

Player Commands	
/give {itemName} [count] [variation]	Give yourself any item.
/give food {Item1} + {Item2} [count]	Give yourself any food.
/clearInv	Clear the player inventory.
/heal [amount]	Use to fully heal the player.
/feed [amount]	Use to fully feed the player.
/maxSkills	Max out all skills.
/resetSkills	Reset all skills to 0.
/setSkill {skillName} [level]	Set the given skill to the given level (0-100)
/kill	Kill the player.
/invincible	Toggle the player's invincibility.
/noClip	Move freely without physical limitations.
/noclip speed {multiplier}	Set noclip movement speed.
/setReveal {radius}	Set your character map reveal radius. Also enables seeing through walls.

World Editing	
/placeTile {tileset} {tile type} {x} {y}	Place tile relative to your position.
/placeTile {item name} {x} {y}	Place tile relative to your position.
/removeTile {tile type} {x} {y}	Remove tile relative to your position.
/removeTile {item name} {x} {y}	Remove tile relative to your position.
/placeTileArea {tileset} {tile type} {sX} {sY} {eX} {eY}	Place tiles in area relative to your position.
/placeTileArea {item name} {sX} {sY} {eX} {eY}	Place tiles in area relative to your position.
/removeTileArea {tile type} {sX} {sY} {eX} {eY}	Remove tiles in area relative to your position.
/removeTileArea {item name} {sX} {sY} {eX} {eY}	Remove tiles in area relative to your position.
/remove {objectID} [all slow]	Remove closest matching entity from world.

Misc. Commands	
/passive	Toggle enemy AI passive behavior.
/spawn {entityName} {x} {y} [variation]	Spawn any entity at position.
/hide <target> [state]	Hide User Interface, Inventory and Player visual elements. Possible targets: player, ui, inventory
/repeat {times} {command name} [command parameters]	Repeat any valid command