

`/give <target> <item> [amount] [data] [JSON]`

<target> Player, e.g.:

- * @p - you
- * @a - all players
- * @r - random player

<item> e.g.:

- * redstone_block
- * diamond_block
- * border_block
- * barrier
- * light_block
- * repeating_command_block
- * structure_block
- * command_block

[amount] number, default 1

[data] number between 0-32767, default 0

[JSON] Item properties, see enchants

Example: give yourself a stack of command blocks

```
/give @p command_block 64
```

Example: give yourself a sharpness 5 netherite sword

```
/give @p netherite_sword 1 0
```

```
{ "minecraft:item_properties":  
  { "enchants": [ "sharpness5 " ] } }
```

something



By **croco1234**
cheatography.com/croco1234/

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