displaying the target coordinates, so that doing a /tp ~ ~ ~ will actually tell the current coordinates of the Player. The command can also be spelled out as /teleport. videostream Attempts to connect to the websocket server to send a video stream. /videostream videostreamaction Performs a videostream related action. /videostreamaction none|close weather Sets the current weather for a given duration. /weather [duration: int] Sets the weather type to either clear, rain or thunder. Rain becomes snow in a cold biome. Duration, if not set, is random between 6000 and 13000 gameticks. worldbuilder Toggle World Builder staus of a caller. /worldbuilder Allows an individual player the option to toggle the player's own ability to place blocks. This command requires Education Edition features enabled. wsserver Connects to an automation server (developer use only). /wsserver Unknown usage, reportedly used by developers only. Connects to a websocket server using an unknown protocol. xp Adds experience to the targeted player. /xp /xp L In the first variants it adds the amount of experience to the targeted player. If the player adds the L after the amount, it adds levels instead of only experience points.

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