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local Fluent =
loadstring(game:HttpGet("https://github.com/dawid-scripts/Fluent
/releases/latest/download/main.lua"))() local SaveManager =
loadstring(game:HttpGet("https://raw.githubusercontent.com
/dawid-scripts/Fluent/master/Addons/SaveManager.lua"))() local
InterfaceManager =
loadstring(game:HttpGet("https://raw.githubusercontent.com
/dawid-scripts/Fluent/master/Addons/InterfaceManager.lua"))()

----- local Window =
Fluent:CreateWindow({ Title = "GIABAO Hub", SubTitle = "by GIA
BẢO 7A4( GIỎI TIN )", TabWidth = 160, Size =
UDim2.fromOffset(450, 300), Acrylic = true, -- The blur may be
detectable, setting this to false disables blur entirely Theme =
"Darker", MinimizeKey = Enum.KeyCode.End -- Used when theres
no MinimizeKeybind }) local Tabs = { Main = Window:AddTab({ Title
= "Main", Icon = "home" }), Setting = Window:AddTab({ Title =
"Setting", Icon = "settings" }), Stats = Window:AddTab({ Title =
"Stats", Icon = "plus-circle" }), Player = Window:AddTab({ Title =
"Player", Icon = "baby" }), Teleport = Window:AddTab({ Title =
"Teleport", Icon = "palmtree" }), Fruit = Window:AddTab({ Title =
"Devil Fruit", Icon = "cherry" }), Raid = Window:AddTab({ Title =
"Dungeon", Icon = "swords" }), Race = Window:AddTab({ Title =
"Race V4", Icon = "chevrons-right" }), Shop = Window:AddTab({ Title
= "Shop", Icon = "shopping-cart" }), Misc = Window:AddTab({ Title =
"Misc", Icon = "list-plus" }), } local Options = Fluent.Options do

----- repeat wait() until game.Players
repeat wait() until game.Players.LocalPlayer repeat wait() until
game.ReplicatedStorage repeat wait() until
game.ReplicatedStorage:FindFirstChild("Remotes"); repeat wait()
until game.Players.LocalPlayer:FindFirstChild("PlayerGui"); repeat
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wait() until
game.Players.LocalPlayer.PlayerGui:FindFirstChild("Main"); repeat
wait() until game:GetService("Players") repeat wait() until
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Energy") wait(0.1) if not game:IsLoaded() then repeat
game.Loaded:Wait() until game:IsLoaded() end if
game:GetService("Players").LocalPlayer.PlayerGui.Main:FindFirstC
hild("ChooseTeam") then repeat wait() if
game:GetService("Players").LocalPlayer.PlayerGui.WaitForChild("M
ain").ChooseTeam.Visible == true then if _G.Team == "Pirate" then
for i, v in
pairs(getconnections(game:GetService("Players").LocalPlayer.Play
erGui.Main.ChooseTeam.Container.Pirates.Frame.ViewportFrame.
TextButton.Activated)) do v.Function() end elseif _G.Team ==
"Marine" then for i, v in
pairs(getconnections(game:GetService("Players").LocalPlayer.Play
erGui.Main.ChooseTeam.Container.Marines.Frame.ViewportFrame
.TextButton.Activated)) do v.Function() end else for i, v in
pairs(getconnections(game:GetService("Players").LocalPlayer.Play
erGui.Main.ChooseTeam.Container.Pirates.Frame.ViewportFrame.
TextButton.Activated)) do v.Function() end end end until
game.Players.LocalPlayer.Team ~= nil and game:IsLoaded() end
-----// BLOX FRUIT --// Sea world First_Sea = false Second_Sea =
false Third_Sea = false local placId = game.PlacId if placId ==
2753915549 then First_Sea = true elseif placId == 4442272183
then Second_Sea = true elseif placId == 7449423635 then
Third_Sea = true end --// Check Quest function CheckLevel() local
Lv = game:GetService("Players").LocalPlayer.Data.Level.Value if
First_Sea then if Lv == 1 or Lv <= 9 or SelectMonster == "Bandit" or
SelectArea == 'Jungle' then -- Bandit Ms = "Bandit" NameQuest =
"BanditQuest1" QuestLv = 1 NameMon = "Bandit" CFrameQ =
CFrame.new(1060.9383544922, 16.455066680908,
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1547.7841796875) CFrameMon = CFrame.new(1038.5533447266,
41.296249389648, 1576.5098876953) elseif Lv == 10 or Lv <= 14 or
SelectMonster == "Monkey" or SelectArea == 'Jungle' then --
Monkey Ms = "Monkey" NameQuest = "JungleQuest" QuestLv = 1
NameMon = "Monkey" CFrameQ = CFrame.new(-1601.6553955078,
36.85213470459, 153.38809204102) CFrameMon =
CFrame.new(-1448.1446533203, 50.851993560791,
63.60718536377) elseif Lv == 15 or Lv <= 29 or SelectMonster ==
"Gorilla" or SelectArea == 'Jungle' then -- Gorilla Ms = "Gorilla"
NameQuest = "JungleQuest" QuestLv = 2 NameMon = "Gorilla"
CFrameQ = CFrame.new(-1601.6553955078, 36.85213470459,
153.38809204102) CFrameMon = CFrame.new(-1142.6488037109,
40.462348937988, -515.39227294922) elseif Lv == 30 or Lv <= 39
or SelectMonster == "Pirate" or SelectArea == 'Buggy' then -- Pirate
Ms = "Pirate" NameQuest = "BuggyQuest1" QuestLv = 1 NameMon
= "Pirate" CFrameQ = CFrame.new(-1140.1761474609,
4.752049446106, 3827.4057617188) CFrameMon =
CFrame.new(-1201.0881347656, 40.628940582275,
3857.5966796875) elseif Lv == 40 or Lv <= 59 or SelectMonster ==
"Brute" or SelectArea == 'Buggy' then -- Brute Ms = "Brute"
NameQuest = "BuggyQuest1" QuestLv = 2 NameMon = "Brute"
CFrameQ = CFrame.new(-1140.1761474609, 4.752049446106,
3827.4057617188) CFrameMon = CFrame.new(-1387.5324707031,
24.592035293579, 4100.9575195313) elseif Lv == 60 or Lv <= 74 or
SelectMonster == "Desert Bandit" or SelectArea == 'Desert' then --
Desert Bandit Ms = "Desert Bandit" NameQuest = "DesertQuest"
QuestLv = 1 NameMon = "Desert Bandit" CFrameQ =
CFrame.new(896.51721191406, 6.4384617805481,
4390.1494140625) CFrameMon = CFrame.new(984.99896240234,
16.109552383423, 4417.91015625) elseif Lv == 75 or Lv <= 89 or
SelectMonster == "Desert Officer" or SelectArea == 'Desert' then --
Desert Officer Ms = "Desert Officer" NameQuest = "DesertQuest"
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QuestLv = 2 NameMon = "Desert Officer" CFrameQ =
CFrame.new(896.51721191406, 6.4384617805481,
4390.1494140625) CFrameMon = CFrame.new(1547.1510009766,
14.452038764954, 4381.8002929688) elseif Lv == 90 or Lv <= 99 or
SelectMonster == "Snow Bandit" or SelectArea == 'Snow' then --
Snow Bandit Ms = "Snow Bandit" NameQuest = "SnowQuest"
QuestLv = 1 NameMon = "Snow Bandit" CFrameQ =
CFrame.new(1386.8073730469, 87.272789001465,
-1298.3576660156) CFrameMon = CFrame.new(1356.3028564453,
105.76865386963, -1328.2418212891) elseif Lv == 100 or Lv <=
119 or SelectMonster == "Snowman" or SelectArea == 'Snow' then
-- Snowman Ms = "Snowman" NameQuest = "SnowQuest" QuestLv
= 2 NameMon = "Snowman" CFrameQ =
CFrame.new(1386.8073730469, 87.272789001465,
-1298.3576660156) CFrameMon = CFrame.new(1218.7956542969,
138.01184082031, -1488.0262451172) elseif Lv == 120 or Lv <=
149 or SelectMonster == "Chief Petty Officer" or SelectArea ==
'Marine' then -- Chief Petty Officer Ms = "Chief Petty Officer"
NameQuest = "MarineQuest2" QuestLv = 1 NameMon = "Chief
Petty Officer" CFrameQ = CFrame.new(-5035.49609375,
28.677835464478, 4324.1840820313) CFrameMon =
CFrame.new(-4931.1552734375, 65.793113708496,
4121.8393554688) elseif Lv == 150 or Lv <= 174 or SelectMonster
== "Sky Bandit" or SelectArea == 'Sky' then -- Sky Bandit Ms = "Sky
Bandit" NameQuest = "SkyQuest" QuestLv = 1 NameMon = "Sky
Bandit" CFrameQ = CFrame.new(-4842.1372070313,
717.69543457031, -2623.0483398438) CFrameMon =
CFrame.new(-4955.6411132813, 365.46365356445,
-2908.1865234375) elseif Lv == 175 or Lv <= 189 or SelectMonster
== "Dark Master" or SelectArea == 'Sky' then -- Dark Master Ms =
"Dark Master" NameQuest = "SkyQuest" QuestLv = 2 NameMon =
"Dark Master" CFrameQ = CFrame.new(-4842.1372070313,

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717.69543457031, -2623.0483398438) CFrameMon =  
CFrame.new(-5148.1650390625, 439.04571533203,  
-2332.9611816406) elseif Lv == 190 or Lv <= 209 or SelectMonster  
== "Prisoner" or SelectArea == 'Prison' then -- Prisoner Ms =  
"Prisoner" NameQuest = "PrisonerQuest" QuestLv = 1 NameMon =  
"Prisoner" CFrameQ = CFrame.new(5310.60547, 0.350014925,  
474.946594, 0.0175017118, 0, 0.999846935, 0, 1, 0, -0.999846935,  
0, 0.0175017118) CFrameMon = CFrame.new(4937.31885,  
0.332031399, 649.574524, 0.694649816, 0, -0.719348073, 0, 1, 0,  
0.719348073, 0, 0.694649816) elseif Lv == 210 or Lv <= 249 or  
SelectMonster == "Dangerous Prisoner" or SelectArea == 'Prison'  
then -- Dangerous Prisoner Ms = "Dangerous Prisoner" NameQuest  
= "PrisonerQuest" QuestLv = 2 NameMon = "Dangerous Prisoner"  
CFrameQ = CFrame.new(5310.60547, 0.350014925, 474.946594,  
0.0175017118, 0, 0.999846935, 0, 1, 0, -0.999846935, 0,  
0.0175017118) CFrameMon = CFrame.new(5099.6626,  
0.351562679, 1055.7583, 0.898906827, 0, -0.438139856, 0, 1, 0,  
0.438139856, 0, 0.898906827) elseif Lv == 250 or Lv <= 274 or  
SelectMonster == "Toga Warrior" or SelectArea == 'Colosseum'  
then -- Toga Warrior Ms = "Toga Warrior" NameQuest =  
"ColosseumQuest" QuestLv = 1 NameMon = "Toga Warrior"  
CFrameQ = CFrame.new(-1577.7890625, 7.4151420593262,  
-2984.4838867188) CFrameMon =  
CFrame.new(-1872.5166015625, 49.080215454102,  
-2913.810546875) elseif Lv == 275 or Lv <= 299 or SelectMonster  
== "Gladiator" or SelectArea == 'Colosseum' then -- Gladiator Ms =  
"Gladiator" NameQuest = "ColosseumQuest" QuestLv = 2  
NameMon = "Gladiator" CFrameQ = CFrame.new(-1577.7890625,  
7.4151420593262, -2984.4838867188) CFrameMon =  
CFrame.new(-1521.3740234375, 81.203170776367,  
-3066.3139648438) elseif Lv == 300 or Lv <= 324 or SelectMonster  
== "Military Soldier" or SelectArea == 'Magma' then -- Military
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Soldier Ms = "Military Soldier" NameQuest = "MagmaQuest"
QuestLv = 1 NameMon = "Military Soldier" CFrameQ =
CFrame.new(-5316.1157226563, 12.262831687927,
8517.00390625) CFrameMon = CFrame.new(-5369.0004882813,
61.24352645874, 8556.4921875) elseif Lv == 325 or Lv <= 374 or
SelectMonster == "Military Spy" or SelectArea == 'Magma' then --
Military Spy Ms = "Military Spy" NameQuest = "MagmaQuest"
QuestLv = 2 NameMon = "Military Spy" CFrameQ =
CFrame.new(-5316.1157226563, 12.262831687927,
8517.00390625) CFrameMon = CFrame.new(-5787.00293,
75.8262634, 8651.69922, 0.838590562, 0, -0.544762194, 0, 1, 0,
0.544762194, 0, 0.838590562) elseif Lv == 375 or Lv <= 399 or
SelectMonster == "Fishman Warrior" or SelectArea == 'Fishman'
then -- Fishman Warrior Ms = "Fishman Warrior" NameQuest =
"FishmanQuest" QuestLv = 1 NameMon = "Fishman Warrior"
CFrameQ = CFrame.new(61122.65234375, 18.497442245483,
1569.3997802734) CFrameMon = CFrame.new(60844.10546875,
98.462875366211, 1298.3985595703) if Auto_Farm and
(CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(61163.8515625, 11.6796875,
1819.7841796875)) end elseif Lv == 400 or Lv <= 449 or
SelectMonster == "Fishman Commando" or SelectArea ==
'Fishman' then -- Fishman Commando Ms = "Fishman Commando"
NameQuest = "FishmanQuest" QuestLv = 2 NameMon = "Fishman
Commando" CFrameQ = CFrame.new(61122.65234375,
18.497442245483, 1569.3997802734) CFrameMon =
CFrame.new(61738.3984375, 64.207321166992,
1433.8375244141) if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
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Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(61163.8515625, 11.6796875,
1819.7841796875)) end elseif Lv == 450 or Lv <= 474 or
SelectMonster == "God's Guard" or SelectArea == 'Sky Island' then
-- God's Guard Ms = "God's Guard" NameQuest = "SkyExp1Quest"
QuestLv = 1 NameMon = "God's Guard" CFrameQ =
CFrame.new(-4721.8603515625, 845.30297851563,
-1953.8489990234) CFrameMon =
CFrame.new(-4628.0498046875, 866.92877197266,
-1931.2352294922) if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-4607.82275, 872.54248,
-1667.55688)) end elseif Lv == 475 or Lv <= 524 or SelectMonster
== "Shanda" or SelectArea == 'Sky Island' then -- Shanda Ms =
"Shanda" NameQuest = "SkyExp1Quest" QuestLv = 2 NameMon =
"Shanda" CFrameQ = CFrame.new(-7863.1596679688,
5545.5190429688, -378.42266845703) CFrameMon =
CFrame.new(-7685.1474609375, 5601.0751953125,
-441.38876342773) if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-7894.6176757813,
5547.1416015625, -380.29119873047)) end elseif Lv == 525 or Lv
<= 549 or SelectMonster == "Royal Squad" or SelectArea == 'Sky
Island' then -- Royal Squad Ms = "Royal Squad" NameQuest =
"SkyExp2Quest" QuestLv = 1 NameMon = "Royal Squad" CFrameQ =
CFrame.new(-7903.3828125, 5635.9897460938, -1410.923828125)
CFrameMon = CFrame.new(-7654.2514648438, 5637.1079101563,
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-1407.7550048828) elseif Lv == 550 or Lv <= 624 or SelectMonster
== "Royal Soldier" or SelectArea == 'Sky Island' then -- Royal Soldier
Ms = "Royal Soldier" NameQuest = "SkyExp2Quest" QuestLv = 2
NameMon = "Royal Soldier" CFrameQ =
CFrame.new(-7903.3828125, 5635.9897460938, -1410.923828125)
CFrameMon = CFrame.new(-7760.4106445313, 5679.9077148438,
-1884.8112792969) elseif Lv == 625 or Lv <= 649 or SelectMonster
== "Galley Pirate" or SelectArea == 'Fountain' then -- Galley Pirate
Ms = "Galley Pirate" NameQuest = "FountainQuest" QuestLv = 1
NameMon = "Galley Pirate" CFrameQ =
CFrame.new(5258.2788085938, 38.526931762695,
4050.044921875) CFrameMon = CFrame.new(5557.1684570313,
152.32717895508, 3998.7758789063) elseif Lv >= 650 or
SelectMonster == "Galley Captain" or SelectArea == 'Fountain' then
-- Galley Captain Ms = "Galley Captain" NameQuest =
"FountainQuest" QuestLv = 2 NameMon = "Galley Captain"
CFrameQ = CFrame.new(5258.2788085938, 38.526931762695,
4050.044921875) CFrameMon = CFrame.new(5677.6772460938,
92.786109924316, 4966.6323242188) end end if Second_Sea then
if Lv == 700 or Lv <= 724 or SelectMonster == "Raider" or
SelectArea == 'Area 1' then -- Raider Ms = "Raider" NameQuest =
"Area1Quest" QuestLv = 1 NameMon = "Raider" CFrameQ =
CFrame.new(-427.72567749023, 72.99634552002,
1835.9426269531) CFrameMon = CFrame.new(68.874565124512,
93.635643005371, 2429.6752929688) elseif Lv == 725 or Lv <= 774
or SelectMonster == "Mercenary" or SelectArea == 'Area 1' then --
Mercenary Ms = "Mercenary" NameQuest = "Area1Quest" QuestLv
= 2 NameMon = "Mercenary" CFrameQ =
CFrame.new(-427.72567749023, 72.99634552002,
1835.9426269531) CFrameMon = CFrame.new(-864.85009765625,
122.47104644775, 1453.1505126953) elseif Lv == 775 or Lv <= 799
or SelectMonster == "Swan Pirate" or SelectArea == 'Area 2' then --
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Swan Pirate Ms = "Swan Pirate" NameQuest = "Area2Quest"
QuestLv = 1 NameMon = "Swan Pirate" CFrameQ =
CFrame.new(635.61151123047, 73.096351623535,
917.81298828125) CFrameMon = CFrame.new(1065.3669433594,
137.64012145996, 1324.3798828125) elseif Lv == 800 or Lv <= 874
or SelectMonster == "Factory Staff" or SelectArea == 'Area 2' then
-- Factory Staff Ms = "Factory Staff" NameQuest = "Area2Quest"
QuestLv = 2 NameMon = "Factory Staff" CFrameQ =
CFrame.new(635.61151123047, 73.096351623535,
917.81298828125) CFrameMon = CFrame.new(533.22045898438,
128.46876525879, 355.62615966797) elseif Lv == 875 or Lv <= 899
or SelectMonster == "Marine Lieutenant" or SelectArea == 'Marine'
then -- Marine Lieutenant Ms = "Marine Lieutenant" NameQuest =
"MarineQuest3" QuestLv = 1 NameMon = "Marine Lieutenant"
CFrameQ = CFrame.new(-2440.9934082031, 73.04190826416,
-3217.7082519531) CFrameMon =
CFrame.new(-2489.2622070313, 84.613594055176,
-3151.8830566406) elseif Lv == 900 or Lv <= 949 or SelectMonster
== "Marine Captain" or SelectArea == 'Marine' then -- Marine
Captain Ms = "Marine Captain" NameQuest = "MarineQuest3"
QuestLv = 2 NameMon = "Marine Captain" CFrameQ =
CFrame.new(-2440.9934082031, 73.04190826416,
-3217.7082519531) CFrameMon =
CFrame.new(-2335.2026367188, 79.786659240723,
-3245.8674316406) elseif Lv == 950 or Lv <= 974 or SelectMonster
== "Zombie" or SelectArea == 'Zombie' then -- Zombie Ms =
"Zombie" NameQuest = "ZombieQuest" QuestLv = 1 NameMon =
"Zombie" CFrameQ = CFrame.new(-5494.3413085938,
48.505931854248, -794.59094238281) CFrameMon =
CFrame.new(-5536.4970703125, 101.08577728271,
-835.59075927734) elseif Lv == 975 or Lv <= 999 or SelectMonster
== "Vampire" or SelectArea == 'Zombie' then -- Vampire Ms =
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"Vampire" NameQuest = "ZombieQuest" QuestLv = 2 NameMon =
"Vampire" CFrameQ = CFrame.new(-5494.3413085938,
48.505931854248, -794.59094238281) CFrameMon =
CFrame.new(-5806.1098632813, 16.722528457642,
-1164.4384765625) elseif Lv == 1000 or Lv <= 1049 or
SelectMonster == "Snow Trooper" or SelectArea == 'Snow
Mountain' then -- Snow Trooper Ms = "Snow Trooper" NameQuest =
"SnowMountainQuest" QuestLv = 1 NameMon = "Snow Trooper"
CFrameQ = CFrame.new(607.05963134766, 401.44781494141,
-5370.5546875) CFrameMon = CFrame.new(535.21051025391,
432.74209594727, -5484.9165039063) elseif Lv == 1050 or Lv <=
1099 or SelectMonster == "Winter Warrior" or SelectArea == 'Snow
Mountain' then -- Winter Warrior Ms = "Winter Warrior" NameQuest
= "SnowMountainQuest" QuestLv = 2 NameMon = "Winter Warrior"
CFrameQ = CFrame.new(607.05963134766, 401.44781494141,
-5370.5546875) CFrameMon = CFrame.new(1234.4449462891,
456.95419311523, -5174.130859375) elseif Lv == 1100 or Lv <=
1124 or SelectMonster == "Lab Subordinate" or SelectArea == 'Ice
Fire' then -- Lab Subordinate Ms = "Lab Subordinate" NameQuest =
"IceSideQuest" QuestLv = 1 NameMon = "Lab Subordinate"
CFrameQ = CFrame.new(-6061.841796875, 15.926671981812,
-4902.0385742188) CFrameMon =
CFrame.new(-5720.5576171875, 63.309471130371,
-4784.6103515625) elseif Lv == 1125 or Lv <= 1174 or
SelectMonster == "Horned Warrior" or SelectArea == 'Ice Fire' then
-- Horned Warrior Ms = "Horned Warrior" NameQuest =
"IceSideQuest" QuestLv = 2 NameMon = "Horned Warrior"
CFrameQ = CFrame.new(-6061.841796875, 15.926671981812,
-4902.0385742188) CFrameMon = CFrame.new(-6292.751953125,
91.181983947754, -5502.6499023438) elseif Lv == 1175 or Lv <=
1199 or SelectMonster == "Magma Ninja" or SelectArea == 'Ice Fire'
then -- Magma Ninja Ms = "Magma Ninja" NameQuest =
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"FireSideQuest" QuestLv = 1 NameMon = "Magma Ninja" CFrameQ
= CFrame.new(-5429.0473632813, 15.977565765381,
-5297.9614257813) CFrameMon =
CFrame.new(-5461.8388671875, 130.36347961426,
-5836.4702148438) elseif Lv == 1200 or Lv <= 1249 or
SelectMonster == "Lava Pirate" or SelectArea == 'Ice Fire' then --
Lava Pirate Ms = "Lava Pirate" NameQuest = "FireSideQuest"
QuestLv = 2 NameMon = "Lava Pirate" CFrameQ =
CFrame.new(-5429.0473632813, 15.977565765381,
-5297.9614257813) CFrameMon =
CFrame.new(-5251.1889648438, 55.164535522461,
-4774.4096679688) elseif Lv == 1250 or Lv <= 1274 or
SelectMonster == "Ship Deckhand" or SelectArea == 'Ship' then --
Ship Deckhand Ms = "Ship Deckhand" NameQuest = "ShipQuest1"
QuestLv = 1 NameMon = "Ship Deckhand" CFrameQ =
CFrame.new(1040.2927246094, 125.08293151855,
32911.0390625) CFrameMon = CFrame.new(921.12365722656,
125.9839553833, 33088.328125) if Auto_Farm and
(CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) end elseif Lv == 1275 or Lv <=
1299 or SelectMonster == "Ship Engineer" or SelectArea == 'Ship'
then -- Ship Engineer Ms = "Ship Engineer" NameQuest =
"ShipQuest1" QuestLv = 2 NameMon = "Ship Engineer" CFrameQ =
CFrame.new(1040.2927246094, 125.08293151855,
32911.0390625) CFrameMon = CFrame.new(886.28179931641,
40.47790145874, 32800.83203125) if Auto_Farm and
(CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
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Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) end elseif Lv == 1300 or Lv <=
1324 or SelectMonster == "Ship Steward" or SelectArea == 'Ship'
then -- Ship Steward Ms = "Ship Steward" NameQuest =
"ShipQuest2" QuestLv = 1 NameMon = "Ship Steward" CFrameQ =
CFrame.new(971.42065429688, 125.08293151855,
33245.54296875) CFrameMon = CFrame.new(943.85504150391,
129.58183288574, 33444.3671875) if Auto_Farm and
(CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) end elseif Lv == 1325 or Lv <=
1349 or SelectMonster == "Ship Officer" or SelectArea == 'Ship'
then -- Ship Officer Ms = "Ship Officer" NameQuest = "ShipQuest2"
QuestLv = 2 NameMon = "Ship Officer" CFrameQ =
CFrame.new(971.42065429688, 125.08293151855,
33245.54296875) CFrameMon = CFrame.new(955.38458251953,
181.08335876465, 33331.890625) if Auto_Farm and
(CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) end elseif Lv == 1350 or Lv <=
1374 or SelectMonster == "Arctic Warrior" or SelectArea == 'Frost'
then -- Arctic Warrior Ms = "Arctic Warrior" NameQuest =
"FrostQuest" QuestLv = 1 NameMon = "Arctic Warrior" CFrameQ =
CFrame.new(5668.1372070313, 28.202531814575,
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-6484.6005859375) CFrameMon = CFrame.new(5935.4541015625,
77.26016998291, -6472.7568359375) if Auto_Farm and
(CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-6508.5581054688,
89.034996032715, -132.83953857422)) end elseif Lv == 1375 or Lv
<= 1424 or SelectMonster == "Snow Lurker" or SelectArea == 'Frost'
then -- Snow Lurker Ms = "Snow Lurker" NameQuest = "FrostQuest"
QuestLv = 2 NameMon = "Snow Lurker" CFrameQ =
CFrame.new(5668.1372070313, 28.202531814575,
-6484.6005859375) CFrameMon = CFrame.new(5628.482421875,
57.574996948242, -6618.3481445313) elseif Lv == 1425 or Lv <=
1449 or SelectMonster == "Sea Soldier" or SelectArea ==
'Forgotten' then -- Sea Soldier Ms = "Sea Soldier" NameQuest =
"ForgottenQuest" QuestLv = 1 NameMon = "Sea Soldier" CFrameQ
= CFrame.new(-3054.5827636719, 236.87213134766,
-10147.790039063) CFrameMon =
CFrame.new(-3185.0153808594, 58.789089202881,
-9663.6064453125) elseif Lv >= 1450 or SelectMonster == "Water
Fighter" or SelectArea == 'Forgotten' then -- Water Fighter Ms =
"Water Fighter" NameQuest = "ForgottenQuest" QuestLv = 2
NameMon = "Water Fighter" CFrameQ =
CFrame.new(-3054.5827636719, 236.87213134766,
-10147.790039063) CFrameMon =
CFrame.new(-3262.9301757813, 298.69036865234,
-10552.529296875) end end if Third_Sea then if Lv == 1500 or Lv
<= 1524 or SelectMonster == "Pirate Millionaire" or SelectArea ==
'Pirate Port' then -- Pirate Millionaire Ms = "Pirate Millionaire"
NameQuest = "PiratePortQuest" QuestLv = 1 NameMon = "Pirate
Millionaire" CFrameQ = CFrame.new(-289.61752319336,
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43.819011688232, 5580.0903320313) CFrameMon =
CFrame.new(-435.68109130859, 189.69866943359,
5551.0756835938) elseif Lv == 1525 or Lv <= 1574 or
SelectMonster == "Pistol Billionaire" or SelectArea == 'Pirate Port'
then -- Pistol Billoonaire Ms = "Pistol Billionaire" NameQuest =
"PiratePortQuest" QuestLv = 2 NameMon = "Pistol Billionaire"
CFrameQ = CFrame.new(-289.61752319336, 43.819011688232,
5580.0903320313) CFrameMon = CFrame.new(-236.53652954102,
217.46676635742, 6006.0883789063) elseif Lv == 1575 or Lv <=
1599 or SelectMonster == "Dragon Crew Warrior" or SelectArea ==
'Amazon' then -- Dragon Crew Warrior Ms = "Dragon Crew Warrior"
NameQuest = "AmazonQuest" QuestLv = 1 NameMon = "Dragon
Crew Warrior" CFrameQ = CFrame.new(5833.1147460938,
51.60498046875, -1103.0693359375) CFrameMon =
CFrame.new(6301.9975585938, 104.77153015137,
-1082.6075439453) elseif Lv == 1600 or Lv <= 1624 or
SelectMonster == "Dragon Crew Archer" or SelectArea == 'Amazon'
then -- Dragon Crew Archer Ms = "Dragon Crew Archer"
NameQuest = "AmazonQuest" QuestLv = 2 NameMon = "Dragon
Crew Archer" CFrameQ = CFrame.new(5833.1147460938,
51.60498046875, -1103.0693359375) CFrameMon =
CFrame.new(6831.1171875, 441.76708984375, 446.58615112305)
elseif Lv == 1625 or Lv <= 1649 or SelectMonster == "Female
Islander" or SelectArea == 'Amazon' then -- Female Islander Ms =
"Female Islander" NameQuest = "AmazonQuest2" QuestLv = 1
NameMon = "Female Islander" CFrameQ =
CFrame.new(5446.8793945313, 601.62945556641,
749.45672607422) CFrameMon = CFrame.new(5792.5166015625,
848.14392089844, 1084.1818847656) elseif Lv == 1650 or Lv <=
1699 or SelectMonster == "Giant Islander" or SelectArea ==
'Amazon' then -- Giant Islander Ms = "Giant Islander" NameQuest =
"AmazonQuest2" QuestLv = 2 NameMon = "Giant Islander"

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CFrameQ = CFrame.new(5446.8793945313, 601.62945556641,
749.45672607422) CFrameMon = CFrame.new(5009.5068359375,
664.11071777344, -40.960144042969) elseif Lv == 1700 or Lv <=
1724 or SelectMonster == "Marine Commodore" or SelectArea ==
'Marine Tree' then -- Marine Commodore Ms = "Marine
Commodore" NameQuest = "MarineTreeIsland" QuestLv = 1
NameMon = "Marine Commodore" CFrameQ =
CFrame.new(2179.98828125, 28.731239318848,
-6740.0551757813) CFrameMon = CFrame.new(2198.0063476563,
128.71075439453, -7109.5043945313) elseif Lv == 1725 or Lv <=
1774 or SelectMonster == "Marine Rear Admiral" or SelectArea ==
'Marine Tree' then -- Marine Rear Admiral Ms = "Marine Rear
Admiral" NameQuest = "MarineTreeIsland" QuestLv = 2 NameMon
= "Marine Rear Admiral" CFrameQ = CFrame.new(2179.98828125,
28.731239318848, -6740.0551757813) CFrameMon =
CFrame.new(3294.3142089844, 385.41125488281,
-7048.6342773438) elseif Lv == 1775 or Lv <= 1799 or
SelectMonster == "Fishman Raider" or SelectArea == 'Deep Forest'
then -- Fishman Raide Ms = "Fishman Raider" NameQuest =
"DeepForestIsland3" QuestLv = 1 NameMon = "Fishman Raider"
CFrameQ = CFrame.new(-10582.759765625, 331.78845214844,
-8757.666015625) CFrameMon = CFrame.new(-10553.268554688,
521.38439941406, -8176.9458007813) elseif Lv == 1800 or Lv <=
1824 or SelectMonster == "Fishman Captain" or SelectArea ==
'Deep Forest' then -- Fishman Captain Ms = "Fishman Captain"
NameQuest = "DeepForestIsland3" QuestLv = 2 NameMon =
"Fishman Captain" CFrameQ = CFrame.new(-10583.099609375,
331.78845214844, -8759.4638671875) CFrameMon =
CFrame.new(-10789.401367188, 427.18637084961,
-9131.4423828125) elseif Lv == 1825 or Lv <= 1849 or
SelectMonster == "Forest Pirate" or SelectArea == 'Deep Forest'
then -- Forest Pirate Ms = "Forest Pirate" NameQuest =
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"DeepForestIsland" QuestLv = 1 NameMon = "Forest Pirate"
CFrameQ = CFrame.new(-13232.662109375, 332.40396118164,
-7626.4819335938) CFrameMon =
CFrame.new(-13489.397460938, 400.30349731445,
-7770.251953125) elseif Lv == 1850 or Lv <= 1899 or
SelectMonster == "Mythological Pirate" or SelectArea == 'Deep
Forest' then -- Mythological Pirate Ms = "Mythological Pirate"
NameQuest = "DeepForestIsland" QuestLv = 2 NameMon =
"Mythological Pirate" CFrameQ = CFrame.new(-13232.662109375,
332.40396118164, -7626.4819335938) CFrameMon =
CFrame.new(-13508.616210938, 582.46228027344,
-6985.3037109375) elseif Lv == 1900 or Lv <= 1924 or
SelectMonster == "Jungle Pirate" or SelectArea == 'Deep Forest'
then -- Jungle Pirate Ms = "Jungle Pirate" NameQuest =
"DeepForestIsland2" QuestLv = 1 NameMon = "Jungle Pirate"
CFrameQ = CFrame.new(-12682.096679688, 390.88653564453,
-9902.1240234375) CFrameMon =
CFrame.new(-12267.103515625, 459.75262451172,
-10277.200195313) elseif Lv == 1925 or Lv <= 1974 or
SelectMonster == "Musketeer Pirate" or SelectArea == 'Deep
Forest' then -- Musketeer Pirate Ms = "Musketeer Pirate"
NameQuest = "DeepForestIsland2" QuestLv = 2 NameMon =
"Musketeer Pirate" CFrameQ = CFrame.new(-12682.096679688,
390.88653564453, -9902.1240234375) CFrameMon =
CFrame.new(-13291.5078125, 520.47338867188,
-9904.638671875) elseif Lv == 1975 or Lv <= 1999 or
SelectMonster == "Reborn Skeleton" or SelectArea == 'Haunted
Castle' then Ms = "Reborn Skeleton" NameQuest =
"HauntedQuest1" QuestLv = 1 NameMon = "Reborn Skeleton"
CFrameQ = CFrame.new(-9480.80762, 142.130661, 5566.37305,
-0.00655503059, 4.52954225e-08, -0.999978542, 2.04920472e-08,
1, 4.51620679e-08, 0.999978542, -2.01955679e-08,
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-0.00655503059) CFrameMon = CFrame.new(-8761.77148,
183.431747, 6168.33301, 0.978073597, -1.3950732e-05,
-0.208259016, -1.08073925e-06, 1, -7.20630269e-05, 0.208259016,
7.07080399e-05, 0.978073597) elseif Lv == 2000 or Lv <= 2024 or
SelectMonster == "Living Zombie" or SelectArea == 'Haunted
Castle' then Ms = "Living Zombie" NameQuest = "HauntedQuest1"
QuestLv = 2 NameMon = "Living Zombie" CFrameQ =
CFrame.new(-9480.80762, 142.130661, 5566.37305,
-0.00655503059, 4.52954225e-08, -0.999978542, 2.04920472e-08,
1, 4.51620679e-08, 0.999978542, -2.01955679e-08,
-0.00655503059) CFrameMon = CFrame.new(-10103.7529,
238.565979, 6179.75977, 0.999474227, 2.77547141e-08,
0.0324240364, -2.58006327e-08, 1, -6.06848474e-08,
-0.0324240364, 5.98163865e-08, 0.999474227) elseif Lv == 2025 or
Lv <= 2049 or SelectMonster == "Demonic Soul" or SelectArea ==
'Haunted Castle' then Ms = "Demonic Soul" NameQuest =
"HauntedQuest2" QuestLv = 1 NameMon = "Demonic Soul"
CFrameQ = CFrame.new(-9516.9931640625, 178.00651550293,
6078.4653320313) CFrameMon = CFrame.new(-9712.03125,
204.69589233398, 6193.322265625) elseif Lv == 2050 or Lv <=
2074 or SelectMonster == "Posessed Mummy" or SelectArea ==
'Haunted Castle' then Ms = "Posessed Mummy" NameQuest =
"HauntedQuest2" QuestLv = 2 NameMon = "Posessed Mummy"
CFrameQ = CFrame.new(-9516.9931640625, 178.00651550293,
6078.4653320313) CFrameMon = CFrame.new(-9545.7763671875,
69.619895935059, 6339.5615234375) elseif Lv == 2075 or Lv <=
2099 or SelectMonster == "Peanut Scout" or SelectArea == 'Nut
Island' then Ms = "Peanut Scout" NameQuest = "NutsIslandQuest"
QuestLv = 1 NameMon = "Peanut Scout" CFrameQ =
CFrame.new(-2105.53198, 37.2495995, -10195.5088,
-0.766061664, 0, -0.642767608, 0, 1, 0, 0.642767608, 0,
-0.766061664) CFrameMon = CFrame.new(-2150.587890625,
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122.49767303467, -10358.994140625) elseif Lv == 2100 or Lv <= 2124 or SelectMonster == "Peanut President" or SelectArea == 'Nut Island' then Ms = "Peanut President" NameQuest = "NutsIslandQuest" QuestLv = 2 NameMon = "Peanut President" CFrameQ = CFrame.new(-2105.53198, 37.2495995, -10195.5088, -0.766061664, 0, -0.642767608, 0, 1, 0, 0.642767608, 0, -0.766061664) CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625) elseif Lv == 2125 or Lv <= 2149 or SelectMonster == "Ice Cream Chef" or SelectArea == 'Ice Cream Island' then Ms = "Ice Cream Chef" NameQuest = "IceCreamIslandQuest" QuestLv = 1 NameMon = "Ice Cream Chef" CFrameQ = CFrame.new(-819.376709, 64.9259796, -10967.2832, -0.766061664, 0, 0.642767608, 0, 1, 0, -0.642767608, 0, -0.766061664) CFrameMon = CFrame.new(-789.941528, 209.382889, -11009.9805, -0.0703101531, -0, -0.997525156, -0, 1.00000012, -0, 0.997525275, 0, -0.0703101456) elseif Lv == 2150 or Lv <= 2199 or SelectMonster == "Ice Cream Commander" or SelectArea == 'Ice Cream Island' then Ms = "Ice Cream Commander" NameQuest = "IceCreamIslandQuest" QuestLv = 2 NameMon = "Ice Cream Commander" CFrameQ = CFrame.new(-819.376709, 64.9259796, -10967.2832, -0.766061664, 0, 0.642767608, 0, 1, 0, -0.642767608, 0, -0.766061664) CFrameMon = CFrame.new(-789.941528, 209.382889, -11009.9805, -0.0703101531, -0, -0.997525156, -0, 1.00000012, -0, 0.997525275, 0, -0.0703101456) elseif Lv == 2200 or Lv <= 2224 or SelectMonster == "Cookie Crafter" or SelectArea == 'Cake Island' then Ms = "Cookie Crafter" NameQuest = "CakeQuest1" QuestLv = 1 NameMon = "Cookie Crafter" CFrameQ = CFrame.new(-2022.29858, 36.9275894, -12030.9766, -0.961273909, 0, -0.275594592, 0, 1, 0, 0.275594592, 0, -0.961273909) CFrameMon = CFrame.new(-2321.71216, 36.699482, -12216.7871, -0.780074954, 0, 0.625686109, 0, 1, 0,

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-0.625686109, 0, -0.780074954) elseif Lv == 2225 or Lv <= 2249 or  
SelectMonster == "Cake Guard" or SelectArea == 'Cake Island' then  
Ms = "Cake Guard" NameQuest = "CakeQuest1" QuestLv = 2  
NameMon = "Cake Guard" CFrameQ = CFrame.new(-2022.29858,  
36.9275894, -12030.9766, -0.961273909, 0, -0.275594592, 0, 1, 0,  
0.275594592, 0, -0.961273909) CFrameMon =  
CFrame.new(-1418.11011, 36.6718941, -12255.7324,  
0.0677844882, 0, 0.997700036, 0, 1, 0, -0.997700036, 0,  
0.0677844882) elseif Lv == 2250 or Lv <= 2274 or SelectMonster  
== "Baking Staff" or SelectArea == 'Cake Island' then Ms = "Baking  
Staff" NameQuest = "CakeQuest2" QuestLv = 1 NameMon =  
"Baking Staff" CFrameQ = CFrame.new(-1928.31763, 37.7296638,  
-12840.626, 0.951068401, -0, -0.308980465, 0, 1, -0, 0.308980465, 0,  
0.951068401) CFrameMon = CFrame.new(-1980.43848,  
36.6716766, -12983.8418, -0.254443765, 0, -0.967087567, 0, 1, 0,  
0.967087567, 0, -0.254443765) elseif Lv == 2275 or Lv <= 2299 or  
SelectMonster == "Head Baker" or SelectArea == 'Cake Island' then  
Ms = "Head Baker" NameQuest = "CakeQuest2" QuestLv = 2  
NameMon = "Head Baker" CFrameQ = CFrame.new(-1928.31763,  
37.7296638, -12840.626, 0.951068401, -0, -0.308980465, 0, 1, -0,  
0.308980465, 0, 0.951068401) CFrameMon =  
CFrame.new(-2251.5791, 52.2714615, -13033.3965, -0.991971016,  
0, -0.126466095, 0, 1, 0, 0.126466095, 0, -0.991971016) elseif Lv ==  
2300 or Lv <= 2324 or SelectMonster == "Cocoa Warrior" or  
SelectArea == 'Choco Island' then Ms = "Cocoa Warrior"  
NameQuest = "ChocQuest1" QuestLv = 1 NameMon = "Cocoa  
Warrior" CFrameQ = CFrame.new(231.75, 23.9003029, -12200.292,  
-1, 0, 0, 0, 1, 0, 0, 0, -1) CFrameMon = CFrame.new(167.978516,  
26.2254658, -12238.874, -0.939700961, 0, 0.341998369, 0, 1, 0,  
-0.341998369, 0, -0.939700961) elseif Lv == 2325 or Lv <= 2349 or  
SelectMonster == "Chocolate Bar Battler" or SelectArea == 'Choco  
Island' then Ms = "Chocolate Bar Battler" NameQuest =
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"ChocQuest1" QuestLv = 2 NameMon = "Chocolate Bar Battler"
CFrameQ = CFrame.new(231.75, 23.9003029, -12200.292, -1, 0, 0,
0, 1, 0, 0, 0, -1) CFrameMon = CFrame.new(701.312073,
25.5824986, -12708.2148, -0.342042685, 0, -0.939684391, 0, 1, 0,
0.939684391, 0, -0.342042685) elseif Lv == 2350 or Lv <= 2374 or
SelectMonster == "Sweet Thief" or SelectArea == 'Choco Island'
then Ms = "Sweet Thief" NameQuest = "ChocQuest2" QuestLv = 1
NameMon = "Sweet Thief" CFrameQ = CFrame.new(151.198242,
23.8907146, -12774.6172, 0.422592998, 0, 0.906319618, 0, 1, 0,
-0.906319618, 0, 0.422592998) CFrameMon =
CFrame.new(-140.258301, 25.5824986, -12652.3115, 0.173624337,
-0, -0.984811902, 0, 1, -0, 0.984811902, 0, 0.173624337) elseif Lv ==
2375 or Lv <= 2400 or SelectMonster == "Candy Rebel" or
SelectArea == 'Choco Island' then Ms = "Candy Rebel" NameQuest
= "ChocQuest2" QuestLv = 2 NameMon = "Candy Rebel" CFrameQ =
CFrame.new(151.198242, 23.8907146, -12774.6172, 0.422592998,
0, 0.906319618, 0, 1, 0, -0.906319618, 0, 0.422592998) CFrameMon
= CFrame.new(47.9231453, 25.5824986, -13029.2402,
-0.819156051, 0, -0.573571265, 0, 1, 0, 0.573571265, 0,
-0.819156051) elseif Lv == 2400 or Lv <= 2424 or SelectMonster ==
"Candy Pirate" or SelectArea == 'Candy Island' then Ms = "Candy
Pirate" NameQuest = "CandyQuest1" QuestLv = 1 NameMon =
"Candy Pirate" CFrameQ = CFrame.new(-1149.328, 13.5759039,
-14445.6143, -0.156446099, 0, -0.987686574, 0, 1, 0, 0.987686574,
0, -0.156446099) CFrameMon = CFrame.new(-1437.56348,
17.1481285, -14385.6934, 0.173624337, -0, -0.984811902, 0, 1, -0,
0.984811902, 0, 0.173624337) elseif Lv == 2425 or Lv <= 2449 or
SelectMonster == "Snow Demon" or SelectArea == 'Candy Island'
then Ms = "Snow Demon" NameQuest = "CandyQuest1" QuestLv =
2 NameMon = "Snow Demon" CFrameQ = CFrame.new(-1149.328,
13.5759039, -14445.6143, -0.156446099, 0, -0.987686574, 0, 1, 0,
0.987686574, 0, -0.156446099) CFrameMon =
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CFrame.new(-916.222656, 17.1481285, -14638.8125, 0.866007268,
0, 0.500031412, 0, 1, 0, -0.500031412, 0, 0.866007268) elseif Lv ==
2450 or Lv <= 2474 or SelectMonster == "Isle Outlaw" or SelectArea
== 'Tiki Outpost' then Ms = "Isle Outlaw" NameQuest = "TikiQuest1"
QuestLv = 1 NameMon = "Isle Outlaw" CFrameQ =
CFrame.new(-16549.890625, 55.68635559082031,
-179.91360473632812) CFrameMon =
CFrame.new(-16162.8193359375, 11.6863374710083,
-96.45481872558594) elseif Lv == 2475 or Lv <= 2524 or
SelectMonster == "Island Boy" or SelectArea == 'Tiki Outpost' then
Ms = "Island Boy" NameQuest = "TikiQuest1" QuestLv = 2
NameMon = "Island Boy" CFrameQ = CFrame.new(-16549.890625,
55.68635559082031, -179.91360473632812) CFrameMon =
CFrame.new(-16912.130859375, 11.787443161010742,
-133.0850830078125) elseif Lv >= 2525 or SelectMonster == "Isle
Champion" or SelectArea == 'Tiki Outpost' then Ms = "Isle
Champion" NameQuest = "TikiQuest2" QuestLv = 2 NameMon =
"Isle Champion" CFrameQ = CFrame.new(-16542.447265625,
55.68632888793945, 1044.41650390625) CFrameMon =
CFrame.new(-16848.94140625, 21.68633460998535,
1041.4490966796875) end end end --// Select Monster if First_Sea
then tableMon = { "Bandit","Monkey","Gorilla","Pirate","Brute","Desert
Bandit","Desert Officer","Snow Bandit","Snowman","Chief Petty
Officer","Sky Bandit","Dark Master","Prisoner", "Dangerous
Prisoner","Toga Warrior","Gladiator","Military Soldier","Military
Spy","Fishman Warrior","Fishman Commando","God's
Guard","Shanda","Royal Squad","Royal Soldier","Galley Pirate","Galley
Captain" } elseif Second_Sea then tableMon =
{ "Raider","Mercenary","Swan Pirate","Factory Staff","Marine
Lieutenant","Marine Captain","Zombie","Vampire","Snow
Trooper","Winter Warrior","Lab Subordinate","Horned
Warrior","Magma Ninja","Lava Pirate","Ship Deckhand","Ship
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Engineer","Ship Steward","Ship Officer","Arctic Warrior","Snow
Lurker","Sea Soldier","Water Fighter" } elseif Third_Sea then
tableMon = { "Pirate Millionaire","Dragon Crew Warrior","Dragon
Crew Archer","Female Islander","Giant Islander","Marine
Commodore","Marine Rear Admiral","Fishman Raider","Fishman
Captain","Forest Pirate","Mythological Pirate","Jungle
Pirate","Musketeer Pirate","Reborn Skeleton","Living
Zombie","Demonic Soul","Posessed Mummy", "Peanut Scout",
"Peanut President", "Ice Cream Chef", "Ice Cream Commander",
"Cookie Crafter", "Cake Guard", "Baking Staff", "Head Baker", "Cocoa
Warrior", "Chocolate Bar Battler", "Sweet Thief", "Candy Rebel",
"Candy Pirate", "Snow Demon","Isle Outlaw","Island Boy","Isle
Champion" } end --// Select Island if First_Sea then AreaList =
{ 'Jungle', 'Buggy', 'Desert', 'Snow', 'Marine', 'Sky', 'Prison',
'Colosseum', 'Magma', 'Fishman', 'Sky Island', 'Fountain' } elseif
Second_Sea then AreaList = { 'Area 1', 'Area 2', 'Zombie', 'Marine',
'Snow Mountain', 'Ice fire', 'Ship', 'Frost', 'Forgotten' } elseif
Third_Sea then AreaList = { 'Pirate Port', 'Amazon', 'Marine Tree',
'Deep Forest', 'Haunted Castle', 'Nut Island', 'Ice Cream Island',
'Cake Island', 'Choco Island', 'Candy Island','Tiki Outpost' } end --//
Check Boss Quest function CheckBossQuest() if First_Sea then if
SelectBoss == "The Gorilla King" then BossMon = "The Gorilla King"
NameBoss = 'The Gorrila King' NameQuestBoss = "JungleQuest"
QuestLvBoss = 3 RewardBoss = "Reward:\n$2,000\n7,000 Exp."
CFrameQBoss = CFrame.new(-1601.6553955078, 36.85213470459,
153.38809204102) CFrameBoss = CFrame.new(-1088.75977,
8.13463783, -488.559906, -0.707134247, 0, 0.707079291, 0, 1, 0,
-0.707079291, 0, -0.707134247) elseif SelectBoss == "Bobby" then
BossMon = "Bobby" NameBoss = 'Bobby' NameQuestBoss =
"BuggyQuest1" QuestLvBoss = 3 RewardBoss = "Reward:
\n$8,000\n35,000 Exp." CFrameQBoss =
CFrame.new(-1140.1761474609, 4.752049446106,
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3827.4057617188) CFrameBoss = CFrame.new(-1087.3760986328,
46.949409484863, 4040.1462402344) elseif SelectBoss == "The
Saw" then BossMon = "The Saw" NameBoss = 'The Saw'
CFrameBoss = CFrame.new(-784.89715576172, 72.427383422852,
1603.5822753906) elseif SelectBoss == "Yeti" then BossMon =
"Yeti" NameBoss = 'Yeti' NameQuestBoss = "SnowQuest"
QuestLvBoss = 3 RewardBoss = "Reward:\n$10,000\n180,000 Exp."
CFrameQBoss = CFrame.new(1386.8073730469,
87.272789001465, -1298.3576660156) CFrameBoss =
CFrame.new(1218.7956542969, 138.01184082031,
-1488.0262451172) elseif SelectBoss == "Mob Leader" then
BossMon = "Mob Leader" NameBoss = 'Mob Leader' CFrameBoss =
CFrame.new(-2844.7307128906, 7.4180502891541,
5356.6723632813) elseif SelectBoss == "Vice Admiral" then
BossMon = "Vice Admiral" NameBoss = 'Vice Admiral'
NameQuestBoss = "MarineQuest2" QuestLvBoss = 2 RewardBoss =
"Reward:\n$10,000\n180,000 Exp." CFrameQBoss =
CFrame.new(-5036.2465820313, 28.677835464478,
4324.56640625) CFrameBoss = CFrame.new(-5006.5454101563,
88.032081604004, 4353.162109375) elseif SelectBoss == "Saber
Expert" then NameBoss = 'Saber Expert' BossMon = "Saber Expert"
CFrameBoss = CFrame.new(-1458.89502, 29.8870335, -50.633564)
elseif SelectBoss == "Warden" then BossMon = "Warden"
NameBoss = 'Warden' NameQuestBoss = "ImpelQuest"
QuestLvBoss = 1 RewardBoss = "Reward:\n$6,000\n850,000 Exp."
CFrameBoss = CFrame.new(5278.04932, 2.15167475, 944.101929,
0.220546961, -4.49946401e-06, 0.975376427, -1.95412576e-05, 1,
9.03162072e-06, -0.975376427, -2.10519756e-05, 0.220546961)
CFrameQBoss = CFrame.new(5191.86133, 2.84020686,
686.438721, -0.731384635, 0, 0.681965172, 0, 1, 0, -0.681965172, 0,
-0.731384635) elseif SelectBoss == "Chief Warden" then BossMon
= "Chief Warden" NameBoss = 'Chief Warden' NameQuestBoss =
```

```
"ImpelQuest" QuestLvBoss = 2 RewardBoss = "Reward:
\n$10,000\n1,000,000 Exp." CFrameBoss =
CFrame.new(5206.92578, 0.997753382, 814.976746, 0.342041343,
-0.00062915677, 0.939684749, 0.00191645394, 0.999998152,
-2.80422337e-05, -0.939682961, 0.00181045406, 0.342041939)
CFrameQBoss = CFrame.new(5191.86133, 2.84020686,
686.438721, -0.731384635, 0, 0.681965172, 0, 1, 0, -0.681965172, 0,
-0.731384635) elseif SelectBoss == "Swan" then BossMon = "Swan"
NameBoss = 'Swan' NameQuestBoss = "ImpelQuest" QuestLvBoss
= 3 RewardBoss = "Reward:\n$15,000\n1,600,000 Exp."
CFrameBoss = CFrame.new(5325.09619, 7.03906584, 719.570679,
-0.309060812, 0, 0.951042235, 0, 1, 0, -0.951042235, 0,
-0.309060812) CFrameQBoss = CFrame.new(5191.86133,
2.84020686, 686.438721, -0.731384635, 0, 0.681965172, 0, 1, 0,
-0.681965172, 0, -0.731384635) elseif SelectBoss == "Magma
Admiral" then BossMon = "Magma Admiral" NameBoss = 'Magma
Admiral' NameQuestBoss = "MagmaQuest" QuestLvBoss = 3
RewardBoss = "Reward:\n$15,000\n2,800,000 Exp." CFrameQBoss
= CFrame.new(-5314.6220703125, 12.262420654297,
8517.279296875) CFrameBoss = CFrame.new(-5765.8969726563,
82.92064666748, 8718.3046875) elseif SelectBoss == "Fishman
Lord" then BossMon = "Fishman Lord" NameBoss = 'Fishman Lord'
NameQuestBoss = "FishmanQuest" QuestLvBoss = 3 RewardBoss
= "Reward:\n$15,000\n4,000,000 Exp." CFrameQBoss =
CFrame.new(61122.65234375, 18.497442245483,
1569.3997802734) CFrameBoss = CFrame.new(61260.15234375,
30.950881958008, 1193.4329833984) elseif SelectBoss ==
"Wysper" then BossMon = "Wysper" NameBoss = 'Wysper'
NameQuestBoss = "SkyExp1Quest" QuestLvBoss = 3 RewardBoss =
"Reward:\n$15,000\n4,800,000 Exp." CFrameQBoss =
CFrame.new(-7861.947265625, 5545.517578125,
-379.85974121094) CFrameBoss =
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CFrame.new(-7866.1333007813, 5576.4311523438,  
-546.74816894531) elseif SelectBoss == "Thunder God" then  
BossMon = "Thunder God" NameBoss = 'Thunder God'  
NameQuestBoss = "SkyExp2Quest" QuestLvBoss = 3 RewardBoss =  
"Reward:\n$20,000\n5,800,000 Exp." CFrameQBoss =  
CFrame.new(-7903.3828125, 5635.9897460938, -1410.923828125)  
CFrameBoss = CFrame.new(-7994.984375, 5761.025390625,  
-2088.6479492188) elseif SelectBoss == "Cyborg" then BossMon =  
"Cyborg" NameBoss = 'Cyborg' NameQuestBoss = "FountainQuest"  
QuestLvBoss = 3 RewardBoss = "Reward:\n$20,000\n7,500,000  
Exp." CFrameQBoss = CFrame.new(5258.2788085938,  
38.526931762695, 4050.044921875) CFrameBoss =  
CFrame.new(6094.0249023438, 73.770050048828,  
3825.7348632813) elseif SelectBoss == "Ice Admiral" then  
BossMon = "Ice Admiral" NameBoss = 'Ice Admiral' CFrameBoss =  
CFrame.new(1266.08948, 26.1757946, -1399.57678, -0.573599219,  
0, -0.81913656, 0, 1, 0, 0.81913656, 0, -0.573599219) elseif  
SelectBoss == "Greybeard" then BossMon = "Greybeard" NameBoss  
= 'Greybeard' CFrameBoss = CFrame.new(-5081.3452148438,  
85.221641540527, 4257.3588867188) end end if Second_Sea then  
if SelectBoss == "Diamond" then BossMon = "Diamond" NameBoss  
= 'Diamond' NameQuestBoss = "Area1Quest" QuestLvBoss = 3  
RewardBoss = "Reward:\n$25,000\n9,000,000 Exp." CFrameQBoss  
= CFrame.new(-427.5666809082, 73.313781738281,  
1835.4208984375) CFrameBoss = CFrame.new(-1576.7166748047,  
198.59265136719, 13.724286079407) elseif SelectBoss ==  
"Jeremy" then BossMon = "Jeremy" NameBoss = 'Jeremy'  
NameQuestBoss = "Area2Quest" QuestLvBoss = 3 RewardBoss =  
"Reward:\n$25,000\n11,500,000 Exp." CFrameQBoss =  
CFrame.new(636.79943847656, 73.413787841797,  
918.00415039063) CFrameBoss = CFrame.new(2006.9261474609,  
448.95666503906, 853.98284912109) elseif SelectBoss == "Fajita"
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then BossMon = "Fajita" NameBoss = 'Fajita' NameQuestBoss =  
"MarineQuest3" QuestLvBoss = 3 RewardBoss = "Reward:  
\n$25,000\n15,000,000 Exp." CFrameQBoss =  
CFrame.new(-2441.986328125, 73.359344482422,  
-3217.5324707031) CFrameBoss =  
CFrame.new(-2172.7399902344, 103.32216644287,  
-4015.025390625) elseif SelectBoss == "Don Swan" then BossMon  
= "Don Swan" NameBoss = 'Don Swan' CFrameBoss =  
CFrame.new(2286.2004394531, 15.177839279175,  
863.8388671875) elseif SelectBoss == "Smoke Admiral" then  
BossMon = "Smoke Admiral" NameBoss = 'Smoke Admiral'  
NameQuestBoss = "IceSideQuest" QuestLvBoss = 3 RewardBoss =  
"Reward:\n$20,000\n25,000,000 Exp." CFrameQBoss =  
CFrame.new(-5429.0473632813, 15.977565765381,  
-5297.9614257813) CFrameBoss =  
CFrame.new(-5275.1987304688, 20.757257461548,  
-5260.6669921875) elseif SelectBoss == "Awakened Ice Admiral"  
then BossMon = "Awakened Ice Admiral" NameBoss = 'Awakened  
Ice Admiral' NameQuestBoss = "FrostQuest" QuestLvBoss = 3  
RewardBoss = "Reward:\n$20,000\n36,000,000 Exp." CFrameQBoss  
= CFrame.new(5668.9780273438, 28.519989013672,  
-6483.3520507813) CFrameBoss = CFrame.new(6403.5439453125,  
340.29766845703, -6894.5595703125) elseif SelectBoss == "Tide  
Keeper" then BossMon = "Tide Keeper" NameBoss = 'Tide Keeper'  
NameQuestBoss = "ForgottenQuest" QuestLvBoss = 3 RewardBoss  
= "Reward:\n$12,500\n38,000,000 Exp." CFrameQBoss =  
CFrame.new(-3053.9814453125, 237.18954467773,  
-10145.0390625) CFrameBoss = CFrame.new(-3795.6423339844,  
105.88877105713, -11421.307617188) elseif SelectBoss ==  
"Darkbeard" then BossMon = "Darkbeard" NameBoss = 'Darkbeard'  
CFrameMon = CFrame.new(3677.08203125, 62.751937866211,  
-3144.8332519531) elseif SelectBoss == "Cursed Captain" then
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BossMon = "Cursed Captain" NameBoss = 'Cursed Captain'
CFrameBoss = CFrame.new(916.928589, 181.092773, 33422)
elseif SelectBoss == "Order" then BossMon = "Order" NameBoss =
'Order' CFrameBoss = CFrame.new(-6217.2021484375,
28.047645568848, -5053.1357421875) end end if Third_Sea then if
SelectBoss == "Stone" then BossMon = "Stone" NameBoss = 'Stone'
NameQuestBoss = "PiratePortQuest" QuestLvBoss = 3
RewardBoss = "Reward:\n$25,000\n40,000,000 Exp." CFrameQBoss
= CFrame.new(-289.76705932617, 43.819011688232,
5579.9384765625) CFrameBoss = CFrame.new(-1027.6512451172,
92.404174804688, 6578.8530273438) elseif SelectBoss == "Island
Empress" then BossMon = "Island Empress" NameBoss = 'Island
Empress' NameQuestBoss = "AmazonQuest2" QuestLvBoss = 3
RewardBoss = "Reward:\n$30,000\n52,000,000 Exp." CFrameQBoss
= CFrame.new(5445.9541015625, 601.62945556641,
751.43792724609) CFrameBoss = CFrame.new(5543.86328125,
668.97399902344, 199.0341796875) elseif SelectBoss == "Kilo
Admiral" then BossMon = "Kilo Admiral" NameBoss = 'Kilo Admiral'
NameQuestBoss = "MarineTreeIsland" QuestLvBoss = 3
RewardBoss = "Reward:\n$35,000\n56,000,000 Exp." CFrameQBoss
= CFrame.new(2179.3010253906, 28.731239318848,
-6739.9741210938) CFrameBoss = CFrame.new(2764.2233886719,
432.46154785156, -7144.4580078125) elseif SelectBoss ==
"Captain Elephant" then BossMon = "Captain Elephant" NameBoss
= 'Captain Elephant' NameQuestBoss = "DeepForestIsland"
QuestLvBoss = 3 RewardBoss = "Reward:\n$40,000\n67,000,000
Exp." CFrameQBoss = CFrame.new(-13232.682617188,
332.40396118164, -7626.01171875) CFrameBoss =
CFrame.new(-13376.7578125, 433.28689575195,
-8071.392578125) elseif SelectBoss == "Beautiful Pirate" then
BossMon = "Beautiful Pirate" NameBoss = 'Beautiful Pirate'
NameQuestBoss = "DeepForestIsland2" QuestLvBoss = 3
```

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RewardBoss = "Reward:\n$50,000\n70,000,000 Exp." CFrameQBoss  
= CFrame.new(-12682.096679688, 390.88653564453,  
-9902.1240234375) CFrameBoss = CFrame.new(5283.609375,  
22.56223487854, -110.78285217285) elseif SelectBoss == "Cake  
Queen" then BossMon = "Cake Queen" NameBoss = 'Cake Queen'  
NameQuestBoss = "IceCreamIslandQuest" QuestLvBoss = 3  
RewardBoss = "Reward:\n$30,000\n112,500,000 Exp."  
CFrameQBoss = CFrame.new(-819.376709, 64.9259796,  
-10967.2832, -0.766061664, 0, 0.642767608, 0, 1, 0, -0.642767608,  
0, -0.766061664) CFrameBoss = CFrame.new(-678.648804,  
381.353943, -11114.2012, -0.908641815, 0.00149294338,  
0.41757378, 0.00837114919, 0.999857843, 0.0146408929,  
-0.417492568, 0.0167988986, -0.90852499) elseif SelectBoss ==  
"Longma" then BossMon = "Longma" NameBoss = 'Longma'  
CFrameBoss = CFrame.new(-10238.875976563, 389.7912902832,  
-9549.7939453125) elseif SelectBoss == "Soul Reaper" then  
BossMon = "Soul Reaper" NameBoss = 'Soul Reaper' CFrameBoss =  
CFrame.new(-9524.7890625, 315.80429077148, 6655.7192382813)  
elseif SelectBoss == "rip_indra True Form" then BossMon =  
"rip_indra True Form" NameBoss = 'rip_indra True Form'  
CFrameBoss = CFrame.new(-5415.3920898438, 505.74133300781,  
-2814.0166015625) end end end --// Check Material function  
MaterialMon() if SelectMaterial == "Radioactive Material" then  
MMon = "Factory Staff" MPos = CFrame.new(295,73,-56) SP =  
"Default" elseif SelectMaterial == "Mystic Droplet" then MMon =  
"Water Fighter" MPos = CFrame.new(-3385,239,-10542) SP =  
"Default" elseif SelectMaterial == "Magma Ore" then if First_Sea  
then MMon = "Military Spy" MPos = CFrame.new(-5815,84,8820) SP =  
"Default" elseif Second_Sea then MMon = "Magma Ninja" MPos =  
CFrame.new(-5428,78,-5959) SP = "Default" end elseif  
SelectMaterial == "Angel Wings" then MMon = "God's Guard" MPos  
= CFrame.new(-4698,845,-1912) SP = "Default" if
```

```
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
Vector3.new(-7859.09814, 5544.19043, -381.476196)).Magnitude
>= 5000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-7859.09814, 5544.19043,
-381.476196)) end elseif SelectMaterial == "Leather" then if
First_Sea then MMon = "Brute" MPos =
CFrame.new(-1145,15,4350) SP = "Default" elseif Second_Sea then
MMon = "Marine Captain" MPos =
CFrame.new(-2010.5059814453125, 73.00115966796875,
-3326.620849609375) SP = "Default" elseif Third_Sea then MMon =
"Jungle Pirate" MPos = CFrame.new(-11975.78515625,
331.7734069824219, -10620.0302734375) SP = "Default" end elseif
SelectMaterial == "Scrap Metal" then if First_Sea then MMon =
"Brute" MPos = CFrame.new(-1145,15,4350) SP = "Default" elseif
Second_Sea then MMon = "Swan Pirate" MPos =
CFrame.new(878,122,1235) SP = "Default" elseif Third_Sea then
MMon = "Jungle Pirate" MPos = CFrame.new(-12107,332,-10549)
SP = "Default" end elseif SelectMaterial == "Fish Tail" then if
Third_Sea then MMon = "Fishman Raider" MPos =
CFrame.new(-10993,332,-8940) SP = "Default" elseif First_Sea then
MMon = "Fishman Warrior" MPos = CFrame.new(61123,19,1569)
SP = "Default" if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
Vector3.new(61163.8515625, 5.342342376708984,
1819.7841796875)).Magnitude >= 17000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(61163.8515625,
5.342342376708984, 1819.7841796875)) end end elseif
SelectMaterial == "Demonic Wisp" then MMon = "Demonic Soul"
MPos = CFrame.new(-9507,172,6158) SP = "Default" elseif
SelectMaterial == "Vampire Fang" then MMon = "Vampire" MPos =
```

```
CFrame.new(-6033,7,-1317) SP = "Default" elseif SelectMaterial ==
"Conjured Cocoa" then MMon = "Chocolate Bar Battler" MPos =
CFrame.new(620.6344604492188,78.93644714355469,
-12581.369140625) SP = "Default" elseif SelectMaterial == "Dragon
Scale" then MMon = "Dragon Crew Archer" MPos =
CFrame.new(6594,383,139) SP = "Default" elseif SelectMaterial ==
"Gunpowder" then MMon = "Pistol Billionaire" MPos =
CFrame.new(-469,74,5904) SP = "Default" elseif SelectMaterial ==
"Mini Tusk" then MMon = "Mythological Pirate" MPos =
CFrame.new(-13545,470,-6917) SP = "Default" end end
-----Esp function UpdateIslandESP() for i,v in
pairs(game:GetService("Workspace"))
["_WorldOrigin"].Locations:GetChildren()) do pcall(function() if
IslandESP then if v.Name ~= "Sea" then if not
v:FindFirstChild('NameEsp') then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font =
"GothamBold" name.FontSize = "Size14" name.TextWrapped = true
name.Size = UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(7, 236, 240) else
v['NameEsp'].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. 'Distance') end end else if
v:FindFirstChild('NameEsp') then
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
function isnil(thing) return (thing == nil) end local function round(n)
return math.floor(tonumber(n) + 0.5) end Number =
math.random(1, 1000000) function UpdatePlayerChams() for i,v in
pairs(game:GetService'Players':GetChildren()) do pcall(function()
```

```
if not isnil(v.Character) then if ESPPlayer then if not  
isnil(v.Character.Head) and not  
v.Character.Head:FindFirstChild('NameEsp'..Number) then local bill  
= Instance.new('BillboardGui',v.Character.Head) bill.Name =  
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)  
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Character.Head  
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)  
name.Font = Enum.Font.GothamSemibold name.FontSize =  
"Size14" name.TextWrapped = true name.Text = (v.Name .. '\n'..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Character.Head.Position).Magnitude/3) .. ' Distance')  
name.Size = UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'  
name.BackgroundTransparency = 1 name.TextStrokeTransparency  
= 0.5 if v.Team == game.Players.LocalPlayer.Team then  
name.TextColor3 = Color3.new(0,255,0) else name.TextColor3 =  
Color3.new(255,0,0) end else  
v.Character.Head['NameEsp'..Number].TextLabel.Text = (v.Name ..  
|'..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Character.Head.Position).Magnitude/3) .. '  
Distance\nHealth : ' .. round(v.Character.Humanoid.Health*100/  
v.Character.Humanoid.MaxHealth) .. '%') end else if  
v.Character.Head:FindFirstChild('NameEsp'..Number) then  
v.Character.Head:FindFirstChild('NameEsp'..Number):Destroy() end  
end end end) end end function UpdateChestChams() for i,v in  
pairs(game.Workspace:GetChildren()) do pcall(function() if  
string.find(v.Name,"Chest") then if ChestESP then if  
string.find(v.Name,"Chest") then if not  
v:FindFirstChild('NameEsp'..Number) then local bill =  
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'..Number  
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =  
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
```

```
local name = Instance.new('TextLabel',bill) name.Font =
Enum.Font.GothamSemibold name.FontSize = "Size14"
name.TextWrapped = true name.Size = UDim2.new(1,0,1,0)
name.TextYAlignment = 'Top' name.BackgroundTransparency = 1
name.TextStrokeTransparency = 0.5 if v.Name == "Chest1" then
name.TextColor3 = Color3.fromRGB(109, 109, 109) name.Text =
("Chest 1" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end if v.Name ==
"Chest2" then name.TextColor3 = Color3.fromRGB(173, 158, 21)
name.Text = ("Chest 2" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end if v.Name ==
"Chest3" then name.TextColor3 = Color3.fromRGB(85, 255, 255)
name.Text = ("Chest 3" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end else
v['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end end else if
v:FindFirstChild('NameEsp'..Number) then
v:FindFirstChild('NameEsp'..Number):Destroy() end end end end)
end end function UpdateDevilChams() for i,v in
pairs(game.Workspace:GetChildren()) do pcall(function() if
DevilFruitESP then if string.find(v.Name, "Fruit") then if not
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v.Handle) bill.Name =
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Size =
```



```
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(255, 255, 255)
name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) .. ' Distance') else
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) .. ' Distance') end end else
if v.Handle:FindFirstChild('NameEsp'..Number) then
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end
end) end end function UpdateFlowerChams() for i,v in
pairs(game.Workspace:GetChildren()) do pcall(function() if
v.Name == "Flower2" or v.Name == "Flower1" then if FlowerESP
then if not v:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'..Number
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font =
Enum.Font.GothamSemibold name.FontSize = "Size14"
name.TextWrapped = true name.Size = UDim2.new(1,0,1,0)
name.TextYAlignment = 'Top' name.BackgroundTransparency = 1
name.TextStrokeTransparency = 0.5 name.TextColor3 =
Color3.fromRGB(255, 0, 0) if v.Name == "Flower1" then name.Text
= ("Blue Flower" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' Distance') name.TextColor3 =
Color3.fromRGB(0, 0, 255) end if v.Name == "Flower2" then
name.Text = ("Red Flower" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' Distance') name.TextColor3 =
Color3.fromRGB(255, 0, 0) end else
```

```
v['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Position).Magnitude/3) .. ' Distance') end else if  
v:FindFirstChild('NameEsp'..Number) then  
v:FindFirstChild('NameEsp'..Number):Destroy() end end end end  
end end function UpdateRealFruitChams() for i,v in  
pairs(game.Workspace.AppleSpawner:GetChildren()) do if  
v:IsA("Tool") then if RealFruitESP then if not  
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =  
Instance.new('BillboardGui',v.Handle) bill.Name =  
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)  
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle  
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)  
name.Font = Enum.Font.GothamSemibold name.FontSize =  
"Size14" name.TextWrapped = true name.Size =  
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'  
name.BackgroundTransparency = 1 name.TextStrokeTransparency  
= 0.5 name.TextColor3 = Color3.fromRGB(255, 0, 0) name.Text =  
(v.Name .. '\n'..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Handle.Position).Magnitude/3) .. ' Distance') else  
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. ' '..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Handle.Position).Magnitude/3) .. ' Distance') end else if  
v.Handle:FindFirstChild('NameEsp'..Number) then  
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end  
end end for i,v in  
pairs(game.Workspace.PineappleSpawner:GetChildren()) do if  
v:IsA("Tool") then if RealFruitESP then if not  
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =  
Instance.new('BillboardGui',v.Handle) bill.Name =  
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)
```

```
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(255, 174, 0) name.Text =
(v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) .. ' Distance') else
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. ' '..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) .. ' Distance') end else if
v.Handle:FindFirstChild('NameEsp'..Number) then
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end
end end for i,v in
pairs(game.Workspace.BananaSpawner:GetChildren()) do if
v:IsA("Tool") then if RealFruitESP then if not
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v.Handle) bill.Name =
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(251, 255, 0) name.Text =
(v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) .. ' Distance') else
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. ' '..
```

```
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Handle.Position).Magnitude/3) .. ' Distance') end else if v.Handle:FindFirstChild('NameEsp'..Number) then v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end end end function UpdateIslandESP() for i,v in pairs(game:GetService("Workspace")["_WorldOrigin"].Locations:GetChildren()) do pcall(function() if IslandESP then if v.Name ~= "Sea" then if not v:FindFirstChild('NameEsp') then local bill = Instance.new('BillboardGui',v) bill.Name = 'NameEsp' bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill) name.Font = "GothamBold" name.FontSize = "Size14" name.TextWrapped = true name.Size = UDim2.new(1,0,1,0) name.TextYAlignment = 'Top' name.BackgroundTransparency = 1 name.TextStrokeTransparency = 0.5 name.TextColor3 = Color3.fromRGB(7, 236, 240) else v['NameEsp'].TextLabel.Text = (v.Name .. '\n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end end else if v:FindFirstChild('NameEsp') then v:FindFirstChild('NameEsp'):Destroy() end end end) end end function isnil(thing) return (thing == nil) end local function round(n) return math.floor(tonumber(n) + 0.5) end Number = math.random(1, 1000000) function UpdatePlayerChams() for i,v in pairs(game:GetService('Players'):GetChildren()) do pcall(function() if not isnil(v.Character) then if ESPPlayer then if not isnil(v.Character.Head) and not v.Character.Head:FindFirstChild('NameEsp'..Number) then local bill = Instance.new('BillboardGui',v.Character.Head) bill.Name = 'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Character.Head
```

```
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Character.Head.Position).Magnitude/3) .. ' Distance')
name.Size = UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 if v.Team == game.Players.LocalPlayer.Team then
name.TextColor3 = Color3.new(0,255,0) else name.TextColor3 =
Color3.new(255,0,0) end else
v.Character.Head['NameEsp'..Number].TextLabel.Text = (v.Name..'
|'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Character.Head.Position).Magnitude/3) ..
Distance\nHealth : ' .. round(v.Character.Humanoid.Health*100/
v.Character.Humanoid.MaxHealth) .. '%') end else if
v.Character.Head:FindFirstChild('NameEsp'..Number) then
v.Character.Head:FindFirstChild('NameEsp'..Number):Destroy() end
end end end) end end function UpdateChestChams() for i,v in
pairs(game.Workspace:GetChildren()) do pcall(function() if
string.find(v.Name,"Chest") then if ChestESP then if
string.find(v.Name,"Chest") then if not
v:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'..Number
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font =
Enum.Font.GothamSemibold name.FontSize = "Size14"
name.TextWrapped = true name.Size = UDim2.new(1,0,1,0)
name.TextYAlignment = 'Top' name.BackgroundTransparency = 1
name.TextStrokeTransparency = 0.5 if v.Name == "Chest1" then
name.TextColor3 = Color3.fromRGB(109, 109, 109) name.Text =
```

```
("Chest 1" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end if v.Name ==
"Chest2" then name.TextColor3 = Color3.fromRGB(173, 158, 21)
name.Text = ("Chest 2" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end if v.Name ==
"Chest3" then name.TextColor3 = Color3.fromRGB(85, 255, 255)
name.Text = ("Chest 3" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end else
v['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end end else if
v:FindFirstChild('NameEsp'..Number) then
v:FindFirstChild('NameEsp'..Number):Destroy() end end end end)
end end function UpdateDevilChams() for i,v in
pairs(game.Workspace:GetChildren()) do pcall(function() if
DevilFruitESP then if string.find(v.Name, "Fruit") then if not
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v.Handle) bill.Name =
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(255, 255, 255)
name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Handle.Position).Magnitude/3) .. ' Distance') else
```

```
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) ..' Distance') end end else
if v.Handle:FindFirstChild('NameEsp'..Number) then
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end
end) end end function UpdateFlowerChams() for i,v in
pairs(game.Workspace:GetChildren()) do pcall(function() if
v.Name == "Flower2" or v.Name == "Flower1" then if FlowerESP
then if not v:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'..Number
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font =
Enum.Font.GothamSemibold name.FontSize = "Size14"
name.TextWrapped = true name.Size = UDim2.new(1,0,1,0)
name.TextYAlignment = 'Top' name.BackgroundTransparency = 1
name.TextStrokeTransparency = 0.5 name.TextColor3 =
Color3.fromRGB(255, 0, 0) if v.Name == "Flower1" then name.Text
= ("Blue Flower" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) ..' Distance') name.TextColor3 =
Color3.fromRGB(0, 0, 255) end if v.Name == "Flower2" then
name.Text = ("Red Flower" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) ..' Distance') name.TextColor3 =
Color3.fromRGB(255, 0, 0) end else
v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) ..' Distance') end else if
v:FindFirstChild('NameEsp'..Number) then
v:FindFirstChild('NameEsp'..Number):Destroy() end end end end)
end end function UpdateRealFruitChams() for i,v in
```

```
pairs(game.Workspace.AppleSpawner:GetChildren()) do if
v:IsA("Tool") then if RealFruitESP then if not
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v.Handle) bill.Name =
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(255, 0, 0) name.Text =
(v.Name .. ' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) ..'Distance') else
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. ' '..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Handle.Position).Magnitude/3) ..'Distance') end else if
v.Handle:FindFirstChild('NameEsp'..Number) then
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end
end end for i,v in
pairs(game.Workspace.PineappleSpawner:GetChildren()) do if
v:IsA("Tool") then if RealFruitESP then if not
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =
Instance.new('BillboardGui',v.Handle) bill.Name =
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)
name.Font = Enum.Font.GothamSemibold name.FontSize =
"Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
```



```
= 0.5 name.TextColor3 = Color3.fromRGB(255, 174, 0) name.Text =  
(v.Name .. '\n'..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Handle.Position).Magnitude/3) .. ' Distance') else  
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. ' '..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Handle.Position).Magnitude/3) .. ' Distance') end else if  
v.Handle:FindFirstChild('NameEsp'..Number) then  
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end  
end end for i,v in  
pairs(game.Workspace.BananaSpawner:GetChildren()) do if  
v:IsA("Tool") then if RealFruitESP then if not  
v.Handle:FindFirstChild('NameEsp'..Number) then local bill =  
Instance.new('BillboardGui',v.Handle) bill.Name =  
'NameEsp'..Number bill.ExtentsOffset = Vector3.new(0, 1, 0)  
bill.Size = UDim2.new(1,200,1,30) bill.Adornee = v.Handle  
bill.AlwaysOnTop = true local name = Instance.new('TextLabel',bill)  
name.Font = Enum.Font.GothamSemibold name.FontSize =  
"Size14" name.TextWrapped = true name.Size =  
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'  
name.BackgroundTransparency = 1 name.TextStrokeTransparency  
= 0.5 name.TextColor3 = Color3.fromRGB(251, 255, 0) name.Text =  
(v.Name .. '\n'..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Handle.Position).Magnitude/3) .. ' Distance') else  
v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. ' '..  
round((game:GetService('Players').LocalPlayer.Character.Head.Po  
sition - v.Handle.Position).Magnitude/3) .. ' Distance') end else if  
v.Handle:FindFirstChild('NameEsp'..Number) then  
v.Handle:FindFirstChild('NameEsp'..Number):Destroy() end end  
end end end spawn(function() while wait() do pcall(function() if  
MobESP then for i,v in
```

```
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild('HumanoidRootPart') then if not
v:FindFirstChild("MobEap") then local BillboardGui =
Instance.new("BillboardGui") local TextLabel =
Instance.new("TextLabel") BillboardGui.Parent = v
BillboardGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
BillboardGui.Active = true BillboardGui.Name = "MobEap"
BillboardGui.AlwaysOnTop = true BillboardGui.LightInfluence =
1.000 BillboardGui.Size = UDim2.new(0, 200, 0, 50)
BillboardGui.StudsOffset = Vector3.new(0, 2.5, 0) TextLabel.Parent
= BillboardGui TextLabel.BackgroundColor3 = Color3.fromRGB(255,
255, 255) TextLabel.BackgroundTransparency = 1.000
TextLabel.Size = UDim2.new(0, 200, 0, 50) TextLabel.Font =
Enum.Font.GothamBold TextLabel.TextColor3 = Color3.fromRGB(7,
236, 240) TextLabel.Text.Size = 35 end local Dis =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPa
rt.Position - v.HumanoidRootPart.Position).Magnitude)
v.MobEap.TextLabel.Text = v.Name.." - "..Dis.." Distance" end end
else for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild("MobEap") then v.MobEap:Destroy() end end end
end) end end) spawn(function() while wait() do pcall(function() if
SeaESP then for i,v in
pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
if v:FindFirstChild('HumanoidRootPart') then if not
v:FindFirstChild("Seaesps") then local BillboardGui =
Instance.new("BillboardGui") local TextLabel =
Instance.new("TextLabel") BillboardGui.Parent = v
BillboardGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
BillboardGui.Active = true BillboardGui.Name = "Seaesps"
BillboardGui.AlwaysOnTop = true BillboardGui.LightInfluence =
1.000 BillboardGui.Size = UDim2.new(0, 200, 0, 50)
```

```
BillboardGui.StudsOffset = Vector3.new(0, 2.5, 0) TextLabel.Parent
= BillboardGui TextLabel.BackgroundColor3 = Color3.fromRGB(255,
255, 255) TextLabel.BackgroundTransparency = 1.000
TextLabel.Size = UDim2.new(0, 200, 0, 50) TextLabel.Font =
Enum.Font.GothamBold TextLabel.TextColor3 = Color3.fromRGB(7,
236, 240) TextLabel.Text.Size = 35 end local Dis =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPa
rt.Position - v.HumanoidRootPart.Position).Magnitude)
v.Seaesps.TextLabel.Text = v.Name.." - "..Dis.." Distance" end end
else for i,v in pairs
(game:GetService("Workspace").SeaBeasts:GetChildren()) do if
v:FindFirstChild("Seaesps") then v.Seaesps:Destroy() end end end
end) end end) spawn(function() while wait() do pcall(function() if
NpcESP then for i,v in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do if
v:FindFirstChild('HumanoidRootPart') then if not
v:FindFirstChild("NpcEspes") then local BillboardGui =
Instance.new("BillboardGui") local TextLabel =
Instance.new("TextLabel") BillboardGui.Parent = v
BillboardGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
BillboardGui.Active = true BillboardGui.Name = "NpcEspes"
BillboardGui.AlwaysOnTop = true BillboardGui.LightInfluence =
1.000 BillboardGui.Size = UDim2.new(0, 200, 0, 50)
BillboardGui.StudsOffset = Vector3.new(0, 2.5, 0) TextLabel.Parent
= BillboardGui TextLabel.BackgroundColor3 = Color3.fromRGB(255,
255, 255) TextLabel.BackgroundTransparency = 1.000
TextLabel.Size = UDim2.new(0, 200, 0, 50) TextLabel.Font =
Enum.Font.GothamBold TextLabel.TextColor3 = Color3.fromRGB(7,
236, 240) TextLabel.Text.Size = 35 end local Dis =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPa
rt.Position - v.HumanoidRootPart.Position).Magnitude)
v.NpcEspes.TextLabel.Text = v.Name.." - "..Dis.." Distance" end end
```

```
else for i,v in pairs
(game:GetService("Workspace").NPCs:GetChildren()) do if
v:FindFirstChild("NpcEspes") then v.NpcEspes:Destroy() end end
end end) end end) function isnil(thing) return (thing == nil) end
local function round(n) return math.floor(tonumber(n) + 0.5) end
Number = math.random(1, 1000000) function
UpdateIslandMirageESP() for i,v in
pairs(game:GetService("Workspace")
["_WorldOrigin"].Locations:GetChildren()) do pcall(function() if
MirageIslandESP then if v.Name == "Mirage Island" then if not
v:FindFirstChild('NameEsp') then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font = "Code"
name.FontSize = "Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(80, 245, 245) else
v['NameEsp'].TextLabel.Text = (v.Name .. ' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' M') end end else if
v:FindFirstChild('NameEsp') then
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
function isnil(thing) return (thing == nil) end local function round(n)
return math.floor(tonumber(n) + 0.5) end Number =
math.random(1, 1000000) function UpdateAfdESP() for i,v in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
pcall(function() if AfdESP then if v.Name == "Advanced Fruit
Dealer" then if not v:FindFirstChild('NameEsp') then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
```

```
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font = "Code"
name.FontSize = "Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(80, 245, 245) else
v['NameEsp'].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' M') end end else if
v:FindFirstChild('NameEsp') then
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
function UpdateAuraESP() for i,v in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
pcall(function() if AuraESP then if v.Name == "Master of
Enhancement" then if not v:FindFirstChild('NameEsp') then local
bill = Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font = "Code"
name.FontSize = "Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(80, 245, 245) else
v['NameEsp'].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' M') end end else if
v:FindFirstChild('NameEsp') then
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
function UpdateLSDESP() for i,v in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
pcall(function() if LADESP then if v.Name == "Legendary Sword
Dealer" then if not v:FindFirstChild('NameEsp') then local bill =
```

```

Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font = "Code"
name.FontSize = "Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(80, 245, 245) else
v['NameEsp'].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' M') end end else if
v:FindFirstChild('NameEsp') then
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
function UpdateGeaESP() for i,v in
pairs(game:GetService("Workspace").Map.MysticIsland:GetChildre
n()) do pcall(function() if GearESP then if v.Name == "MeshPart"
then if not v:FindFirstChild('NameEsp') then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font = "Code"
name.FontSize = "Size14" name.TextWrapped = true name.Size =
UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(80, 245, 245) else
v['NameEsp'].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Po
sition - v.Position).Magnitude/3) .. ' M') end end else if
v:FindFirstChild('NameEsp') then
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
-----Tween --// Tween Island function TP2(P1) local Distance =
(P1.Position -

```

```
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude if Distance >= 1 then Speed = 350 end
game:GetService("TweenService"):Create(game.Players.LocalPlay
er.Character.HumanoidRootPart,TweenInfo.new(Distance/Speed,
Enum.EasingStyle.Linear), { CFrame = P1 }):Play() if
_G.CancelTween2 then
game:GetService("TweenService"):Create(game.Players.LocalPlay
er.Character.HumanoidRootPart,TweenInfo.new(Distance/Speed,
Enum.EasingStyle.Linear), { CFrame = P1 }):Cancel() end _G.Clip2 =
true wait(Distance/Speed) _G.Clip2 = false end function
Tween(Pos) Distance = (Pos.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude if game.Players.LocalPlayer.Character.Humanoid.Sit ==
true then game.Players.LocalPlayer.Character.Humanoid.Sit = true
end pcall(function() tween =
game:GetService("TweenService"):Create(game.Players.LocalPlay
er.Character.HumanoidRootPart,TweenInfo.new(Distance/350,
Enum.EasingStyle.Linear),{CFrame = Pos}) end) tween:Play() if
Distance <= 350 then tween:Cancel()
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
Pos end if _G.StopTween == true then tween:Cancel() _G.Clip =
false end end --function TP to Boat/Ship function TPB(CFgo) local
tween_s = game:service"TweenService" local info =
TweenInfo.new((game:GetService("Workspace").Boats.MarineBrig
ade.VehicleSeat.CFrame.Position - CFgo.Position).Magnitude/300,
Enum.EasingStyle.Linear) tween =
tween_s:Create(game:GetService("Workspace").Boats.MarineBriga
de.VehicleSeat, info, {CFrame = CFgo}) tween:Play() local
tweenfunc = {} function tweenfunc:Stop() tween:Cancel() end
return tweenfunc end function TPP(CFgo) if
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").He
alth <= 0 or not
```

```
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid") then tween:Cancel() repeat wait() until
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid") and
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid").Health > 0 wait(7) return end local tween_s =
game:service"TweenService" local info =
TweenInfo.new((game:GetService("Players")
["LocalPlayer"].Character.HumanoidRootPart.Position -
CFgo.Position).Magnitude/325, Enum.EasingStyle.Linear) tween =
tween_s:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], info, {CFrame = CFgo}) tween:Play() local tweenfunc = {}
function tweenfunc:Stop() tween:Cancel() end return tweenfunc
end --select weapon function EquipTool(ToolSe) if
game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe) then
local tool =
game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe)
wait(0.4)
game.Players.LocalPlayer.Character.Humanoid:EquipTool(tool)
end end --aimbot mastery spawn(function() local gg =
getrawmetatable(game) local old = gg.__namecall
setreadonly(gg,false) gg.__namecall = newcclosure(function(...)
local method = getnamecallmethod() local args = { ... } if
tostring(method) == "FireServer" then if tostring(args[1]) ==
"RemoteEvent" then if tostring(args[2]) ~= "true" and
tostring(args[2]) ~= "false" then if _G.UseSkill then if type(args[2])
== "vector" then args[2] = PositionSkillMasteryDevilFruit else
args[2] = CFrame.new(PositionSkillMasteryDevilFruit) end return
old(unpack(args)) end end end end return old(...) end) end) --Equip
Gun spawn(function() pcall(function() while task.wait() do for i,v in
pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do if v:IsA("Tool") then if
```



```
v:FindFirstChild("RemoteFunctionShoot") then CurrentEquipGun =  
v.Name end end end end end) end) -- [Body Gyro] spawn(function()  
while task.wait() do pcall(function() if _G.TeleportIsland or  
_G.AutoQuestRace or _G.AutoBuyBoat or _G.dao or _G.AutoMirage  
or AutoFarmAcient or _G.AutoQuestRace or Auto_Law or  
_G.AutoAllBoss or _G.Autotushita or _G.AutoHolyTorch or  
_G.AutoTerrorshark or _G.farmpiranya or _G.DriveMytic or  
_G.AutoDoughKingV2 or PirateShip or _G.AutoSeaBeast or  
_G.AutoNear or _G.BossRaid or _G.GrabChest or AutoCitizen or  
_G.Ecto or AutoEvoRace or AutoBartilo or AutoFactory or  
BringChestz or BringFruitz or _G.AutoLevel or _G.Clip2 or  
AutoFarmNoQuest or _G.AutoBone or  
AutoFarmSelectMonsterQuest or  
AutoFarmSelectMonsterNoQuest or _G.AutoBoss or  
AutoFarmBossQuest or AutoFarmMasGun or  
AutoFarmMasDevilFruit or AutoFarmSelectArea or AutoSecondSea  
or AutoThirdSea or AutoDeathStep or AutoSuperhuman or  
AutoSharkman or AutoElectricClaw or AutoDragonTalon or  
AutoGodhuman or AutoRengoku or AutoBuddySword or AutoPole  
or AutoHallowSycthe or AutoCavander or AutoTushita or  
AutoDarkDagger or _G.CakePrince or _G.AutoElite or  
AutoRainbowHaki or AutoSaber or AutoFarmKen or AutoKenHop or  
AutoKenV2 or KillPlayerMelee or KillPlayerGun or KillPlayerFruit or  
AutoDungeon or AutoNextIsland or AutoAdvanceDungeon or  
Musketeer or RipIndra or Auto_Serpent_Bow or AutoTorch or  
AutoSoulGuitar or Auto_Cursed_Dual_Katana or _G.AutoMaterial or  
Auto_Quest_Yama_1 or Auto_Quest_Yama_2 or  
Auto_Quest_Yama_3 or Auto_Quest_Tushita_1 or  
Auto_Quest_Tushita_2 or Auto_Quest_Tushita_3 or _G.Factory or  
_G.SwanGlasses or AutoBartilo or AutoEvoRace or _G.Ecto then if  
not  
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
```

```
Part:FindFirstChild("BodyClip") then local Noclip =  
Instance.new("BodyVelocity") Noclip.Name = "BodyClip"  
Noclip.Parent =  
game:GetService("Players").LocalPlayer.Character.HumanoidRoot  
Part Noclip.MaxForce = Vector3.new(100000,100000,100000)  
Noclip.Velocity = Vector3.new(0,0,0) end else  
game:GetService("Players").LocalPlayer.Character.HumanoidRoot  
Part:FindFirstChild("BodyClip"):Destroy() end end) end end) --//No  
CLip Auto Farm spawn(function() pcall(function()  
game:GetService("RunService").Stepped:Connect(function() if  
_G.TeleportIsland or _G.AutoQuestRace or _G.AutoBuyBoat or  
_G.dao or AutoFarmAcient or _G.AutoMirage or Auto_Law or  
_G.AutoQuestRace or _G.AutoAllBoss or _G.AutoHolyTorch or  
_G.Autotushita or _G.farmpiranya or _G.AutoTerrorshark or  
_G.AutoNear or _G.AutoDoughKingV2 or PirateShip or  
_G.AutoSeaBeast or _G.DriveMytic or _G.BossRaid or _G.GrabChest  
or AutoCitizen or _G.Ecto or AutoEvoRace or AutoBartilo or  
AutoFactory or BringChestz or BringFruit or _G.AutoLevel or  
_G.Clip2 or AutoFarmNoQuest or _G.AutoBone or  
AutoFarmSelectMonsterQuest or  
AutoFarmSelectMonsterNoQuest or _G.AutoBoss or  
AutoFarmBossQuest or AutoFarmMasGun or  
AutoFarmMasDevilFruit or AutoFarmSelectArea or AutoSecondSea  
or AutoThirdSea or AutoDeathStep or AutoSuperhuman or  
AutoSharkman or AutoElectricClaw or AutoDragonTalon or  
AutoGodhuman or AutoRengoku or AutoBuddySword or AutoPole  
or AutoHallowSycthe or AutoCavander or AutoTushita or  
AutoDarkDagger or _G.CakePrince or _G.AutoElite or  
AutoRainbowHaki or AutoSaber or AutoFarmKen or AutoKenHop or  
AutoKenV2 or KillPlayerMelee or KillPlayerGun or KillPlayerFruit or  
AutoDungeon or AutoNextIsland or AutoAdvanceDungeon or  
Musketeer or RipIndra or Auto_Serpent_Bow or AutoTorch or
```

```
AutoSoulGuitar or Auto_Cursed_Dual_Katana or _G.AutoMaterial or
Auto_Quest_Yama_1 or Auto_Quest_Yama_2 or
Auto_Quest_Yama_3 or Auto_Quest_Tushita_1 or
Auto_Quest_Tushita_2 or Auto_Quest_Tushita_3 or _G.Factory or
_G.SwanGlasses or AutoBartilo or AutoEvoRace or _G.Ecto then for
i,v in
pairs(game:GetService("Players").LocalPlayer.Character:GetDescen-
dants()) do if v:IsA("BasePart") then v.CanCollide = false end end
end end) end) end) --Check Material function
CheckMaterial(matname) for i,v in
pairs(game:GetService("ReplicatedStorage").Remotes.CommF_:In-
vokeServer("getInventory")) do if type(v) == "table" then if v.Type ==
"Material" then if v.Name == matname then return v.Count end end
end end return 0 end -----Click function Click() if not _G.FastAttack
then local Module =
require(game.Players.LocalPlayer.PlayerScripts.CombatFramework) local
CombatFramework = debug.getupvalues(Module)[2] local
CamShake = require(game.ReplicatedStorage.Util.CameraShaker)
CamShake:Stop() CombatFramework.activeController.attacking =
false CombatFramework.activeController.timeToNextAttack = 0
CombatFramework.activeController.hitboxMagnitude = 180
game:GetService'VirtualUser':CaptureController()
game:GetService'VirtualUser':Button1Down(Vector2.new(1280,
672)) end end --Sword Weapon function
GetWeaponInventory(Weaponname) for i,v in
pairs(game:GetService("ReplicatedStorage").Remotes.CommF_:In-
vokeServer("getInventory")) do if type(v) == "table" then if v.Type ==
"Sword" then if v.Name == Weaponname then return true end end
end end return false end ---Method Wait Mob Type11 = 1
spawn(function() while wait(.1) do if Type1 == 1 then Pos2 =
CFrame.new(120,60,0) elseif Type1 == 2 then Pos2 =
CFrame.new(-120,60,0) end end end) spawn(function() while
```

```
wait(.1) do Type1 = 1 wait(2) Type1 = 2 wait(2) end end) ---Method
Farm Type1 = 1 spawn(function() while wait(.1) do if Type == 1
then Pos = CFrame.new(0,60,0) elseif Type == 2 then Pos =
CFrame.new(-30,0,-30) elseif Type == 3 then Pos =
CFrame.new(0,0,-60) elseif Type == 4 then Pos =
CFrame.new(-60,0,0) end end end) spawn(function() while wait(.1)
do Type = 1 wait(1) Type = 2 wait(1) Type = 3 wait(1) Type = 4
wait(1) end end) function AutoHaki() if not
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
HasBuso") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("Buso") end end ---Bypass Teleport function BTP(P) repeat
wait(0.5)
game.Players.LocalPlayer.Character.Humanoid:ChangeState(15)
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
P task.wait()
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
P until
(P.Position-game.Players.LocalPlayer.Character.HumanoidRootPar
t.Position).Magnitude <= 2000 end function BTP(p) pcall(function()
if
(p.Position-game.Players.LocalPlayer.Character.HumanoidRootPar
t.Position).Magnitude >= 2000 and not Auto_Raid and
game.Players.LocalPlayer.Character.Humanoid.Health > 0 then if
NQuest == "FishmanQuest" then
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CF
rame) wait()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(61163.8515625, 11.6796875,
1819.7841796875)) elseif Mon == "God's Guard" then
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CF
rame) wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-4607.82275, 872.54248,
-1667.55688)) elseif NQuest == "SkyExp1Quest" then
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CF
rame) wait()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-7894.6176757813,
5547.1416015625, -380.29119873047)) elseif NQuest ==
"ShipQuest1" then
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CF
rame) wait()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) elseif NQuest == "ShipQuest2"
then
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CF
rame) wait()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) elseif NQuest == "FrostQuest"
then
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CF
rame) wait()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-6508.5581054688,
89.034996032715, -132.83953857422)) else Mix_Farm = true
repeat wait(0.5)
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
p wait(.05) game.Players.LocalPlayer.Character.Head:Destroy()
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
p until
(p.Position-game.Players.LocalPlayer.Character.HumanoidRootPar
```

```
t.Position).Magnitude < 1500 and  
game.Players.LocalPlayer.Character.Humanoid.Health > 0 wait()  
Mix_Farm = nil end end end) end
```

```
-----  
----- ---Close gui local ScreenGui =  
Instance.new("ScreenGui") local ImageButton =  
Instance.new("ImageButton") local UICorner =  
Instance.new("UICorner") local UIGradient =  
Instance.new("UIGradient") local UIAspectRatioConstraint =  
Instance.new("UIAspectRatioConstraint") ScreenGui.Parent =  
game.Players.LocalPlayer:WaitForChild("PlayerGui")  
ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling  
ImageButton.Parent = ScreenGui ImageButton.BackgroundColor3  
= Color3.fromRGB(255, 255, 255) ImageButton.Position =  
UDim2.new(0.10615778, 0, 0.16217947, 0) ImageButton.Size =  
UDim2.new(0.0627121851, 0, 0.107579626, 0) ImageButton.Image  
= "rbxassetid://16194443194" UICorner.CornerRadius =  
UDim.new(0, 30) UICorner.Parent = ImageButton UIGradient.Color  
= ColorSequence.new{ColorSequenceKeypoint.new(0.00,  
Color3.fromRGB(244, 0, 0)), ColorSequenceKeypoint.new(0.32,  
Color3.fromRGB(146, 255, 251)), ColorSequenceKeypoint.new(0.65,  
Color3.fromRGB(180, 255, 255)), ColorSequenceKeypoint.new(1.00,  
Color3.fromRGB(96, 255, 231))} UIGradient.Parent = ImageButton  
UIAspectRatioConstraint.Parent = ImageButton  
UIAspectRatioConstraint.AspectRatio = 0.988 local function  
HCEGY_fake_script() local script = Instance.new('LocalScript',  
UIGradient) local TweenService =  
game:GetService("TweenService") local tweeninfo =  
TweenInfo.new(4, Enum.EasingStyle.Linear,  
Enum.EasingDirection.In, -1) local tween =  
TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})  
tween:Play() end coroutine.wrap(HCEGY_fake_script)() local
```

```
function YTZCAJC_fake_script() local script =
Instance.new('LocalScript', ImageButton) local UIS =
game:GetService('UserInputService') local frame = script.Parent
local dragToggle = nil local dragSpeed = 0.25 local dragStart = nil
local startPos = nil local function updateInput(input) local delta =
input.Position - dragStart local position =
UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,
startPos.Y.Scale, startPos.Y.Offset + delta.Y)
game:GetService('TweenService'):Create(frame,
TweenInfo.new(dragSpeed), {Position = position}):Play() end
frame.InputBegan:Connect(function(input) if (input.UserInputType
== Enum.UserInputType.MouseButton1 or input.UserInputType ==
Enum.UserInputType.Touch) then dragToggle = true dragStart =
input.Position startPos = frame.Position
input.Changed:Connect(function() if input.UserInputState ==
Enum.UserInputState.End then dragToggle = false end end) end
end) UIS.InputChanged:Connect(function(input) if
input.UserInputType == Enum.UserInputType.MouseMovement or
input.UserInputType == Enum.UserInputType.Touch then if
dragToggle then updateInput(input) end end end)
script.Parent.MouseButton1Click:Connect(function()
game:GetService("VirtualInputManager"):SendKeyEvent(true,Enum
.KeyCode.End,false,game) end) end
coroutine.wrap(YTZCAJC_fake_script)()
```

```
----- -- Hehe local posX = 0 local posY = 60
local posZ = 0
```

```
----- --Create Tabs
Tabs.Main:AddParagraph({ Title = "Farming", Content = "Auto
Farm" }) local DropdownSelectWeapon =
Tabs.Main:AddDropdown("DropdownSelectWeapon", { Title =
```

```
"Dropdown", Values = {'Melee','Sword','Blox Fruit'}, Multi = false,
Default = 1, }) DropdownSelectWeapon:SetValue('Melee')
DropdownSelectWeapon:OnChanged(function(Value)
ChooseWeapon = Value end) task.spawn(function() while wait() do
pcall(function() if ChooseWeapon == "Melee" then for i ,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v.ToolTip == "Melee" then if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Nam
e)) then SelectWeapon = v.Name end end end elseif
ChooseWeapon == "Sword" then for i ,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v.ToolTip == "Sword" then if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Nam
e)) then SelectWeapon = v.Name end end end elseif
ChooseWeapon == " Blox Fruit" then for i ,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v.ToolTip == "Blox Fruit" then if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Nam
e)) then SelectWeapon = v.Name end end end else for i ,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v.ToolTip == "Melee" then if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Nam
e)) then SelectWeapon = v.Name end end end end end) end end)
local ToggleAutoFarmLevel =
Tabs.Main:AddToggle("ToggleAutoFarmLevel", {Title = "Auto Farm
Level", Default = false })
ToggleAutoFarmLevel:OnChanged(function(Value) _G.AutoLevel =
Value end) Options.ToggleAutoFarmLevel:SetValue(false)
spawn(function() while task.wait() do if _G.AutoLevel then
pcall(function() CheckLevel() if not
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text, NameMon) or
```



```
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest") if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameQ.Position).Magnitude > 2500 then BTP(CFrameQ) elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameQ.Position).Magnitude < 2500 then Tween(CFrameQ) end
else Tween(CFrameQ) end if (CFrameQ.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 5 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",NameQuest,QuestLv) end elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then if v.Name == Ms then repeat
game:GetService("RunService").Heartbeat:wait() AutoHaki()
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(60, 60, 60) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false FarmPos =
v.HumanoidRootPart.CFrame MonFarm = v.Name Click() until not
_G.AutoLevel or not v.Parent or v.Humanoid.Health <= 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or
game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false
end end end for i,v in pairs(game:GetService("Workspace"))
```

```
["_WorldOrigin"].EnemySpawns:GetChildren()) do if  
string.find(v.Name,NameMon) then if  
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -  
v.Position).Magnitude >= 10 then Tween(v.CFrame *  
CFrame.new(posX,posY,posZ)) end end end end  
Tween(v.HumanoidRootPart.CFrame * Pos2) end) end end end) if  
game:GetService("ReplicatedStorage").Effect.Container:FindFirstC  
hild("Death") then  
game:GetService("ReplicatedStorage").Effect.Container.Death:Des  
troy() end if  
game:GetService("ReplicatedStorage").Effect.Container:FindFirstC  
hild("Respawn") then  
game:GetService("ReplicatedStorage").Effect.Container.Respawn:  
Destroy() end local ToggleMobAura =  
Tabs.Main:AddToggle("ToggleMobAura", {Title = "Auto Near Mob",  
Default = false }) ToggleMobAura:OnChanged(function(Value)  
_G.AutoNear = Value end) Options.ToggleMobAura:SetValue(false)  
spawn(function() while wait(.1) do if _G.AutoNear then  
pcall(function() for i,v in pairs  
(game.Workspace.Enemies:GetChildren()) do if  
v:FindFirstChild("Humanoid") and  
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0  
then if v.Name then if  
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -  
v:FindFirstChild("HumanoidRootPart").Position).Magnitude <=  
5000 then repeat task.wait(0.1) AutoHaki()  
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame *  
Pos) v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)  
v.HumanoidRootPart.Transparency = 1 v.Humanoid.JumpPower =  
0 v.Humanoid.WalkSpeed = 0 v.HumanoidRootPart.CanCollide =  
false FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name  
Click() until not _G.AutoNear or not v.Parent or v.Humanoid.Health
```

```
<= 0 or not game.Workspace.Enemies:FindFirstChild(v.Name) end
end end end end) end end end) Tabs.Main:AddButton({ Title =
"Redeem All Code", Description = "Redeem all code x2 exp",
Callback = function() UseCode() end }) function UseCode(Text)
game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeSe
rver(Text) end UseCode("Sub2Fer999") UseCode("Enyu_is_Pro")
UseCode("Magicbus") UseCode("JCWK") UseCode("Starcodetheo")
UseCode("Bluxxy") UseCode("THEGREATAACE")
UseCode("SUB2GAMERROBOT_EXP1") UseCode("StrawHatMaine")
UseCode("Sub2OfficialNoobie")
UseCode("SUB2NOOBBMASTER123") UseCode("Sub2Daigrock")
UseCode("Axiore") UseCode("TantaiGaming")
UseCode("STRAWHATMAINE") Tabs.Main:AddButton({ Title = "Fps
Booster", Description = "Boost your fps", Callback = function()
FPSBooster() end }) function FPSBooster() local decalsyeeted =
true local g = game local w = g.Workspace local l = g.Lighting local
t = w.Terrain sethiddenproperty(l,"Technology",2)
sethiddenproperty(t,"Decoration",false) t.WaterWaveSize = 0
t.WaterWaveSpeed = 0 t.WaterReflectance = 0
t.WaterTransparency = 0 l.GlobalShadows = false l.FogEnd = 9e9
l.Brightness = 0 settings().Rendering.QualityLevel = "Level01" for i,
v in pairs(g:GetDescendants()) do if v:IsA("Part") or v:IsA("Union")
or v:IsA("CornerWedgePart") or v:IsA("TrussPart") then v.Material =
"Plastic" v.Reflectance = 0 elseif v:IsA("Decal") or v:IsA("Texture")
and decalsyeeted then v.Transparency = 1 elseif
v:IsA("ParticleEmitter") or v:IsA("Trail") then v.Lifetime =
NumberRange.new(0) elseif v:IsA("Explosion") then
v.BlastPressure = 1 v.BlastRadius = 1 elseif v:IsA("Fire") or
v:IsA("SpotLight") or v:IsA("Smoke") or v:IsA("Sparkles") then
v.Enabled = false elseif v:IsA("MeshPart") then v.Material =
"Plastic" v.Reflectance = 0 v.TextureID = 10385902758728957 end
end for i, e in pairs(l:GetChildren()) do if e:IsA("BlurEffect") or
```

```
e:IsA("SunRaysEffect") or e:IsA("ColorCorrectionEffect") or  
e:IsA("BloomEffect") or e:IsA("DepthOfFieldEffect") then e.Enabled  
= false end end end
```

----- --Mastery

```
Tabs.Main:AddParagraph({ Title = "Mastery Farm", Content = "Auto  
farm your mastery" }) local DropdownMastery =  
Tabs.Main:AddDropdown("DropdownMastery", { Title = "Farm  
Mode", Values = {"Level","Near Mobs"}, Multi = false, Default = 1, })  
DropdownMastery:SetValue("Level")  
DropdownMastery:OnChanged(function(Value) TypeMastery =  
Value end) local ToggleMasteryFruit =  
Tabs.Main:AddToggle("ToggleMasteryFruit", {Title = "Auto BF  
Mastery", Default = false })  
ToggleMasteryFruit:OnChanged(function(Value)  
AutoFarmMasDevilFruit = Value end)  
Options.ToggleMasteryFruit:SetValue(false) local  
ToggleMasteryGun = Tabs.Main:AddToggle("ToggleMasteryGun",  
{Title = "Auto Gun Mastery", Default = false })  
ToggleMasteryGun:OnChanged(function(Value) AutoFarmMasGun  
= Value end) Options.ToggleMasteryGun:SetValue(false)  
KillPercent = 40 local SliderHealt =  
Tabs.Main:AddSlider("SliderHealt", { Title = "Health %", Description  
= "Health for mastery", Default = 40, Min = 0, Max = 100, Rounding  
= 1, Callback = function(Value) KillPercent = Value end })  
SliderHealt:OnChanged(function(Value) KillPercent = Value end)  
SliderHealt:SetValue(40) spawn(function() while task.wait(.1) do if  
AutoFarmMasGun and TypeMastery == 'Level' then pcall(function()  
CheckLevel(SelectMonster) if not  
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.  
Quest.Container.QuestTitle.Title.Text, NameMon) or  
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
```

```
ble == false then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("AbandonQuest") Tween(CFrameQ) if (CFrameQ.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.Position).Magnitude <= 5 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StartQuest",NameQuest,QuestLv) end elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text, NameMon) or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then if v.Name == Ms then
repeat game:GetService("RunService").Heartbeat:wait() if
v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then EquipTool(CurrentEquipGun)
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.HumanoidRootPart.CFrame * Pos
game:GetService("Players").LocalPlayer.Character[CurrentEquipGu
n].Cooldown.Value = 0 UseSkillGun = true else UseSkillGun = false
AutoHaki() EquipTool(SelectWeapon) Click()
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
Click() FarmPos = v.HumanoidRootPart.CFrame MonFarm =
v.Name end until not AutoFarmMasGun or not v.Parent or
v.Humanoid.Health <= 0 or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
```

```
ble == false or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or
not TypeMastery == 'Queat' UseSkillGun = false end end end
UseSkillGun = false Tween(CFrameQ) end end) elseif
AutoFarmMasGun and TypeMastery == 'No Quest' then
pcall(function() if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude > 2000 then BTP(CFrameMon)
elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude < 2000 then Tween(CFrameMon)
end else Tween(CFrameMon) end CheckLevel() if
game.Workspace.Enemies:FindFirstChild(Ms) then for i,v in pairs
(game.Workspace.Enemies:GetChildren()) do if v.Name == Ms and
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then repeat
game:GetService("RunService").Heartbeat:wait() if
v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then EquipTool(CurrentEquipGun)
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.HumanoidRootPart.CFrame * Pos
game:GetService("Players").LocalPlayer.Character[CurrentEquipGu
n].Cooldown.Value = 0 UseSkillGun = true else UseSkillGun = false
AutoHaki() EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name end
until not AutoFarmMasGun or not v.Parent or v.Humanoid.Health
```

```
<= 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or
not TypeMastery == 'No Quest' end end else UseSkillGun = false
Tween(CFrameMon) end end) elseif AutoFarmMasGun and
TypeMastery == 'Near Mobs' then pcall(function() for i,v in pairs
(game.Workspace.Enemies:GetChildren()) do if v.Name and
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v:FindFirstChild("HumanoidRootPart").Position).Magnitude <=
2000 then repeat game:GetService("RunService").Heartbeat:wait()
if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then EquipTool(CurrentEquipGun)
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.HumanoidRootPart.CFrame * Pos
game:GetService("Players").LocalPlayer.Character[CurrentEquipGu
n].Cooldown.Value = 0 UseSkillGun = true else UseSkillGun = false
AutoHaki() EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
Click() FarmPos = v.HumanoidRootPart.CFrame MonFarm =
v.Name Click() end until not AutoFarmMasGun or not MasteryType
== 'Near Mobs' or not v.Parent or v.Humanoid.Health <= 0 or not
TypeMastery == 'Near Mobs' UseSkillGun = false end end end end)
elseif AutoFarmMasGun and TypeMastery == 'Boss' then if
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false then CheckBossQuest() if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
```

```
CFrameQBoss.Position).Magnitude > 2000 then
BTP(CFrameQBoss) wait(3) elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude < 2000 then
Tween(CFrameQBoss) end else Tween(CFrameQBoss) end if
(CFrameQBoss.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.Position).Magnitude <= 5 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StartQuest",NameQuestBoss,QuestLvBoss) end elseif
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then pcall(function() CheckBossQuest() if
game:GetService("Workspace").Enemies:FindFirstChild(SelectBoss
) then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == selectBoss and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then repeat
game:GetService("RunService").Heartbeat:wait() if
v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then EquipTool(CurrentEquipGun)
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ))
game:GetService("Players").LocalPlayer.Character[CurrentEquipGu
n].Cooldown.Value = 0 UseSkillGun = true else UseSkillGun = false
AutoHaki() EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name end
```



```
until not AutoFarmMasGun or not TypeMastery == 'Boss' or not
v.Parent or v.Humanoid.Health <= 0 or
game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false or
not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name)
end end else UseSkillGun = false
Tween(game:GetService("ReplicatedStorage"):FindFirstChild(SelectBoss).HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) end end) end end end end)
spawn(function()
game:GetService("RunService").RenderStepped:Connect(function()
) if UseSkillGun then pcall(function() for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == MonFarm then
game:GetService("Players").LocalPlayer.Character[CurrentEquipGun].RemoteFunctionShoot:InvokeServer(v.HumanoidRootPart.Position,v.HumanoidRootPart) ClickCamera() end end end) end end)
end) spawn(function() while wait(1) do if UseSkillGun then
pcall(function() CheckLevel() for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
SkillZ then local args = { [1] = FarmPosMasteryGun.Position }
game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))
game:GetService("VirtualInputManager"):SendKeyEvent(true,"Z",false,game)
game:GetService("VirtualInputManager"):SendKeyEvent(false,"Z",false,game) end if SkillX then local args = { [1] =
FarmPosMasteryGun.Position }
game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,"X",false,game)
game:GetService("VirtualInputManager"):SendKeyEvent(false,"X",false,game) end end end) end end end) spawn(function()
pcall(function()
game:GetService("RunService").RenderStepped:Connect(function()
) if UseSkillGun then local args = { [1] =
FarmPosMasteryGun.Position }
game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Data.Gun.Value].RemoteEvent:FireServer(
unpack(args)) end end) end) end) spawn(function() while
task.wait(1) do if _G.UseSkill then pcall(function() if _G.UseSkill
then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == MonFarm and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health <=
v.Humanoid.MaxHealth * KillPercent / 100 then repeat
game:GetService("RunService").Heartbeat:wait()
EquipTool(game.Players.LocalPlayer.Data.DevilFruit.Value)
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) PositionSkillMasteryDevilFruit =
v.HumanoidRootPart.Position if
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value) then
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).MousePos.Value =
PositionSkillMasteryDevilFruit local DevilFruitMastery =
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).Level.Value if
SkillZ and DevilFruitMastery >= 1 then
game:service('VirtualInputManager'):SendKeyEvent(true, "Z", false,
game) wait(.1)
```

```
game:service('VirtualInputManager'):SendKeyEvent(false, "Z",
false, game) end if SkillX and DevilFruitMastery >= 2 then
game:service('VirtualInputManager'):SendKeyEvent(true, "X", false,
game) wait(.2)
game:service('VirtualInputManager'):SendKeyEvent(false, "X",
false, game) end if SkillC and DevilFruitMastery >= 3 then
game:service('VirtualInputManager'):SendKeyEvent(true, "C", false,
game) wait(.3)
game:service('VirtualInputManager'):SendKeyEvent(false, "C",
false, game) end if SkillV and DevilFruitMastery >= 4 then
game:service('VirtualInputManager'):SendKeyEvent(true, "V", false,
game) wait(.4)
game:service('VirtualInputManager'):SendKeyEvent(false, "V",
false, game) end if SkillF and DevilFruitMastery >= 5 then
game:GetService("VirtualInputManager"):SendKeyEvent(true, "F",
false, game) wait(.5)
game:GetService("VirtualInputManager"):SendKeyEvent(false, "F",
false, game) end end until not AutoFarmMasDevilFruit or not
_G.UseSkill or v.Humanoid.Health == 0 end end end end) end end
end) spawn(function() while task.wait(.1) do if
AutoFarmMasDevilFruit and TypeMastery == 'Level' then
pcall(function() CheckLevel(SelectMonster) if not
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text, NameMon) or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("AbandonQuest") if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude > 2500 then BTP(CFrameQ)
wait(0.2) elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
```

```
CFrameQ.Position).Magnitude < 2500 then Tween(CFrameQ) end
else Tween(CFrameQ) end if (CFrameQ.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.Position).Magnitude <= 5 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StartQuest",NameQuest,QuestLv) end elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text, NameMon) or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then if v.Name == Ms then
repeat game:GetService("RunService").Heartbeat:wait() if
v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then _G.UseSkill = true else _G.UseSkill = false AutoHaki()
EquipTool(SelectWeapon) Click()
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
Click() FarmPos = v.HumanoidRootPart.CFrame MonFarm =
v.Name end until not AutoFarmMasDevilFruit or not v.Parent or
v.Humanoid.Health == 0 or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or
not TypeMastery == 'Level' _G.UseSkill = false end end end
_G.UseSkill = false Tween(Q) end end) elseif
AutoFarmMasDevilFruit and TypeMastery == 'No Quest' then
```

```
pcall(function() CheckLevel() if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude > 2000 then BTP(CFrameMon)
elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude < 2000 then Tween(CFrameMon)
end else Tween(CFrameMon) end if
game.Workspace.Enemies:FindFirstChild(Ms) then for i,v in pairs
(game.Workspace.Enemies:GetChildren()) do if v.Name == Ms and
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then repeat
game:GetService("RunService").Heartbeat:wait() if
v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then _G.UseSkill = true else _G.UseSkill = false AutoHaki()
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name end
until not AutoFarmMasDevilFruit or not v.Parent or
v.Humanoid.Health == 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or
not TypeMastery == 'No Quest' _G.UseSkill = false end end else
_G.UseSkill = false Tween(CFrameMon) end end) elseif
AutoFarmMasDevilFruit and TypeMastery == 'Near Mobs' then
pcall(function() for i,v in pairs
(game.Workspace.Enemies:GetChildren()) do if v.Name and
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
```

```
v:FindFirstChild("HumanoidRootPart").Position).Magnitude <=
2000 then repeat game:GetService("RunService").Heartbeat:wait()
if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then _G.UseSkill = true else _G.UseSkill = false AutoHaki()
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name
Click() end until not AutoFarmMasDevilFruit or not MasteryType ==
'Nearest' or not v.Parent or v.Humanoid.Health == 0 or not
TypeMastery == 'Nearest' _G.UseSkill = false end end end end)
elseif AutoFarmMasDevilFruit and TypeMastery == 'Boss' then if
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false then CheckBossQuest() if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude > 2000 then
BTP(CFrameQBoss) wait(3) elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude < 2000 then
Tween(CFrameQBoss) end else Tween(CFrameQBoss) end if
(CFrameQBoss.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.Position).Magnitude <= 5 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StartQuest",NameQuestBoss,QuestLvBoss) end elseif
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then pcall(function() CheckBossQuest() if
game:GetService("Workspace").Enemies:FindFirstChild(SelectBoss
) then for i,v in
```

```
pairs(game:GetService("Workspace").Enemies:GetChildren())) do if
v.Name == selectBoss and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then repeat
game:GetService("RunService").Heartbeat:wait() if
v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100
then _G.UseSkill = true else _G.UseSkill = false AutoHaki()
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(1, 1, 1) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11) --v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name end
until not AutoFarmMasDevilFruit or not TypeMastery == 'Boss' or
not v.Parent or v.Humanoid.Health == 0 or
game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false or
not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name)
end end else _G.UseSkill = false
Tween(game:GetService("ReplicatedStorage"):FindFirstChild(SelectBoss).HumanoidRootPart.CFrame * PosY) end end) end end end
end) Tabs.Main:AddParagraph({ Title = "Misc Farm", Content =
"Bone & Cake Prince & " }) local ToggleBone =
Tabs.Main:AddToggle("ToggleBone", {Title = "Auto Farm Bone",
Default = false }) ToggleBone:OnChanged(function(Value)
_G.AutoBone = Value end) Options.ToggleBone:SetValue(false)
local FaiFaoQuestBone = CFrame.new(-9515.75,
174.8521728515625, 6079.40625) spawn(function() while wait() do
if _G.AutoBone then pcall(function() local QuestTitle =
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text if not string.find(QuestTitle, "Demonic
Soul") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("AbandonQuest") end if
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false then if BypassTP then wait() if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
FaiFaoQuestBone.Position).Magnitude > 2500 then
BTP(FaiFaoQuestBone) elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
FaiFaoQuestBone.Position).Magnitude < 2500 then
Tween(FaiFaoQuestBone) end else Tween(FaiFaoQuestBone) end
if (FaiFaoQuestBone.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.Position).Magnitude <= 3 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StartQuest","HauntedQuest2",1) end elseif
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then if
game:GetService("Workspace").Enemies:FindFirstChild("Reborn
Skeleton") or
game:GetService("Workspace").Enemies:FindFirstChild("Living
Zombie") or
game:GetService("Workspace").Enemies:FindFirstChild("Demonic
Soul") or
game:GetService("Workspace").Enemies:FindFirstChild("Posessed
Mummy") then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild("HumanoidRootPart") and
v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then if
v.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or
v.Name == "Demonic Soul" or v.Name == "Posessed Mummy" then
if
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
```



```
Quest.Container.QuestTitle.Title.Text, "Demonic Soul") then repeat
task.wait() AutoHaki() EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame * Pos)
v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
v.HumanoidRootPart.Transparency = 1 v.Humanoid.JumpPower =
0 v.Humanoid.WalkSpeed = 0 v.HumanoidRootPart.CanCollide =
false FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name
Click() until not _G.AutoBone or v.Humanoid.Health <= 0 or not
v.Parent or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false else
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("AbandonQuest") end end end end else if
game:GetService("ReplicatedStorage"):FindFirstChild("Demonic
Soul") then Tween(v.HumanoidRootPart.CFrame * Pos2) end end
end end) end end end) local ToggleCake =
Tabs.Main:AddToggle("ToggleCake", {Title = "Auto Farm Cake
Prince", Default = false }) ToggleCake:OnChanged(function(Value)
_G.CakePrince = Value end) Options.ToggleCake:SetValue(false)
spawn(function() while task.wait() do if _G.CakePrince then
game.ReplicatedStorage.Remotes.CommF_:InvokeServer("CakePri
nceSpawner") if game.ReplicatedStorage:FindFirstChild("Cake
Prince") or
game:GetService("Workspace").Enemies:FindFirstChild("Cake
Prince") then if
game:GetService("Workspace").Enemies:FindFirstChild("Cake
Prince") then for i,v in
pairs(game.Workspace.Enemies:GetChildren()) do if
_G.CakePrince and v.Name == "Cake Prince" and
v:FindFirstChild("HumanoidRootPart") and
v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then
repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
```

```
Tween(v.HumanoidRootPart.CFrame * Pos)
v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
v.HumanoidRootPart.Transparency = 1 v.Humanoid.JumpPower =
0 v.Humanoid.WalkSpeed = 0 v.HumanoidRootPart.CanCollide =
false FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name
game:GetService'VirtualUser':CaptureController()
game:GetService'VirtualUser':Button1Down(Vector2.new(1280,
672),workspace.CurrentCamera.CFrame) BringMobs = false until
not _G.CakePrince or not v.Parent or v.Humanoid.Health <= 0
BringMobs = true end end else if
game:GetService("Workspace").Map.CakeLoaf.BigMirror.Other.Tra
nsparency == 0 and (CFrame.new(-1990.672607421875,
4532.99951171875, -14973.6748046875).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude >= 2000 then Tween(CFrame.new(-2151.82153,
149.315704, -12404.9053)) BirngMobs = true end end else if
game:GetService("Workspace").Enemies:FindFirstChild("Cookie
Crafter") or
game:GetService("Workspace").Enemies:FindFirstChild("Cake
Guard") or
game:GetService("Workspace").Enemies:FindFirstChild("Baking
Staff") or
game:GetService("Workspace").Enemies:FindFirstChild("Head
Baker") then for i,v in
pairs(game.Workspace.Enemies:GetChildren()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then if (v.Name == "Cookie Crafter" or v.Name == "Cake Guard" or
v.Name == "Baking Staff" or v.Name == "Head Baker") and
v:FindFirstChild("HumanoidRootPart") and
v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then
repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
```

```
Tween(v.HumanoidRootPart.CFrame * Pos)
v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
v.HumanoidRootPart.Transparency = 1 v.Humanoid.JumpPower =
0 v.Humanoid.WalkSpeed = 0 v.HumanoidRootPart.CanCollide =
false FarmPos = v.HumanoidRootPart.CFrame MonFarm = v.Name
game:GetService'VirtualUser':CaptureController()
game:GetService'VirtualUser':Button1Down(Vector2.new(1280,
672),workspace.CurrentCamera.CFrame) until not _G.CakePrince
or not v.Parent or v.Humanoid.Health <= 0 end end end else local
cakepos = CFrame.new(-2077, 252, -12373) if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
cakepos.Position).Magnitude > 2000 then BTP(cakepos) wait(3)
elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
cakepos.Position).Magnitude < 2000 then Tween(cakepos) end
else Tween(v.HumanoidRootPart.CFrame * Pos2) end end end end
end end) local ToggleVatChatKiDi =
Tabs.Main:AddToggle("ToggleVatChatKiDi", {Title = "Auto Farm
Ectoplasm", Default = false })
ToggleVatChatKiDi:OnChanged(function(Value) _G.Ecto = Value
end) Options.ToggleVatChatKiDi:SetValue(false) spawn(function()
while wait(.1) do pcall(function() if _G.Ecto then if
game:GetService("Workspace").Enemies:FindFirstChild("Ship
Deckhand") or
game:GetService("Workspace").Enemies:FindFirstChild("Ship
Engineer") or
game:GetService("Workspace").Enemies:FindFirstChild("Ship
Steward") or
game:GetService("Workspace").Enemies:FindFirstChild("Ship
Officer") then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == "Ship Steward" or v.Name == "Ship Engineer" or v.Name
```

```
== "Ship Deckhand" or v.Name == "Ship Officer" and
v:FindFirstChild("Humanoid") then if v.Humanoid.Health > 0 then
repeat game:GetService("RunService").Heartbeat:wait()
AutoHaki() EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame * Pos)
v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
v.HumanoidRootPart.Transparency = 1 v.Humanoid.JumpPower =
0 v.Humanoid.WalkSpeed = 0 v.HumanoidRootPart.CanCollide =
false --v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14) FarmPos =
v.HumanoidRootPart.CFrame MonFarm = v.Name Click() until
_G.Ecto == false or not v.Parent or v.Humanoid.Health == 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name)
end end end else local Distance = (Vector3.new(904.4072265625,
181.05767822266, 33341.38671875) -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude if Distance > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(923.21252441406,
126.9760055542, 32852.83203125)) end
Tween(CFrame.new(904.4072265625, 181.05767822266,
33341.38671875)) end end end) end end)
Tabs.Main:AddParagraph({ Title = "Boss Farm", Content = "" }) if
First_Sea then tableBoss = {"The Gorilla King","Bobby","Yeti","Mob
Leader","Vice Admiral","Warden","Chief Warden","Swan","Magma
Admiral","Fishman Lord","Wysper","Thunder God","Cyborg","Saber
Expert"} elseif Second_Sea then tableBoss =
{"Diamond","Jeremy","Fajita","Don Swan","Smoke Admiral","Cursed
Captain","Darkbeard","Order","Awakened Ice Admiral","Tide Keeper"}
elseif Third_Sea then tableBoss = {"Stone","Island Empress","Kilo
Admiral","Captain Elephant","Beautiful Pirate","rip_indra True
Form","Longma","Soul Reaper","Cake Queen"} end local
```

```
DropdownBoss = Tabs.Main:AddDropdown("DropdownBoss", { Title
= "Dropdown", Values = tableBoss, Multi = false, Default = 1, })
DropdownBoss:SetValue("")
DropdownBoss:OnChanged(function(Value) _G.SelectBoss = Value
end) local ToggleAutoFarmBoss =
Tabs.Main:AddToggle("ToggleAutoFarmBoss", {Title = "Killing
Boss", Default = false })
ToggleAutoFarmBoss:OnChanged(function(Value) _G.AutoBoss =
Value end) Options.ToggleAutoFarmBoss:SetValue(false)
spawn(function() while wait() do if _G.AutoBoss and BypassTP
then pcall(function() if
game:GetService("Workspace").Enemies:FindFirstChild(_G.SelectB
oss) then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == _G.SelectBoss then if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
v.HumanoidRootPart.CanCollide = false v.Humanoid.WalkSpeed =
0 v.HumanoidRootPart.Size = Vector3.new(80,80,80)
Tween(v.HumanoidRootPart.CFrame * Pos) Click() BringMobs =
false
sethiddenproperty(game:GetService("Players").LocalPlayer,"Simula
tionRadius",math.huge) until not _G.AutoBoss or not v.Parent or
v.Humanoid.Health <= 0 end end BringMobs = true end elseif
game.ReplicatedStorage:FindFirstChild(_G.SelectBoss) then if
((game.ReplicatedStorage:FindFirstChild(_G.SelectBoss).Humanoi
dRootPart.CFrame).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
magnitude <= 1500 then
Tween(game.ReplicatedStorage:FindFirstChild(_G.SelectBoss).Hu
manoidRootPart.CFrame) else
BTP(game.ReplicatedStorage:FindFirstChild(_G.SelectBoss).Huma
```

```
noidRootPart.CFrame) end BringMobs = true end end) end end
end) spawn(function() while wait() do if _G.AutoBoss and not
BypassTP then pcall(function() if
game:GetService("Workspace").Enemies:FindFirstChild(_G.SelectB
oss) then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == _G.SelectBoss then if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
v.HumanoidRootPart.CanCollide = false v.Humanoid.WalkSpeed =
0 v.HumanoidRootPart.Size = Vector3.new(80,80,80)
Tween(v.HumanoidRootPart.CFrame * Pos) Click() BringMobs =
false until not _G.AutoBoss or not v.Parent or v.Humanoid.Health
<= 0 end BringMobs = true end end else if
game:GetService("ReplicatedStorage"):FindFirstChild(_G.SelectBo
ss) then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild(_G.S
electBoss).HumanoidRootPart.CFrame * CFrame.new(5,10,7)) end
end end) BringMobs = true end end end)
Tabs.Main:AddParagraph({ Title = "Material", Content = "Auto farm
material" }) if First_Sea then MaterialList = { "Scrap
Metal","Leather","Angel Wings","Magma Ore","Fish Tail" } elseif
Second_Sea then MaterialList = { "Scrap
Metal","Leather","Radioactive Material","Mystic Droplet","Magma
Ore","Vampire Fang" } elseif Third_Sea then MaterialList = { "Scrap
Metal","Leather","Demoniac Wisp","Conjured Cocoa","Dragon
Scale","Gunpowder","Fish Tail","Mini Tusk" } end local
DropdownMaterial = Tabs.Main:AddDropdown("DropdownMaterial",
{ Title = "Dropdown", Values = MaterialList, Multi = false, Default =
1, }) DropdownMaterial:SetValue("Conjured Cocoa")
DropdownMaterial:OnChanged(function(Value) SelectMaterial =
Value end) local ToggleMaterial =
```

```
Tabs.Main:AddToggle("ToggleMaterial", {Title = "Auto Farm
Material", Default = false })
ToggleMaterial:OnChanged(function(Value) _G.AutoMaterial =
Value end) Options.ToggleMaterial:SetValue(false)
spawn(function() while task.wait() do if _G.AutoMaterial then
pcall(function() MaterialMon(SelectMaterial) if BypassTP then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
MPos.Position).Magnitude > 3500 then BTP(MPos) elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
MPos.Position).Magnitude < 3500 then Tween(MPos) end else
Tween(MPos) end if
game:GetService("Workspace").Enemies:FindFirstChild(MMon)
then for i,v in pairs (game.Workspace.Enemies:GetChildren()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then if v.Name == MMon then repeat task.wait() AutoHaki()
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(60, 60, 60) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false FarmPos =
v.HumanoidRootPart.CFrame MonFarm = v.Name Click() until not
_G.AutoMaterial or not v.Parent or v.Humanoid.Health <= 0 end
end end else for i,v in pairs(game:GetService("Workspace")
["_WorldOrigin"].EnemySpawns:GetChildren()) do if
string.find(v.Name, Mon) then if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v.Position).Magnitude >= 10 then Tween(v.CFrame *
CFrame.new(posX,posY,posZ)) end end end end end) end end end)
if Third_Sea then Tabs.Main:AddParagraph({ Title = "Rough Sea",
Content = "Auto rough sea" }) local ToggleBoat =
Tabs.Main:AddToggle("ToggleBoat", {Title = "Auto Buy Boat",
```

```
Default = false }) ToggleBoat:OnChanged(function(Value)
_G.AutoBuyBoat = Value end) Options.ToggleBoat:SetValue(false)
task.spawn(function() while wait() do pcall(function() if
_G.AutoBuyBoat then if not
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBea
st1") then if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBasic")
then if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then buyb = TPP(CFrame.new(-4513.90087890625,
16.76398277282715, -2658.820556640625)) if
(CFrame.new(-4513.90087890625, 16.76398277282715,
-2658.820556640625).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
magnitude <= 10 then if buyb then buyb:Stop() end local args = { [1]
= "BuyBoat", [2] = "PirateBrigade" }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then if
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
== false then
TPP(game:GetService("Workspace").Boats.PirateBrigade.VehicleS
eat.CFrame * CFrame.new(0,1,0)) elseif
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
== true then repeat wait() if
(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.
CFrame.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
magnitude <= 10 then TPB(CFrame.new(35.04552459716797,
```



```
17.750778198242188, 4819.267578125)) end until
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBea
st1") or _G.AutoBuyBoat == false end end elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then for is,vs in
pairs(game:GetService("Workspace").Boats:GetChildren()) do if
vs.Name == "PirateBrigade" then if vs:FindFirstChild("VehicleSeat")
then repeat wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false TPP(vs.VehicleSeat.CFrame * CFrame.new(0,1,0)) until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") or _G.AutoBuyBoat == false end end end end elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then for iss,v in
pairs(game:GetService("Workspace").Boats:GetChildren()) do if
v.Name == "PirateBrigade" then if v:FindFirstChild("VehicleSeat")
then repeat wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false TPP(v.VehicleSeat.CFrame * CFrame.new(0,1,0)) until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") or _G.AutoBuyBoat == false end end end end elseif
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBea
st1") then for i,v in
pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
if v:FindFirstChild("HumanoidRootPart") then repeat wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false TPP(v.HumanoidRootPart.CFrame * CFrame.new(0,500,0))
EquipAllWeapon() AutoSkill = true AimBotSkillPosition =
v.HumanoidRootPart Skillaimbot = true until not
v:FindFirstChild("HumanoidRootPart") or _G.AutoBuyBoat == false
AutoSkill = false Skillaimbot = false end end end end end) end end)
local ToggleTW = Tabs.Main:AddToggle("ToggleTW", {Title = "Auto
```

```
Press W", Default = false }) ToggleTW:OnChanged(function(Value)
_G.AutoW = Value end) Options.ToggleTW:SetValue(false)
spawn(function() while wait() do pcall(function() if _G.AutoW then
game:GetService("VirtualInputManager"):SendKeyEvent(true,"W",fa
lse,game) end end) end end) local ToggleTerrorshark =
Tabs.Main:AddToggle("ToggleTerrorshark", {Title = "Auto Kill
Terrorshark", Default = false })
ToggleTerrorshark:OnChanged(function(Value) _G.AutoTerrorshark
= Value end) Options.ToggleTerrorshark:SetValue(false)
spawn(function() while wait() do if _G.AutoTerrorshark then
pcall(function() if
game:GetService("Workspace").Enemies:FindFirstChild("Terrorshar
k") then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == "Terrorshark" then if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
v.HumanoidRootPart.CanCollide = false v.Humanoid.WalkSpeed =
0 v.HumanoidRootPart.Size = Vector3.new(50,50,50) Click()
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) until not _G.AutoTerrorshark or not
v.Parent or v.Humanoid.Health <= 0 end end end else if
game:GetService("ReplicatedStorage"):FindFirstChild("Terrorshark"
) then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Terr
orshark").HumanoidRootPart.CFrame * CFrame.new(2,20,2)) else
end end end) end end end) local TogglePiranha =
Tabs.Main:AddToggle("TogglePiranha", {Title = "Auto Kill Piranha",
Default = false }) TogglePiranha:OnChanged(function(Value)
_G.farmpiranya = Value end)
Options.TogglePiranha:SetValue(false) spawn(function() while
wait() do if _G.farmpiranya then pcall(function() if
```

```
game:GetService("Workspace").Enemies:FindFirstChild("Piranha")
then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == "Piranha" then if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
v.HumanoidRootPart.CanCollide = false v.Humanoid.WalkSpeed =
0 v.HumanoidRootPart.Size = Vector3.new(50,50,50) Click()
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) until not _G.farmpiranya or not
v.Parent or v.Humanoid.Health <= 0 end end end else if
game:GetService("ReplicatedStorage"):FindFirstChild("Piranha")
then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Pira
nha").HumanoidRootPart.CFrame * CFrame.new(2,20,2)) else end
end end) end end end) Tabs.Main:AddParagraph({ Title = "Elite
Hunter", Content = "Auto find and kill boss elite" }) local ToggleElite
= Tabs.Main:AddToggle("ToggleElite", {Title = "Auto Elite Hunter",
Default = false }) ToggleElite:OnChanged(function(Value)
_G.AutoElite = Value end) Options.ToggleElite:SetValue(false)
spawn(function() while task.wait() do if _G.AutoElite then
pcall(function() if
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then if
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text,"Diablo") or
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text,"Deandre") or
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.
Quest.Container.QuestTitle.Title.Text,"Urban") then if
game:GetService("Workspace").Enemies:FindFirstChild("Diablo") or
game:GetService("Workspace").Enemies:FindFirstChild("Deandre")
```

```
or game:GetService("Workspace").Enemies:FindFirstChild("Urban")
then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then if v.Name == "Diablo" or v.Name == "Deandre" or v.Name ==
"Urban" then repeat task.wait() EquipTool(SelectWeapon)
AutoHaki() Tween(v.HumanoidRootPart.CFrame * Pos)
MonsterPosition = v.HumanoidRootPart.CFrame
v.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(14) --v.Humanoid:ChangeState(11)
Click() FarmPos = v.HumanoidRootPart.CFrame MonFarm =
v.Name v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
BringMobs = false until _G.AutoElite == false or v.Humanoid.Health
<= 0 or not v.Parent end BringMobs = true end end else if
BypassTP then if
game:GetService("ReplicatedStorage"):FindFirstChild("Diablo")
then
BTP(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo")
).HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Deandre")
then
BTP(game:GetService("ReplicatedStorage"):FindFirstChild("Deandr
e").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Urban") then
BTP(game:GetService("ReplicatedStorage"):FindFirstChild("Urban")
).HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ)) end
else if
```

```
game:GetService("ReplicatedStorage"):FindFirstChild("Diablo")
then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Diab
lo").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Deandre")
then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Dea
ndre").HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Urban") then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Urba
n").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
end end end end else
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("EliteHunter") end end) end BirngMobs = true end end) end if
Third_Sea then Tabs.Main:AddParagraph({ Title = "Sea Beast",
Content = "Auto Kill Sea Beast" }) local ToggleSeaBeAst =
Tabs.Main:AddToggle("ToggleSeaBeAst", {Title = "Auto Sea Beast",
Default = false }) ToggleSeaBeAst:OnChanged(function(Value)
_G.AutoSeaBeast = Value end)
Options.ToggleSeaBeAst:SetValue(false) local gg =
getrawmetatable(game) local old = gg.__namecall
setreadonly(gg,false) gg.__namecall = newcclosure(function(...)
local method = getnamecallmethod() local args = {...} if
tostring(method) == "FireServer" then if tostring(args[1]) ==
"RemoteEvent" then if tostring(args[2]) ~= "true" and
tostring(args[2]) ~= "false" then if Skillaimbot then args[2] =
AimBotSkillPosition return old(unpack(args)) end end end end
return old(...) end) Skillz = true Skillx = true Skillc = true Skillv =
true spawn(function() while wait() do pcall(function() if AutoSkill
then if Skillz then
```

```
game:service('VirtualInputManager'):SendKeyEvent(true, "Z", false,
game) wait(.1)
game:service('VirtualInputManager'):SendKeyEvent(false, "Z",
false, game) end if Skillx then
game:service('VirtualInputManager'):SendKeyEvent(true, "X", false,
game) wait(.1)
game:service('VirtualInputManager'):SendKeyEvent(false, "X",
false, game) end if Skillc then
game:service('VirtualInputManager'):SendKeyEvent(true, "C", false,
game) wait(.1)
game:service('VirtualInputManager'):SendKeyEvent(false, "C",
false, game) end if Skillv then
game:service('VirtualInputManager'):SendKeyEvent(true, "V", false,
game) wait(.1)
game:service('VirtualInputManager'):SendKeyEvent(false, "V",
false, game) end end end) end end) task.spawn(function() while
wait() do pcall(function() if _G.AutoSeaBeast then if not
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBea
st1") then if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBasic")
then if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigad
e") then buyb = TPP(CFrame.new(-4513.90087890625,
16.76398277282715, -2658.820556640625)) if
(CFrame.new(-4513.90087890625, 16.76398277282715,
-2658.820556640625).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
magnitude <= 10 then if buyb then buyb:Stop() end local args = { [1]
= "BuyBoat", [2] = "PirateBrigade" }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
```

```
server(unpack(args)) end elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then if
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
== false then
TPP(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.CFrame * CFrame.new(0,1,0)) elseif
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
== true then repeat wait() if
(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.CFrame.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
magnitude <= 10 then TPB(CFrame.new(35.04552459716797,
17.750778198242188, 4819.267578125)) end until
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") or _G.AutoSeaBeast == false end end elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then for is,vs in
pairs(game:GetService("Workspace").Boats:GetChildren()) do if
vs.Name == "PirateBrigade" then if vs:FindFirstChild("VehicleSeat")
then repeat wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false TPP(vs.VehicleSeat.CFrame * CFrame.new(0,1,0)) until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or _G.AutoSeaBeast == false end end end end elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then for iss,v in
pairs(game:GetService("Workspace").Boats:GetChildren()) do if
v.Name == "PirateBrigade" then if v:FindFirstChild("VehicleSeat")
then repeat wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false TPP(v.VehicleSeat.CFrame * CFrame.new(0,1,0)) until not
```

```
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or _G.AutoSeaBeast == false end end end end elseif
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then for i,v in
pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
if v:FindFirstChild("HumanoidRootPart") then repeat wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false TPP(v.HumanoidRootPart.CFrame * CFrame.new(0,500,0))
EquipAllWeapon() AutoSkill = true AimBotSkillPosition =
v.HumanoidRootPart Skillaimbot = true until not
v:FindFirstChild("HumanoidRootPart") or _G.AutoSeaBeast == false
AutoSkill = false Skillaimbot = false end end end end end) end end)
local ToggleAutoW = Tabs.Main:AddToggle("ToggleAutoW", {Title =
"Auto Press W", Default = false })
ToggleAutoW:OnChanged(function(Value) _G.AutoW = Value end)
Options.ToggleAutoW:SetValue(false) spawn(function() while
wait() do pcall(function() if _G.AutoW then
game:GetService("VirtualInputManager"):SendKeyEvent(true,"W",fa
lse,game) end end) end end) Tabs.Main:AddParagraph({ Title =
"Mirage Island", Content = "Auto Summon Mystic Island" }) local
ToggleMirage = Tabs.Main:AddToggle("ToggleMirage", {Title =
"Auto Mirage Island", Default = false })
ToggleMirage:OnChanged(function(Value) if state then _G.dao =
true else _G.dao = false end if _G.dao then local args = { [1] =
"requestEntrance", [2] = Vector3.new(-12463.6025390625,
378.3270568847656, -7566.0830078125) }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) wait(1) BTPZ(CFrame.new(-5411.22021,
778.609863, -2682.27759, 0.927179396, 0, 0.374617696, 0, 1, 0,
-0.374617696, 0, 0.927179396)) local args = { [1] = "BuyBoat", [2] =
"MarineBrigade" }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
```



```
server(unpack(args)) function two(gotoCFrame) --- Tween
pcall(function() game.Players.LocalPlayer.Character.Humanoid.Sit
= false
game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored
= false end) if (game:GetService("Players")
["LocalPlayer"].Character.HumanoidRootPart.Position -
gotoCFrame.Position).Magnitude <= 200 then pcall(function()
tweenz:Cancel() end) game:GetService("Players")
["LocalPlayer"].Character.HumanoidRootPart.CFrame =
gotoCFrame else local tween_s = game:service"TweenService"
local info = TweenInfo.new((game:GetService("Players")
["LocalPlayer"].Character.HumanoidRootPart.Position -
gotoCFrame.Position).Magnitude/325, Enum.EasingStyle.Linear)
tween, err = pcall(function() tweenz =
tween_s:Create(game.Players.LocalPlayer.Character["HumanoidRo
otPart"], info, {CFrame = gotoCFrame}) tweenz:Play() end) if not
tween then return err end end function _TweenCanCle()
tweenz:Cancel() end end two(CFrame.new(-5100.7085, 29.968586,
-6792.45459, -0.33648631, -0.0396691673, 0.940852463,
-6.40461678e-07, 0.999112308, 0.0421253517, -0.941688359,
0.0141740013, -0.336187631)) wait(13) for _,v in next,
workspace.Boats.MarineBrigade:GetDescendants() do if
v.Name:find("VehicleSeat") then
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.CFrame if
game:GetService("Workspace").Map:FindFirstChild("MysticIsland")
then
Tween(game:GetService("Workspace").Map:FindFirstChild("MysticI
sland").HumanoidRootPart.CFrame * CFrame.new(0,500,-100)) end
end end end end) Options.ToggleMirage:SetValue(false) local
AutoW = Tabs.Main:AddToggle("AutoW", {Title = "Auto Press W",
Default = false }) AutoW:OnChanged(function(Value) _G.AutoW =
```

```
Value end) Options.AutoW:SetValue(false) spawn(function() while
wait() do pcall(function() if _G.AutoW then
game:GetService("VirtualInputManager"):SendKeyEvent(true,"W",fa
lse,game) end end) end end) end Tabs.Main:AddParagraph({ Title
= "Items", Content = "Auto get items" }) local ToggleHallow =
Tabs.Main:AddToggle("ToggleHallow", {Title = "Auto Hallow Scythe
[Fully]", Default = false }) ToggleHallow:OnChanged(function(Value)
AutoHallowScythe = Value end)
Options.ToggleHallow:SetValue(false) spawn(function() while
wait() do if AutoHallowScythe then pcall(function() if
game:GetService("Workspace").Enemies:FindFirstChild("Soul
Reaper") then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
string.find(v.Name , "Soul Reaper") then repeat task.wait()
AutoHaki() EquipTool(SelectWeapon) v.HumanoidRootPart.Size =
Vector3.new(50,50,50) Tween(v.HumanoidRootPart.CFrame * Pos)
v.HumanoidRootPart.Transparency = 1
sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",m
ath.huge) Click() until v.Humanoid.Health <= 0 or
AutoHallowScythe == false end end elseif
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Hallow Essence") or
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Hallow Essence") then repeat
Tween(CFrame.new(-8932.322265625, 146.83154296875,
6062.55078125)) wait() until (CFrame.new(-8932.322265625,
146.83154296875, 6062.55078125).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude <= 8 EquipTool("Hallow Essence") else if
game:GetService("ReplicatedStorage"):FindFirstChild("Soul
Reaper") then
Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Soul
```

```
Reaper").HumanoidRootPart.CFrame * CFrame.new(2,20,2)) else
end end end) end end end) spawn(function() while wait(0.001) do
if AutoHallowSycthe then local args = { [1] = "Bones", [2] = "Buy", [3]
= 1, [4] = 1 }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end end end) local ToggleYama =
Tabs.Main:AddToggle("ToggleYama", {Title = "Auto Get Yama",
Default = false }) ToggleYama:OnChanged(function(Value)
_G.AutoYama = Value end) Options.ToggleYama:SetValue(false)
spawn(function() while wait() do if _G.AutoYama then if
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("EliteHunter","Progress") >= 30 then repeat wait(.1)
fireclickdetector(game:GetService("Workspace").Map.Waterfall.Se
aledKatana.Handle.ClickDetector) until
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Yama") or not _G.AutoYama end end end end) local ToggleTushita
= Tabs.Main:AddToggle("ToggleTushita", {Title = "Auto Tushita",
Default = false }) ToggleTushita:OnChanged(function(Value)
AutoTushita = Value end) Options.ToggleTushita:SetValue(false)
local FaiFaoTushita = CFrame.new(-10238.875976563,
389.7912902832, -9549.7939453125) spawn(function() while
task.wait(.1) do if AutoTushita then pcall(function() autoTushita()
end) end end end) function enemyrip()
Tween(CFrame.new(-5332.30371, 423.985413, -2673.48218))
wait() if game.Workspace.Enemies:FindFirstChild("rip_indra True
Form") then local mobs = game.Workspace.Enemies:GetChildren()
for i,v in pairs(mobs) do if v.Name == "rip_indra True Form" and
v:IsA("Model") and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then return v end end end return
game.ReplicatedStorage:FindFirstChild("rip_indra True Form") end
function enemyEliteBoss() if
```

```
game.Workspace.Enemies:FindFirstChild("Deandre") or
game.Workspace.Enemies:FindFirstChild("Urban") or
game.Workspace.Enemies:FindFirstChild("Diablo") then local mobs
= game.Workspace.Enemies:GetChildren() for i,v in pairs(mobs) do
if v.Name == "Deandre" or v.Name == "Diablo" or v.Name == "Urban"
and v:IsA("Model") and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then return v end end end return
game.ReplicatedStorage:FindFirstChild("Deandre") or
game.ReplicatedStorage:FindFirstChild("Urban") or
game.ReplicatedStorage:FindFirstChild("Diablo") end function
enemyLongma() Tween(CFrame.new(-10171.7051, 406.981995,
-9552.31738)) if
game.Workspace.Enemies:FindFirstChild("Longma") then local
mobs = game.Workspace.Enemies:GetChildren() for i,v in
pairs(mobs) do if v.Name == "Longma" and v:IsA("Model") and
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then return v end end end return
game.ReplicatedStorage:FindFirstChild("Longma") end function
autoTushita() if not
game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice")
and not game.Players.LocalPlayer.Character:FindFirstChild("God's
Chalice") then if
game.Workspace.Enemies:FindFirstChild("Deandre") or
game.Workspace.Enemies:FindFirstChild("Urban") or
game.Workspace.Enemies:FindFirstChild("Diablo") or
game.ReplicatedStorage:FindFirstChild("Deandre") or
game.ReplicatedStorage:FindFirstChild("Urban") or
game.ReplicatedStorage:FindFirstChild("Diablo") then if
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == false then repeat Tween(CFrame.new(5420.49219,
```

```
314.446045, -2823.07373)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(1) repeat Tween(CFrame.new(5420.49219, 314.446045,
-2823.07373)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(1.1)
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("EliteHunter") wait(1) elseif
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visi
ble == true then CheckLevel() AutoHaki() pcall(function()
EquipTool(SelectWeapon) pcall(function() local v =
enemyEliteBoss() v.HumanoidRootPart.CanCollide = false
v.HumanoidRootPart.Size = Vector3.new(50, 50, 50)
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) Click() end) end) end else
Tween(CFrame.new(-12554.9443, 337.194092, -7501.44727)) end
elseif game.Players.LocalPlayer.Backpack:FindFirstChild("God's
Chalice") or
game.Players.LocalPlayer.Character:FindFirstChild("God's
Chalice") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("activateColor","Winter Sky") wait(0.5) repeat
Tween(CFrame.new(-5420.16602, 1084.9657, -2666.8208)) wait()
until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(-5420.16602, 1084.9657, -2666.8208)).Magnitude <=
10 wait(0.5)
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("activateColor","Pure Red") wait(0.5) repeat
Tween(CFrame.new(-5414.41357, 309.865753, -2212.45776))
```

```
wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(-5414.41357, 309.865753, -2212.45776)).Magnitude
<= 10 wait(0.5)
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("activateColor","Snow White") wait(0.5) repeat
Tween(CFrame.new(-4971.47559, 331.565765, -3720.02954))
wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(-4971.47559, 331.565765, -3720.02954)).Magnitude
<= 10 wait(0.5) EquipTool("God's Chalice") wait(0.5) repeat
Tween(CFrame.new(-5560.27295, 313.915466, -2663.89795))
wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(-5560.27295, 313.915466, -2663.89795)).Magnitude
<= 10 wait(0.5) repeat Tween(CFrame.new(-5561.37451,
313.342529, -2663.4948)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(1) repeat Tween(CFrame.new(5154.17676, 141.786423,
911.046326)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(0.2) repeat Tween(CFrame.new(5148.03613, 162.352493,
910.548218)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(1) EquipTool("Holy Torch") wait(1) wait(0.4) repeat
Tween(CFrame.new(-10752.7695, 412.229523, -9366.36328))
wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
```

```
10 wait(0.4) repeat Tween(CFrame.new(-11673.4111, 331.749023,
-9474.34668)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(0.4) repeat Tween(CFrame.new(-12133.3389, 519.47522,
-10653.1904)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(0.4) repeat Tween(CFrame.new(-13336.5, 485.280396,
-6983.35254)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(0.4) repeat Tween(CFrame.new(-13487.4131, 334.84845,
-7926.34863)) wait() until not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <=
10 wait(1) elseif
game.Workspace.Enemies:FindFirstChild("Longma") or
game.ReplicatedStorage:FindFirstChild("Longma") then
pcall(function() EquipTool(SelectWeapon) AutoHaki()
pcall(function() local v = enemylongma()
v.HumanoidRootPart.CanCollide = false v.HumanoidRootPart.Size
= Vector3.new(50, 50, 50) Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) Click() end) end) elseif
game.Workspace.Enemies:FindFirstChild("rip_indra True Form") or
game.ReplicatedStorage:FindFirstChild("rip_indra True Form") then
pcall(function() EquipTool(SelectWeapon) AutoHaki()
pcall(function() local v = enemyrip()
v.HumanoidRootPart.CanCollide = false v.HumanoidRootPart.Size
= Vector3.new(50, 50, 50) Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) Click() end) end) else
Tween(CFrame.new(-12554.9443, 337.194092, -7501.44727)) end
```

```
end local ToggleFactory = Tabs.Main:AddToggle("ToggleFactory",
{Title = "Auto Farm Factory", Default = false })
ToggleFactory:OnChanged(function(Value) _G.Factory = Value end)
Options.ToggleFactory:SetValue(false) spawn(function() while
wait() do if _G.Factory then if
game.Workspace.Enemies:FindFirstChild("Core") then for i,v in
pairs(game.Workspace.Enemies:GetChildren()) do if v.Name ==
"Core" and v.Humanoid.Health > 0 then repeat wait(.1) repeat
Tween(CFrame.new(448.46756, 199.356781, -441.389252)) wait()
until not _G.Factory or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(448.46756, 199.356781, -441.389252)).Magnitude <=
10 EquipTool(SelectWeapon) AutoHaki()
Tween(v.HumanoidRootPart.CFrame *
CFrame.new(posX,posY,posZ)) v.HumanoidRootPart.Size =
Vector3.new(60, 60, 60) v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0 v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false FarmPos =
v.HumanoidRootPart.CFrame MonFarm = v.Name Click() until not
v.Parent or v.Humanoid.Health <= 0 or _G.Factory == false end end
elseif game.ReplicatedStorage:FindFirstChild("Core") then repeat
Tween(CFrame.new(448.46756, 199.356781, -441.389252)) wait()
until not _G.Factory or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-
Vector3.new(448.46756, 199.356781, -441.389252)).Magnitude <=
10 end end end end)
```

----- --Setting

```
Tabs.Setting:AddParagraph({ Title = "Setting", Content = "Setting
Farm" }) local ToggleFastAttack =
Tabs.Setting:AddToggle("ToggleFastAttack", {Title = "Fast Attack",
Default = true }) ToggleFastAttack:OnChanged(function(vu)
```



```
FastAttack = vu end) Options.ToggleFastAttack:SetValue(true)
_G.FastAttackDelay = 0.13 local Client = game.Players.LocalPlayer
local STOP =
require(Client.PlayerScripts.CombatFramework.Particle) local
STOPRL =
require(game:GetService("ReplicatedStorage").CombatFramework.
RigLib) spawn(function() while task.wait() do pcall(function() if not
shared.orl then shared.orl = STOPRL.wrapAttackAnimationAsync
end if not shared.cpc then shared.cpc = STOP.play end
STOPRL.wrapAttackAnimationAsync = function(a,b,c,d,func) local
Hits = STOPRL.getBladeHits(b,c,d) if Hits then if FastAttack then
STOP.play = function() end a:Play(0.01,0.01,0.01) func(Hits)
STOP.play = shared.cpc wait(a.length * 0.5) a:Stop() else a:Play()
end end end end) end end) function GetBladeHit() local
CombatFrameworkLib =
debug.getupvalues(require(game:GetService("Players").LocalPlaye
r.PlayerScripts.CombatFramework)) local CmrFwLib =
CombatFrameworkLib[2] local p13 = CmrFwLib.activeController
local weapon = p13.blades[1] if not weapon then return weapon
end while weapon.Parent ~= game.Players.LocalPlayer.Character
do weapon = weapon.Parent end return weapon end function
AttackHit() local CombatFrameworkLib =
debug.getupvalues(require(game:GetService("Players").LocalPlaye
r.PlayerScripts.CombatFramework)) local CmrFwLib =
CombatFrameworkLib[2] local plr = game.Players.LocalPlayer for i
= 1, 1 do local bladehit =
require(game.ReplicatedStorage.CombatFramework.RigLib).getBla
deHits(plr.Character,{plr.Character.HumanoidRootPart},60) local
cac = {} local hash = {} for k, v in pairs(bladehit) do if
v.Parent:FindFirstChild("HumanoidRootPart") and not
hash[v.Parent] then table.insert(cac, v.Parent.HumanoidRootPart)
hash[v.Parent] = true end end bladehit = cac if #bladehit > 0 then
```

```
pcall(function() CmrFwLib.activeController.timeToNextAttack = 1
CmrFwLib.activeController.attacking = false
CmrFwLib.activeController.blocking = false
CmrFwLib.activeController.timeToNextBlock = 0
CmrFwLib.activeController.increment = 3
CmrFwLib.activeController.hitboxMagnitude = 60
CmrFwLib.activeController.focusStart = 0
game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("weaponChange",tostring(GetBladeHit()))
game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("hit", bladehit, i, "") end) end end end spawn(function() while
wait(.1) do if FastAttack then pcall(function() repeat
task.wait(_G.FastAttackDelay) AttackHit() until not FastAttack
end) end end end) local CamShake =
require(game.ReplicatedStorage.Util.CameraShaker)
CamShake:Stop() local ToggleBringMob =
Tabs.Setting:AddToggle("ToggleBringMob", {Title = "Bring Mob",
Default = true }) ToggleBringMob:OnChanged(function(Value)
BringMobs = Value end) Options.ToggleBringMob:SetValue(true)
task.spawn(function() while task.wait() do if BringMobs then
pcall(function() for i,v in
pairs(game.Workspace.Enemies:GetChildren()) do if not
string.find(v.Name,"Boss") and v.Name == MonFarm and
(v.HumanoidRootPart.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude <= 350 then if InMyNetWork(v.HumanoidRootPart) then
if InMyNetWork(v.HumanoidRootPart) then
v.HumanoidRootPart.CFrame = FarmPos
v.HumanoidRootPart.CanCollide = false v.HumanoidRootPart.Size
= Vector3.new(1,1,1) if v.Humanoid:FindFirstChild("Animator") then
v.Humanoid.Animator:Destroy() end end end end end end) end end
end) task.spawn(function() while true do wait() if setscriptable
```

```
then
setscriptable(game.Players.LocalPlayer,"SimulationRadius",true)
end if sethiddenproperty then
sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge) end end end) function InMyNetWork(object) if
isnetworkowner then return isnetworkowner(object) else if
(object.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).
Magnitude <= 350 then return true end return false end end local
ToggleBypassTP = Tabs.Setting:AddToggle("ToggleBypassTP",
{Title = "Bypass Tp", Default = false })
ToggleBypassTP:OnChanged(function(Value) BypassTP = Value
end) Options.ToggleBypassTP:SetValue(false) end local
ToggleRemove = Tabs.Setting:AddToggle("ToggleRemove", {Title =
"Remove Dame Text", Default = true })
ToggleRemove:OnChanged(function(Value) FaiFaoRemovetext =
Value end) Options.ToggleRemove:SetValue(true)
spawn(function() while wait() do if FaiFaoRemovetext then
game:GetService("ReplicatedStorage").Assets.GUI.DamageCounter.Enabled = false else
game:GetService("ReplicatedStorage").Assets.GUI.DamageCounter.Enabled = true end end end) Tabs.Setting:AddParagraph({ Title =
"Setting Skill", Content = "Skill use for farm mastery" }) local
ToggleZ = Tabs.Setting:AddToggle("ToggleZ", {Title = "Skill Z",
Default = true }) ToggleZ:OnChanged(function(Value) SkillZ =
Value end) Options.ToggleZ:SetValue(true) local ToggleX =
Tabs.Setting:AddToggle("ToggleX", {Title = "Skill X", Default =
true }) ToggleX:OnChanged(function(Value) SkillX = Value end)
Options.ToggleX:SetValue(true) local ToggleC =
Tabs.Setting:AddToggle("ToggleC", {Title = "Skill C", Default =
true }) ToggleC:OnChanged(function(Value) SkillC = Value end)
Options.ToggleC:SetValue(true) local ToggleV =
```

```
Tabs.Setting:AddToggle("ToggleV", {Title = "Skill V", Default =
true }) ToggleV:OnChanged(function(Value) SkillV = Value end)
Options.ToggleV:SetValue(true) local ToggleF =
Tabs.Setting:AddToggle("ToggleF", {Title = "Skill F", Default = true })
ToggleF:OnChanged(function(Value) SkillF = Value end)
Options.ToggleF:SetValue(true)
```

```
----- --Stats local ToggleMelee =
Tabs.Stats:AddToggle("ToggleMelee", {Title = "Auto Melee", Default
= false }) ToggleMelee:OnChanged(function(Value)
_G.Auto_Stats_Melee = Value end)
Options.ToggleMelee:SetValue(false) local ToggleDe =
Tabs.Stats:AddToggle("ToggleDe", {Title = "Auto Defense", Default
= false }) ToggleDe:OnChanged(function(Value)
_G.Auto_Stats_Defense = Value end)
Options.ToggleDe:SetValue(false) local ToggleSword =
Tabs.Stats:AddToggle("ToggleSword", {Title = "Auto Sword", Default
= false }) ToggleSword:OnChanged(function(Value)
_G.Auto_Stats_Sword = Value end)
Options.ToggleSword:SetValue(false) local ToggleGun =
Tabs.Stats:AddToggle("ToggleGun", {Title = "Auto Gun", Default =
false }) ToggleGun:OnChanged(function(Value) _G.Auto_Stats_Gun
= Value end) Options.ToggleGun:SetValue(false) local ToggleFruit
= Tabs.Stats:AddToggle("ToggleFruit", {Title = "Auto Demon Fruit",
Default = false }) ToggleFruit:OnChanged(function(Value)
_G.Auto_Stats_Devil_Fruit = Value end)
Options.ToggleFruit:SetValue(false) spawn(function() while wait()
do if _G.Auto_Stats_Devil_Fruit then local args = { [1] = "AddPoint",
[2] = "Demon Fruit", [3] = 3 }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end end end) spawn(function() while wait() do
if _G.Auto_Stats_Gun then local args = { [1] = "AddPoint", [2] = "Gun",
```

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[3] = 3 }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end end end) spawn(function() while wait() do
if _G.Auto_Stats_Sword then local args = { [1] = "AddPoint", [2] =
"Sword", [3] = 3 }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end end end) spawn(function() while wait() do
if _G.Auto_Stats_Defense then local args = { [1] = "AddPoint", [2] =
"Defense", [3] = 3 }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end end end) spawn(function() while wait() do
if _G.Auto_Stats_Melee then local args = { [1] = "AddPoint", [2] =
"Melee", [3] = 3 }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end end end)
```

```
----- --Player local Playerslist = {} for i,v in
pairs(game:GetService("Players"):GetChildren()) do
table.insert(Playerslist,v.Name) end local SelectedPly =
Tabs.Player:AddDropdown("SelectedPly", { Title = "Dropdown",
Values = Playerslist, Multi = false, Default = 1, })
SelectedPly:SetValue("nil")
SelectedPly:OnChanged(function(Value) _G.SelectPly = Value end)
Tabs.Player:AddButton({ Title = "Refresh Dropdown", Description =
"Refresh player list", Callback = function() Playerslist = {}
SelectedPly:Clear() for i,v in
pairs(game:GetService("Players"):GetChildren()) do
SelectedPly:Add(v.Name) end end }) local ToggleTeleport =
Tabs.Player:AddToggle("ToggleTeleport", {Title = "Teleport To
Player", Default = false })
ToggleTeleport:OnChanged(function(Value) _G.TeleportPly = Value
pcall(function() if _G.TeleportPly then repeat
```

```
Tween(game:GetService("Players")
[_G.SelectPly].Character.HumanoidRootPart.CFrame) wait() until
_G.TeleportPly == false end end) end)
Options.ToggleTeleport:SetValue(false) local ToggleQuanSat =
Tabs.Player:AddToggle("ToggleQuanSat", {Title = "Spectate Player",
Default = false }) ToggleQuanSat:OnChanged(function(Value)
SpectatePlys = Value local plr1 =
game:GetService("Players").LocalPlayer.Character.Humanoid local
plr2 = game:GetService("Players"):FindFirstChild(_G.SelectPly)
repeat wait(.1)
game:GetService("Workspace").Camera.CameraSubject =
game:GetService("Players"):FindFirstChild(_G.SelectPly).Character
.Humanoid until SpectatePlys == false
game:GetService("Workspace").Camera.CameraSubject =
game:GetService("Players").LocalPlayer.Character.Humanoid end)
Options.ToggleQuanSat:SetValue(false)
```

```
----- --Teleport
Tabs.Teleport:AddParagraph({ Title = "World", Content = "Sea1 &
Sea2 & Sea3" }) Tabs.Teleport:AddButton({ Title = "First Sea",
Description = "", Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("TravelMain") end }) Tabs.Teleport:AddButton({ Title =
"Second Sea", Description = "", Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("TravelDressrosa") end }) Tabs.Teleport:AddButton({ Title =
"Third Sea", Description = "", Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("TravelZou") end }) Tabs.Teleport:AddParagraph({ Title =
"Island", Content = "Teleport to Island" }) if First_Sea then IslandList
= { "WindMill", "Marine", "Middle Town", "Jungle", "Pirate Village",
"Desert", "Snow Island", "MarineFord", "Colosseum", "Sky Island 1",
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"Sky Island 2", "Sky Island 3", "Prison", "Magma Village", "Under
Water Island", "Fountain City", "Shank Room", "Mob Island", } elseif
Second_Sea then IslandList = { "The Cafe", "Frist Spot", "Dark Area",
"Flamingo Mansion", "Flamingo Room", "Green Zone", "Factory",
"Colossuim", "Zombie Island", "Two Snow Mountain", "Punk Hazard",
"Cursed Ship", "Ice Castle", "Forgotten Island", "Ussop Island", "Mini
Sky Island", } elseif Third_Sea then IslandList = { "Mansion", "Port
Town", "Great Tree", "Castle On The Sea", "MiniSky", "Hydra Island",
"Floating Turtle", "Haunted Castle", "Ice Cream Island", "Peanut
Island", "Cake Island", "Cocoa Island", "Candy Island", } end local
DropdownIsland = Tabs.Teleport:AddDropdown("DropdownIsland",
{ Title = "Dropdown", Values = IslandList, Multi = false, Default =
1, }) DropdownIsland:SetValue(...)
DropdownIsland:OnChanged(function(Value) _G.SelectIsland =
Value end) local ToggleIsland =
Tabs.Teleport:AddToggle("ToggleIsland", {Title = "Teleport", Default
= false }) ToggleIsland:OnChanged(function(Value)
_G.TeleportIsland = Value if _G.TeleportIsland == true then repeat
wait() if _G.SelectIsland == "WindMill" then
Tween(CFrame.new(979.79895019531, 16.516613006592,
1429.0466308594)) elseif _G.SelectIsland == "Marine" then
Tween(CFrame.new(-2566.4296875, 6.8556680679321,
2045.2561035156)) elseif _G.SelectIsland == "Middle Town" then
Tween(CFrame.new(-690.33081054688, 15.09425163269,
1582.2380371094)) elseif _G.SelectIsland == "Jungle" then
Tween(CFrame.new(-1612.7957763672, 36.852081298828,
149.12843322754)) elseif _G.SelectIsland == "Pirate Village" then
Tween(CFrame.new(-1181.3093261719, 4.7514905929565,
3803.5456542969)) elseif _G.SelectIsland == "Desert" then
Tween(CFrame.new(944.15789794922, 20.919729232788,
4373.3002929688)) elseif _G.SelectIsland == "Snow Island" then
Tween(CFrame.new(1347.8067626953, 104.66806030273,
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-1319.7370605469)) elseif _G.SelectIsland == "MarineFord" then
Tween(CFrame.new(-4914.8212890625, 50.963626861572,
4281.0278320313)) elseif _G.SelectIsland == "Colosseum" then
Tween( CFrame.new(-1427.6203613281, 7.2881078720093,
-2792.7722167969)) elseif _G.SelectIsland == "Sky Island 1" then
Tween(CFrame.new(-4869.1025390625, 733.46051025391,
-2667.0180664063)) elseif _G.SelectIsland == "Sky Island 2" then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-4607.82275, 872.54248,
-1667.55688)) elseif _G.SelectIsland == "Sky Island 3" then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-7894.6176757813,
5547.1416015625, -380.29119873047)) elseif _G.SelectIsland ==
"Prison" then Tween( CFrame.new(4875.330078125,
5.6519818305969, 734.85021972656)) elseif _G.SelectIsland ==
"Magma Village" then Tween(CFrame.new(-5247.7163085938,
12.883934020996, 8504.96875)) elseif _G.SelectIsland == "Under
Water Island" then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(61163.8515625, 11.6796875,
1819.7841796875)) elseif _G.SelectIsland == "Fountain City" then
Tween(CFrame.new(5127.1284179688, 59.501365661621,
4105.4458007813)) elseif _G.SelectIsland == "Shank Room" then
Tween(CFrame.new(-1442.16553, 29.8788261, -28.3547478))
elseif _G.SelectIsland == "Mob Island" then
Tween(CFrame.new(-2850.20068, 7.39224768, 5354.99268)) elseif
_G.SelectIsland == "The Cafe" then
Tween(CFrame.new(-380.47927856445, 77.220390319824,
255.82550048828)) elseif _G.SelectIsland == "Frist Spot" then
Tween(CFrame.new(-11.311455726624, 29.276733398438,
2771.5224609375)) elseif _G.SelectIsland == "Dark Area" then
Tween(CFrame.new(3780.0302734375, 22.652164459229,
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-3498.5859375)) elseif _G.SelectIsland == "Flamingo Mansion" then Tween(CFrame.new(-483.73370361328, 332.0383605957, 595.32708740234)) elseif _G.SelectIsland == "Flamingo Room" then Tween(CFrame.new(2284.4140625, 15.152037620544, 875.72534179688)) elseif _G.SelectIsland == "Green Zone" then Tween(CFrame.new(-2448.5300292969, 73.016105651855, -3210.6306152344)) elseif _G.SelectIsland == "Factory" then Tween(CFrame.new(424.12698364258, 211.16171264648, -427.54049682617)) elseif _G.SelectIsland == "Colossuim" then Tween(CFrame.new(-1503.6224365234, 219.7956237793, 1369.3101806641)) elseif _G.SelectIsland == "Zombie Island" then Tween(CFrame.new(-5622.033203125, 492.19604492188, -781.78552246094)) elseif _G.SelectIsland == "Two Snow Mountain" then Tween(CFrame.new(753.14288330078, 408.23559570313, -5274.6147460938)) elseif _G.SelectIsland == "Punk Hazard" then Tween(CFrame.new(-6127.654296875, 15.951762199402, -5040.2861328125)) elseif _G.SelectIsland == "Cursed Ship" then Tween(CFrame.new(923.40197753906, 125.05712890625, 32885.875)) elseif _G.SelectIsland == "Ice Castle" then Tween(CFrame.new(6148.4116210938, 294.38687133789, -6741.1166992188)) elseif _G.SelectIsland == "Forgotten Island" then Tween(CFrame.new(-3032.7641601563, 317.89672851563, -10075.373046875)) elseif _G.SelectIsland == "Ussop Island" then Tween(CFrame.new(4816.8618164063, 8.4599885940552, 2863.8195800781)) elseif _G.SelectIsland == "Mini Sky Island" then Tween(CFrame.new(-288.74060058594, 49326.31640625, -35248.59375)) elseif _G.SelectIsland == "Great Tree" then Tween(CFrame.new(2681.2736816406, 1682.8092041016, -7190.9853515625)) elseif _G.SelectIsland == "Castle On The Sea" then BTPZ(CFrame.new(-5075.50927734375, 314.5155029296875, -3150.0224609375)) elseif _G.SelectIsland == "MiniSky" then Tween(CFrame.new(-260.65557861328,

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49325.8046875, -35253.5703125)) elseif _G.SelectIsland == "Port
Town" then Tween(CFrame.new(-290.7376708984375,
6.729952812194824, 5343.5537109375)) elseif _G.SelectIsland ==
"Hydra Island" then Tween(CFrame.new(5228.8842773438,
604.23400878906, 345.0400390625)) elseif _G.SelectIsland ==
"Floating Turtle" then Tween(CFrame.new(-13274.528320313,
531.82073974609, -7579.22265625)) elseif _G.SelectIsland ==
"Mansion" then
game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("requestEntrance",Vector3.new(-12471.169921875,
374.94024658203, -7551.677734375)) elseif _G.SelectIsland ==
"Haunted Castle" then Tween(CFrame.new(-9515.3720703125,
164.00624084473, 5786.0610351562)) elseif _G.SelectIsland ==
"Ice Cream Island" then Tween(CFrame.new(-902.56817626953,
79.93204498291, -10988.84765625)) elseif _G.SelectIsland ==
"Peanut Island" then Tween(CFrame.new(-2062.7475585938,
50.473892211914, -10232.568359375)) elseif _G.SelectIsland ==
"Cake Island" then Tween(CFrame.new(-1884.7747802734375,
19.327526092529297, -11666.8974609375)) elseif _G.SelectIsland
== "Cocoa Island" then Tween(CFrame.new(87.94276428222656,
73.55451202392578, -12319.46484375)) elseif _G.SelectIsland ==
"Candy Island" then Tween(CFrame.new(-1014.4241943359375,
149.11068725585938, -14555.962890625)) end until not
_G.TeleportIsland end end) Options.ToggleIsland:SetValue(false)
function BTPZ(Point)
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
Point task.wait()
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
Point end
-----
----- --Fruit local Remote_GetFruits =
game.ReplicatedStorage:FindFirstChild("Remotes").CommF_:Invok
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eServer("GetFruits"); Table_DevilFruitSniper = {} ShopDevilSell = {}
for i,v in next,Remote_GetFruits do
table.insert(Table_DevilFruitSniper,v.Name) if v.OnSale then
table.insert(ShopDevilSell,v.Name) end end _G.SelectFruit = "" local
DropdownFruit = Tabs.Fruit:AddDropdown("DropdownFruit", { Title
= "Dropdown", Values = Table_DevilFruitSniper, Multi = false,
Default = 1, }) DropdownFruit:SetValue(...)
DropdownFruit:OnChanged(function(Value) _G.SelectFruit = Value
end) local ToggleFruit = Tabs.Fruit:AddToggle("ToggleFruit", {Title =
"Buy Fruit Sniper", Default = false })
ToggleFruit:OnChanged(function(Value) _G.AutoBuyFruitSniper =
Value end) Options.ToggleFruit:SetValue(false) spawn(function()
pcall(function() while wait(.1) do if _G.AutoBuyFruitSniper then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("GetFruits")
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("PurchaseRawFruit",_G.SelectFruit,false) end end end) end)
local ToggleStore = Tabs.Fruit:AddToggle("ToggleStore", {Title =
"Store Fruit", Default = false })
ToggleStore:OnChanged(function(Value) _G.AutoStoreFruit =
Value end) Options.ToggleStore:SetValue(false) spawn(function()
while task.wait() do if _G.AutoStoreFruit then pcall(function() if
_G.AutoStoreFruit then if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Bomb Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Bomb Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Bomb-Bomb",game:GetService("Players").LocalP
layer.Backpack:FindFirstChild("Bomb Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Spike Fruit") or
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game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spike Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Spike-Spike",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spike Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Chop Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Chop Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Chop-Chop",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Chop Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spring Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spring Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Spring-Spring",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spring Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rocket Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Kilo Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Rocket-Rocket",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Kilo Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Smoke Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Smoke Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Smoke-Smoke",game:GetService("Players").Loc
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alPlayer.Backpack:FindFirstChild("Smoke Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Spin Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Spin Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Spin-Spin",game:GetService("Players").LocalPlay
er.Backpack:FindFirstChild("Spin Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Flame Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Flame Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Flame-Flame",game:GetService("Players").Local
Player.Backpack:FindFirstChild("Flame Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Bird: Falcon Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Bird: Falcon Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Bird-Bird:
Falcon",game:GetService("Players").LocalPlayer.Backpack:FindFirst
Child("Bird: Falcon Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("I
ce Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("I
ce Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Ice-Ice",game:GetService("Players").LocalPlayer.
Backpack:FindFirstChild("Ice Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Sand Fruit") or
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game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sand Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Sand-Sand",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sand Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dark Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dark Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Dark-Dark",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dark Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Ghost Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Revive Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Ghost-Ghost",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Revive Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Diamond Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Diamond Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Diamond-Diamond",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Diamond Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Light Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Light Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Light-Light",game:GetService("Players").LocalPlayer

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ayer.Backpack:FindFirstChild("Light Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Love Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Love Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Love-Love",game:GetService("Players").LocalPla
yer.Backpack:FindFirstChild("Love Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Rubber Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Rubber Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Rubber-Rubber",game:GetService("Players").Loc
alPlayer.Backpack:FindFirstChild("Rubber Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Barrier Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Barrier Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Barrier-Barrier",game:GetService("Players").Loca
lPlayer.Backpack:FindFirstChild("Barrier Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Magma Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Magma Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Magma-Magma",game:GetService("Players").Lo
calPlayer.Backpack:FindFirstChild("Magma Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Portal Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
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Door Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Door-Door",game:GetService("Players").LocalPla
yer.Backpack:FindFirstChild("Portal Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Quake Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Quake Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Quake-Quake",game:GetService("Players").Local
Player.Backpack:FindFirstChild("Quake Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Human-Human: Buddha Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Human-Human: Buddha Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Human-Human: Buddha",game:GetService("Players").LocalPlayer.Backpack:FindFir
stChild("Human-Human: Buddha Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spider Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spider Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Spider-Spider",game:GetService("Players").Local
Player.Backpack:FindFirstChild("Spider Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Bird: Phoenix Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Phoenix Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Bird-Bird:

Phoenix",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Phoenix Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rumble Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rumble Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Rumble-Rumble",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rumble Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Pain Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Paw Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Pain-Pain",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Paw Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Gravity Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Gravity Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Gravity-Gravity",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Gravity Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dough Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dough Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Dough-Dough",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dough Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Shadow Fruit") or

```
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Shadow Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Shadow-Shadow",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Shadow Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Venom Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Venom Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Venom-Venom",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Venom Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Control Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Control Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Control-Control",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Control Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spirit Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Soul Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Soul-Soul",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spirit Fruit")) end if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Dragon-Dragon",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Fruit")) end if
```

```
alPlayer.Backpack:FindFirstChild("Dragon Fruit")) if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Leopard Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Leopard Fruit") then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("StoreFruit","Leopard-Leopard",game:GetService("Players").L
ocalPlayer.Backpack:FindFirstChild("Leopard Fruit")) end end end
end) end wait(0.3) end end) local ToggleRandomFruit =
Tabs.Fruit:AddToggle("ToggleRandomFruit", {Title = "Random
Fruit", Default = false })
ToggleRandomFruit:OnChanged(function(Value) _G.Random_Auto
= Value end) Options.ToggleRandomFruit:SetValue(false)
spawn(function() pcall(function() while wait(.1) do if
_G.Random_Auto then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("Cousin","Buy") end end end) end) local ToggleCollect =
Tabs.Fruit:AddToggle("ToggleCollect", {Title = "Collect Devil Fruit",
Default = false }) ToggleCollect:OnChanged(function(Value)
_G.Tweenfruit = Value end) Options.ToggleCollect:SetValue(false)
spawn(function() while wait(.1) do if _G.Tweenfruit then for i,v in
pairs(game.Workspace:GetChildren()) do if string.find(v.Name,
"Fruit") then TP2(v.Handle.CFrame) end end end end end)
Tabs.Fruit:AddParagraph({ Title = "Esp", Content = "" }) local
ToggleEspPlayer = Tabs.Fruit:AddToggle("ToggleEspPlayer", {Title
= "Esp Player", Default = false })
ToggleEspPlayer:OnChanged(function(Value) ESPPlayer = Value
UpdatePlayerChams() end)
Options.ToggleEspPlayer:SetValue(false) local ToggleEspFruit =
Tabs.Fruit:AddToggle("ToggleEspFruit", {Title = "Esp Devil Fruit",
Default = false }) ToggleEspFruit:OnChanged(function(Value)
DevilFruitESP = Value while DevilFruitESP do wait()
```

```
UpdateDevilChams() end end)
Options.ToggleEspFruit:SetValue(false) local ToggleEspIsland =
Tabs.Fruit:AddToggle("ToggleEspIsland", {Title = "Esp Island",
Default = false }) ToggleEspIsland:OnChanged(function(Value)
IslandESP = Value while IslandESP do wait() UpdateIslandESP()
end end) Options.ToggleEspIsland:SetValue(false) local
ToggleEspFlower = Tabs.Fruit:AddToggle("ToggleEspFlower", {Title
= "Esp Flower", Default = false })
ToggleEspFlower:OnChanged(function(Value) FlowerESP = Value
UpdateFlowerChams() end)
Options.ToggleEspFlower:SetValue(false) spawn(function() while
wait(2) do if FlowerESP then UpdateFlowerChams() end if
DevilFruitESP then UpdateDevilChams() end if ChestESP then
UpdateChestChams() end if ESPPlayer then UpdatePlayerChams()
end if RealFruitESP then UpdateRealFruitChams() end end end)
```

```
----- --Raid local Chips =
{"Flame","Ice","Quake","Light","Dark","Spider","Rumble","Magma","Budd
ha","Sand","Phoenix","Dough"} local DropdownRaid =
Tabs.Raid:AddDropdown("DropdownRaid", { Title = "Dropdown",
Values = Chips, Multi = false, Default = 1, })
DropdownRaid:SetValue(...)
DropdownRaid:OnChanged(function(Value) SelectChip = Value
end) local ToggleBuy = Tabs.Raid:AddToggle("ToggleBuy", {Title =
"Buy Chip", Default = false })
ToggleBuy:OnChanged(function(Value)
_G.Auto_Buy_Chips_Dungeon = Value end)
Options.ToggleBuy:SetValue(false) spawn(function() while wait()
do if _G.Auto_Buy_Chips_Dungeon then pcall(function() local args =
{ [1] = "RaidsNpc", [2] = "Select", [3] = SelectChip }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args)) end) end end end) local ToggleStart =
```

```
Tabs.Raid:AddToggle("ToggleStart", {Title = "Start Raid", Default =
false }) ToggleStart:OnChanged(function(Value) _G.Auto_StartRaid
= Value end) Options.ToggleStart:SetValue(false)
spawn(function() while wait(.1) do pcall(function() if
_G.Auto_StartRaid then if game:GetService("Players")
["LocalPlayer"].PlayerGui.Main.Timer.Visible == false then if not
game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 1") and
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Special Microchip") or
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Special Microchip") then if Second_Sea then
fireclickdetector(game:GetService("Workspace").Map.CircleIsland.
RaidSummon2.Button.Main.ClickDetector) elseif Third_Sea then
fireclickdetector(game:GetService("Workspace").Map["Boat
Castle"].RaidSummon2.Button.Main.ClickDetector) end end end
end end) end end) local ToggleKillAura =
Tabs.Raid:AddToggle("ToggleKillAura", {Title = "Kill Aura", Default =
false }) ToggleKillAura:OnChanged(function(Value) KillAura =
Value end) Options.ToggleKillAura:SetValue(false)
spawn(function() while wait() do if KillAura then pcall(function()
for i,v in pairs(game.Workspace.Enemies:GetDescendants()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then repeat task.wait()
sethiddenproperty(game:GetService('Players').LocalPlayer,"Simula
tionRadius",math.huge) v.Humanoid.Health = 0
v.HumanoidRootPart.CanCollide = false until not KillAura or not
v.Parent or v.Humanoid.Health <= 0 end end end) end end end)
local ToggleNextIsland = Tabs.Raid:AddToggle("ToggleNextIsland",
{Title = "Next Island", Default = false })
ToggleNextIsland:OnChanged(function(Value) AutoNextIsland =
```

```
Value end) Options.ToggleNextIsland:SetValue(false)
spawn(function() while task.wait() do if AutoNextIsland then
pcall(function() if game:GetService("Players")
["LocalPlayer"].PlayerGui.Main.Timer.Visible == true then if
game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 5") then
Tween(game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 5").CFrame *
CFrame.new(0,70,100)) elseif game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 4") then
Tween(game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 4").CFrame *
CFrame.new(0,70,100)) elseif game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 3") then
Tween(game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 3").CFrame *
CFrame.new(0,70,100)) elseif game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 2") then
Tween(game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 2").CFrame *
CFrame.new(0,70,100)) elseif game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 1") then
Tween(game:GetService("Workspace")
["_WorldOrigin"].Locations:FindFirstChild("Island 1").CFrame *
CFrame.new(0,70,100)) end end end) end end end) local
ToggleAwake = Tabs.Raid:AddToggle("ToggleAwake", {Title = "Auto
Awake", Default = false })
ToggleAwake:OnChanged(function(Value) AutoAwakenAbilities =
Value end) Options.ToggleAwake:SetValue(false) spawn(function()
while task.wait() do if AutoAwakenAbilities then pcall(function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("Awakener","Awaken") end) end end end) local ToggleGetFruit
```

```
= Tabs.Raid:AddToggle("ToggleGetFruit", {Title = "Get Fruit Low  
Bely", Default = false }) ToggleGetFruit:OnChanged(function(Value)  
_G.Autofruit = Value end) spawn(function() while wait(.1) do  
pcall(function() if _G.Autofruit then local args = { [1] = "LoadFruit",  
[2] = "Rocket-Rocket" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Spin-Spin" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Chop-Chop" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Spring-Spring" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Bomb-Bomb" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Smoke-Smoke" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Spike-Spike" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Flame-Flame" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Falcon-Falcon" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] = "Ice-Ice" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
```

```
server(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Sand-Sand" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Dark-Dark" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Ghost-Ghost" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Diamond-Diamond" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Light-Light" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Rubber-Rubber" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) local args = { [1] = "LoadFruit", [2] =  
"Barrier-Barrier" }  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver(unpack(args)) end end) end end) if Second_Sea then  
Tabs.Raid:AddButton({ Title = "Raid Lab", Description = "", Callback  
= function() TP2(CFrame.new(-6438.73535, 250.645355,  
-4501.50684)) end }) elseif Third_Sea then  
Tabs.Raid:AddButton({ Title = "Raid Lab", Description = "", Callback  
= function() TP2(CFrame.new(-5017.40869, 314.844055,  
-2823.0127, -0.925743818, 4.48217499e-08, -0.378151238,  
4.55503146e-09, 1, 1.07377559e-07, 0.378151238, 9.7681621e-08,  
-0.925743818)) end }) end Tabs.Raid:AddParagraph({ Title = "Raid  
Law", Content = "" }) local ToggleLaw =  
Tabs.Raid:AddToggle("ToggleLaw", {Title = "Auto Law", Default =
```



```
false }) ToggleLaw:OnChanged(function(Value) Auto_Law = Value
end) Options.ToggleLaw:SetValue(false) spawn(function()
pcall(function() while wait() do if Auto_Law then if not
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Microchip") and not
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Microchip") and not
game:GetService("Workspace").Enemies:FindFirstChild("Order")
and not
game:GetService("ReplicatedStorage"):FindFirstChild("Order") then
wait(1)
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BlackbeardReward","Microchip","1")
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BlackbeardReward","Microchip","2")end end end end) end)
spawn(function() pcall(function() while wait(.1) do if Auto_Law
then if not
game:GetService("Workspace").Enemies:FindFirstChild("Order")
and not
game:GetService("ReplicatedStorage"):FindFirstChild("Order") then
if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("
Microchip") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("
Microchip") then
fireclickdetector(game:GetService("Workspace").Map.CircleIsland.
RaidSummon.Button.Main.ClickDetector) end end if
game:GetService("ReplicatedStorage"):FindFirstChild("Order") or
game:GetService("Workspace").Enemies:FindFirstChild("Order")
then if
game:GetService("Workspace").Enemies:FindFirstChild("Order")
then for i,v in
```

```
pairs(game:GetService("Workspace").Enemies:GetChildren())) do if
v.Name == "Order" then repeat
game:GetService("RunService").Heartbeat:wait() AutoHaki()
EquipTool(SelectWeapon) Tween(v.HumanoidRootPart.CFrame *
Pos) v.HumanoidRootPart.CanCollide = false
v.HumanoidRootPart.Size = Vector3.new(120, 120, 120) Click()
until not v.Parent or v.Humanoid.Health <= 0 or Auto_Law == false
end end elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Order") then
Tween(CFrame.new(-6217.2021484375, 28.047645568848,
-5053.1357421875)) end end end end end) end)
-----
```

```
----- --RaceV4 Tabs.Race:AddButton({ Title
= "Timple Of Time", Description = "", Callback = function()
game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.CFrame = CFrame.new(28286.35546875, 14895.3017578125,
102.62469482421875) end }) Tabs.Race:AddButton({ Title = "Lever
Pull", Description = "", Callback = function()
TP2(CFrame.new(28575.181640625, 14936.6279296875,
72.31636810302734)) end }) Tabs.Race:AddButton({ Title = "Acient
One", Description = "", Callback = function()
TP2(CFrame.new(28981.552734375, 14888.4267578125,
-120.245849609375)) end }) Tabs.Race:AddParagraph({ Title =
"Auto Race", Content = "" }) Tabs.Race:AddButton({ Title = "Race
Door", Description = "", Callback = function()
Game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.CFrame = CFrame.new(28286.35546875, 14895.3017578125,
102.62469482421875) wait(0.1)
Game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.CFrame = CFrame.new(28286.35546875, 14895.3017578125,
102.62469482421875) wait(0.1)
Game:GetService("Players").LocalPlayer.Character.HumanoidRoot
```

```
Part.CFrame = CFrame.new(28286.35546875, 14895.3017578125,
102.62469482421875) wait(0.1)
Game:GetService("Players").LocalPlayer.Character.HumanoidRoot
Part.CFrame = CFrame.new(28286.35546875, 14895.3017578125,
102.62469482421875) wait(0.5) if
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Human" then TP2(CFrame.new(29221.822265625,
14890.9755859375, -205.99114990234375)) elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Skypiea" then TP2(CFrame.new(28960.158203125,
14919.6240234375, 235.03948974609375)) elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Fishman" then TP2(CFrame.new(28231.17578125,
14890.9755859375, -211.64173889160156)) elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Cyborg" then TP2(CFrame.new(28502.681640625,
14895.9755859375, -423.7279357910156)) elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Ghoul" then TP2(CFrame.new(28674.244140625,
14890.6767578125, 445.4310607910156)) elseif
game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink"
then TP2(CFrame.new(29012.341796875, 14890.9755859375,
-380.1492614746094)) end end }) local ToggleHumanandghoul =
Tabs.Race:AddToggle("ToggleHumanandghoul", {Title = "Auto
[ Human / Ghoul ] Trial", Default = false })
ToggleHumanandghoul:OnChanged(function(Value) KillAura =
Value end) Options.ToggleHumanandghoul:SetValue(false) local
ToggleAutotrial = Tabs.Race:AddToggle("ToggleAutotrial", {Title =
"Auto Trial", Default = false })
ToggleAutotrial:OnChanged(function(Value) _G.AutoQuestRace =
Value end) Options.ToggleAutotrial:SetValue(false)
spawn(function() pcall(function() while wait() do if
```

```
_G.AutoQuestRace then if
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Human" then for i,v in
pairs(game.Workspace.Enemies:GetDescendants()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then pcall(function() repeat wait(.1) v.Humanoid.Health = 0
v.HumanoidRootPart.CanCollide = false
sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius",
math.huge) until not _G.AutoQuestRace or not v.Parent or
v.Humanoid.Health <= 0 end) end end elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Skypiea" then for i,v in
pairs(game:GetService("Workspace").Map.SkyTrial.Model:GetDescendants()) do if v.Name == "snowisland_Cylinder.081" then
Tween(v.CFrame* CFrame.new(0,0,0)) end end elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Fishman" then for i,v in
pairs(game:GetService("Workspace").SeaBeasts.SeaBeast1:GetDescendants()) do if v.Name == "HumanoidRootPart" then
Tween(v.CFrame* Pos) for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v:IsA("Tool") then if v.ToolTip == "Melee" then -- "Blox Fruit" ,
"Sword" , "Wear" , "Agility"
game.Players.LocalPlayer.Character.Humanoid:EquipTool(v) end
end end
game:GetService("VirtualInputManager"):SendKeyEvent(true,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,f
```

```
else,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,fal
se,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,f
alse,game.Players.LocalPlayer.Character.HumanoidRootPart) for
i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v:IsA("Tool") then if v.ToolTip == "Blox Fruit" then -- "Blox Fruit" ,
"Sword" , "Wear" , "Agility"
game.Players.LocalPlayer.Character.Humanoid:EquipTool(v) end
end end
game:GetService("VirtualInputManager"):SendKeyEvent(true,122,f
alse,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,f
alse,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,fal
se,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,f
alse,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(0.5) for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v:IsA("Tool") then if v.ToolTip == "Sword" then -- "Blox Fruit" ,
"Sword" , "Wear" , "Agility"
game.Players.LocalPlayer.Character.Humanoid:EquipTool(v) end
```

```
end end
game:GetService("VirtualInputManager"):SendKeyEvent(true,122,f
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,f
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,fal
se,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,f
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(0.5) for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do if
v:IsA("Tool") then if v.ToolTip == "Gun" then -- "Blox Fruit" , "Sword" ,
"Wear" , "Agility"
game.Players.LocalPlayer.Character.Humanoid:EquipTool(v) end
end end
game:GetService("VirtualInputManager"):SendKeyEvent(true,122,f
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,f
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,
false,game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,fal
```

```
se,game.Players.LocalPlayer.Character.HumanoidRootPart)
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,f
false,game.Players.LocalPlayer.Character.HumanoidRootPart) end
end elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Cyborg" then Tween(CFrame.new(28654, 14898.7832, -30, 1, 0, 0,
0, 1, 0, 0, 0, 1)) elseif
game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Ghoul" then for i,v in
pairs(game.Workspace.Enemies:GetDescendants()) do if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then pcall(function() repeat wait(.1) v.Humanoid.Health = 0
v.HumanoidRootPart.CanCollide = false
sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius",
math.huge) until not _G.AutoQuestRace or not v.Parent or
v.Humanoid.Health <= 0 end) end end elseif
game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink"
then for i,v in
pairs(game:GetService("Workspace"):GetDescendants()) do if
v.Name == "StartPoint" then Tween(v.CFrame*
CFrame.new(0,10,0)) end end end end end end) end)
Tabs.Race:AddParagraph({ Title = "Misc Race", Content = "Auto
Farm Acient Quest" }) local ToggleAutoAcientQuest =
Tabs.Race:AddToggle("ToggleAutoAcientQuest", {Title = "Auto
Acient Quest", Default = false })
ToggleAutoAcientQuest:OnChanged(function(Value)
AutoFarmAcient = Value end)
Options.ToggleAutoAcientQuest:SetValue(false) local
AcientCframe = CFrame.new(216.211181640625,
126.9352035522461, -12599.0732421875) spawn(function() while
wait() do if AutoFarmAcient then pcall(function() if
```

```
game:GetService("Workspace").Enemies:FindFirstChild("Cocoa
Warrior") or
game:GetService("Workspace").Enemies:FindFirstChild("Chocolate
Bar Battler") or
game:GetService("Workspace").Enemies:FindFirstChild("Sweet
Thief") or
game:GetService("Workspace").Enemies:FindFirstChild("Candy
Rebel") then for i,v in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do if
v.Name == "Cocoa Warrior" or v.Name == "Chocolate Bar Battler" or
v.Name == "Sweet Thief" or v.Name == "Candy Rebel" then if
v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0
then repeat task.wait() AutoHaki() EquipTool(SelectWeapon)
BringAcient = true v.HumanoidRootPart.CanCollide = false
v.Humanoid.WalkSpeed = 0 v.Head.CanCollide = false FarmPos =
v.HumanoidRootPart.CFrame Tween(v.HumanoidRootPart.CFrame
* Pos) Click() until not AutoFarmAcient or not v.Parent or
v.Humanoid.Health <= 0 BringAcient = false end end end else if
BypassTP then BTP(AcientCframe) else Tween(AcientCframe) end
for i,v in
pairs(game:GetService("ReplicatedStorage"):GetChildren()) do if
v.Name == "Cocoa Warrior" then
Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2)) elseif
v.Name == "Chocolate Bar Battler" then
Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2)) elseif
v.Name == "Sweet Thief" then
Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2)) elseif
v.Name == "Candy Rebel" then
Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2)) end
end end end) end end end) spawn(function() pcall(function() while
wait() do if AutoFarmAcient then if
```


[illegible]

```
server("KenTalk","Buy") end }) Tabs.Shop:AddParagraph({ Title =  
"Fighting Style", Content = "" }) Tabs.Shop:AddButton({ Title = "Black  
Leg", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuyBlackLeg") end }) Tabs.Shop:AddButton({ Title =  
"Electro", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuyElectro") end }) Tabs.Shop:AddButton({ Title = "Fishman  
Karate", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuyFishmanKarate") end }) Tabs.Shop:AddButton({ Title =  
"Dragon Claw", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BlackbeardReward","DragonClaw","1")  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BlackbeardReward","DragonClaw","2") end })  
Tabs.Shop:AddButton({ Title = "Superhuman", Description = "",  
Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuySuperhuman") end }) Tabs.Shop:AddButton({ Title =  
"Death Step", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuyDeathStep") end }) Tabs.Shop:AddButton({ Title =  
"Sharkman Karate", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuySharkmanKarate",true)  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuySharkmanKarate") end }) Tabs.Shop:AddButton({ Title =  
"Electric Claw", Description = "", Callback = function()  
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS  
erver("BuyElectricClaw") end }) Tabs.Shop:AddButton({ Title =  
"Dragon Talon", Description = "", Callback = function()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BuyDragonTalon") end }) Tabs.Shop:AddButton({ Title =
"Godhuman", Description = "", Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BuyGodhuman") end }) Tabs.Shop:AddParagraph({ Title =
"Items", Content = "" }) Tabs.Shop:AddButton({ Title = "Refund
Stats", Description = "", Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BlackbeardReward","Refund","1")
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BlackbeardReward","Refund","2") end })
Tabs.Shop:AddButton({ Title = "Reroll Race", Description = "",
Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BlackbeardReward","Reroll","1")
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("BlackbeardReward","Reroll","2") end })
```

```
----- --misc Tabs.Misc:AddButton({ Title =
"Rejoin Server", Description = "", Callback = function()
game:GetService("TeleportService"):Teleport(game.PlaceId,
game:GetService("Players").LocalPlayer) end })
Tabs.Misc:AddButton({ Title = "Hop Server", Description = "",
Callback = function() Hop() end }) function Hop() local PlaceID =
game.PlaceId local AllIDs = {} local foundAnything = "" local
actualHour = os.date("!*t").hour local Deleted = false function
TPReturner() local Site; if foundAnything == "" then Site =
game.HttpService:JSONDecode(game:HttpGet('https://games
.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?
sortOrder=Asc&limit=100')) else Site =
game.HttpService:JSONDecode(game:HttpGet('https://games
.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?
```

```
sortOrder=Asc&limit=100&cursor=' .. foundAnything)) end local ID
= "" if Site.nextPageCursor and Site.nextPageCursor ~= "null" and
Site.nextPageCursor ~= nil then foundAnything =
Site.nextPageCursor end local num = 0; for i,v in pairs(Site.data) do
local Possible = true ID = tostring(v.id) if tonumber(v.maxPlayers) >
tonumber(v.playing) then for _,Existing in pairs(AllIDs) do if num ~=
0 then if ID == tostring(Existing) then Possible = false end else if
tonumber(actualHour) ~= tonumber(Existing) then local delFile =
pcall(function() AllIDs = {} table.insert(AllIDs, actualHour) end) end
end num = num + 1 end if Possible == true then table.insert(AllIDs,
ID) wait() pcall(function() wait()
game:GetService("TeleportService"):TeleportToPlaceInstance(PlaceID, ID, game.Players.LocalPlayer) end) wait(4) end end end end
function Teleport() while wait() do pcall(function() TPReturner() if
foundAnything ~= "" then TPReturner() end end) end end Teleport()
end function UpdateIslandESP() for i,v in
pairs(game:GetService("Workspace")
["_WorldOrigin"].Locations:GetChildren()) do pcall(function() if
IslandESP then if v.Name ~= "Sea" then if not
v:FindFirstChild('NameEsp') then local bill =
Instance.new('BillboardGui',v) bill.Name = 'NameEsp'
bill.ExtentsOffset = Vector3.new(0, 1, 0) bill.Size =
UDim2.new(1,200,1,30) bill.Adornee = v bill.AlwaysOnTop = true
local name = Instance.new('TextLabel',bill) name.Font =
"GothamBold" name.FontSize = "Size14" name.TextWrapped = true
name.Size = UDim2.new(1,0,1,0) name.TextYAlignment = 'Top'
name.BackgroundTransparency = 1 name.TextStrokeTransparency
= 0.5 name.TextColor3 = Color3.fromRGB(7, 236, 240) else
v['NameEsp'].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) .. ' Distance') end end else if
v:FindFirstChild('NameEsp') then
```

```
v:FindFirstChild('NameEsp'):Destroy() end end end) end end
function isnil(thing) return (thing == nil) end local function round(n)
return math.floor(tonumber(n) + 0.5) end Number =
math.random(1, 1000000) Tabs.Misc:AddButton({ Title = "Hop
Server Low Player", Description = "", Callback = function()
getenv().AutoTeleport = true
getenv().DontTeleportTheSameNumber = true
getenv().CopytoClipboard = false if not game:IsLoaded() then
print("Game is loading waiting...") end local maxplayers =
math.huge local serversmaxplayer; local goodserver; local
gamelink = "https://games.roblox.com/v1/games/" ..
game.PlaceId .. "/servers/Public?sortOrder=Asc&limit=100"
function serversearch() for _, v in
pairs(game:GetService("HttpService"):JSONDecode(game:HttpGet
Async(gamelink)).data) do if type(v) == "table" and v.playing ~= nil
and maxplayers > v.playing then serversmaxplayer = v.maxPlayers
maxplayers = v.playing goodserver = v.id end end end function
getservers() serversearch() for i,v in
pairs(game:GetService("HttpService"):JSONDecode(game:HttpGet
Async(gamelink))) do if i == "nextPageCursor" then if
gamelink:find("&cursor=") then local a = gamelink:find("&cursor=")
local b = gamelink:sub(a) gamelink = gamelink:gsub(b, "") end
gamelink = gamelink .. "&cursor=" ..v getservers() end end end
getservers() if AutoTeleport then if DontTeleportTheSameNumber
then if #game:GetService("Players"):GetPlayers() - 4 ==
maxplayers then return warn("It has same number of players
(except you)") elseif goodserver == game.JobId then return
warn("Your current server is the most empty server atm") end end
game:GetService("TeleportService"):TeleportToPlaceInstance(ga
me.PlaceId, goodserver) end end })
Tabs.Misc:AddParagraph({ Title = "Open Ui", Content = "" })
Tabs.Misc:AddButton({ Title = "Devil Shop", Description = "",
```

```
Callback = function()
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver("GetFruits")
game:GetService("Players").LocalPlayer.PlayerGui.Main.FruitShop.
Visible = true end }) Tabs.Misc:AddButton({ Title = "Color Haki",
Description = "", Callback = function()
game.Players.localPlayer.PlayerGui.Main.Colors.Visible = true
end }) Tabs.Misc:AddButton({ Title = "Title Name", Description = "",
Callback = function() local args = { [1] = "getTitles" }
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeS
erver(unpack(args))
game.Players.localPlayer.PlayerGui.Main.Titles.Visible = true
end })
```