xCircuit1 runMobSkill.md 2020/7/18

About

位置 (-1920,14,-197)

呼び出し元 時間経過

深淵様やライダー系などの敵のスキルやワープなどを実行する。

コマンド群

No. コマンド

- 1 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=0,score_MobCastTime=4,c=1] ~ ~ ~ /me はテレポートを唱えた!
- 2 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=0,score_MobCastTime=4,c=1] ~ ~ ~ /tp @e[dx=0,c=1] @p[r=80]
- 3 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=5,score_MobCastTime=7,c=1] ~ ~ ~ /me はポリュートを唱えた!
- /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime=min=5,score_MobCastTime=7,c=1] ~ ~ ~ /summon AreaEffectCloud ~ ~0.5 ~ {ReapplicantDelay:20,Radius:0.5f,RadiusOnUse:0f,Duration:1200,RadiusPerTick:0.005f,WaitTime:0,Age:0,CustomNameVisible:true,Particle:mobSpell, [{Id:17b,Duration:40,Amplifier:9b,ShowParticles:true}],CustomName:" \$d\$l\\$"}
- 5 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=8,score_MobCastTime=10,c=1] ~ ~ ~ /me はアビスセデュースを唱えた
 - /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=8,score_MobCastTime=10,c=1] ~ ~ ~ /execute @a[r=32] ~ ~ ~ /summon ~ 1 ~ {Fffects:
- [{Id:25b,Duration:400,Amplifier:-19b,ShowParticles:true}],ReapplicantDelay:0,Radius:1f,RadiusOnUse:0f,DurationOnUse:0f,Duration:2,RadiusPerTick:0f,WaitTime:5,Age [TypeChecked]}
- 7 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=11,score_MobCastTime=14,c=1] ~ ~ ~ /me はアシッドスプレッドを唱え
- 8 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=11,score_MobCastTime=14,c=1] ~ ~ ~ /effect @a[r=16] minecraft:instant
- 9 /execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=15,score_MobCastTime=19,c=1] ~ ~ ~ /me はリーンカーネイトを唱えた
- 10 長いので下に移動
- 11 /execute @e[tag=Magma] ~ ~ ~ /execute @e[dx=0,tag=Magma,score_MobCastTime_min=0,score_MobCastTime=7,c=1] ~ ~ ~ /me はベキラマを唱えた!
- /execute @e[tag=Magma] ~ ~ ~ /execute @e[dx=0,tag=Magma,score_MobCastTime_min=0,score_MobCastTime=7,c=1] ~ ~ ~ /summon MinecartSpawner ~ ~ 1 ^ {Invulnerable:true,MinSpawnDelay:32000s,MaxSpawnDelay:32000s,SpawnCount:5s,SpawnRange:10s,RequiredPlayerRange:99s,MaxNearbyEntities:999s,SpawnPotent [{Weight:1}],Motion:[0d,0.05d,0d],SpawnData:{id:Fireball,direction:[0d,1d,0d],ExplosionPower:1,Passengers:[{id:Endermite,Health:0f,DeathTime:19s}]},Tags: [CooldownRequired,TypeChecked],PortalCooldown:1,Delay:0s}
- 13 /execute @e[tag=Magma] ~ ~ ~ /execute @e[dx=0,tag=Magma,score_MobCastTime=min=8,score_MobCastTime=19,c=1] ~ ~ ~ /me は逃げ出した!
- /execute @e[tag=Magma] ~ ~ ~ /entitydata @e[dx=0,tag=Magma,score_MobCastTime_min=8,score_MobCastTime=19,c=1]
 {AbsorptionAmount:0f,DeathLootTable:"minecraft:empty"}
- 15 /execute @e[tag=WarpOnly] ~ ~ ~ /execute @e[dx=0,tag=WarpOnly,score_MobCastTime_min=0,score_MobCastTime=19,c=1] ~ ~ ~ /me はワープした!
- 16 /execute @e[tag=WarpOnly] ~ ~ ~ /execute @e[dx=0,tag=WarpOnly,score_MobCastTime_min=0,score_MobCastTime=19,c=1] ~ ~ ~ /tp @e[dx=0,c=1] @p[r=80]
- 17 /execute @e[tag=WhiteRider] ~ ~ ~ /execute @e[dx=0,tag=WhiteRider,score_MobCastTime_min=0,score_MobCastTime=11,c=1] ~ ~ ~ /me は死天召喚を唱えた!
- 18 長いので下に移動
- 19 /execute @e[tag=WhiteRider] ~ ~ ~ /execute @e[dx=0,tag=WhiteRider,score_MobCastTime_min=8,score_MobCastTime=19,c=1] ~ ~ ~ /me は勝利の上の支配を呼

2020/7/18 xCircuit1 runMobSkill.md

コマンド No.

/execute @e[tag=WhiteRider] ~ ~ ~ /execute @e[dx=0,tag=WhiteRider,score_MobCastTime=min=8,score_MobCastTime=19,c=1] ~ ~ ~ /execute @a[r=32] ~ ~ ~ / 20 Endermite ~ ~1.8 ~ {Lifetime:2398,NoAl:true,Passengers:[{id:XPOrb,Age:6000s,Passengers:[{id:ThrownPotion,Potion:{id:splash_potion,tag:{CustomPotionEffects: $[\{ld:2b, Duration: 400, Amplifier: 9b\}, \{ld:4b, Duration: 400, Amplifier: 9b\}, \{ld:8b, Duration: 400, Amplifier: -11b\}]\}\}, Motion: [0d, 0.7d, 0d]\}\}]\}\}$

- 21 /execute @e[tag=RedRider] ~ ~ ~ /execute @e[dx=0,tag=RedRider,score_MobCastTime=nin=0,score_MobCastTime=11,c=1] ~ ~ ~ /me は死兵召喚を唱えた!
- 22 長いので下に移動
- 23 /execute @e[tag=RedRider] ~ ~ ~ /execute @e[dx=0,tag=RedRider,score_MobCastTime=min=8,score_MobCastTime=19,c=1] ~ ~ ~ /me は更なる戦を唱えた!
- $/execute @e[tag=RedRider] \sim \sim /execute @e[dx=0,tag=RedRider,score_MobCastTime_min=8,score_MobCastTime=19,c=1] \sim \sim /tp @e[r=32,type=PigZombie,t=1] \sim /tp @e[r=32,type=PigZombie,t=1$ 24 @e[dx=0,c=1]
- $/\text{execute } @e[\text{tag}=\text{RedRider}] \sim \sim \sim /\text{execute } @e[\text{dx}=0,\text{tag}=\text{RedRider},\text{score}_\text{MobCastTime}=\text{min}=8,\text{score}_\text{MobCastTime}=19,\text{c}=1] \sim \sim \sim /\text{summon Endermite} \sim \sim 1.8 \sim 1.8 \sim 1.8 \sim 1.8 \sim 1.8 \sim 1.0 \sim$ 25 $\{Lifetime: 2398, NoAl: true, Passengers: [\{id: XPOrb, Age: 6000s, Passengers: \{\{id: ThrownPotion, Potion: \{id: splash_potion, tag: \{CustomPotionEffects: \{\{id: ThrownPotionP$ {ld:5b,Duration:200,Amplifier:9b},{ld:19b,Duration:40,Amplifier:7b}]}},Motion:[0d,0.7d,0d]}]}}}
- /execute @e[tag=BlackRider] ~ ~ ~ /execute @e[dx=0,tag=BlackRider,score_MobCastTime_min=0,score_MobCastTime=11,c=1] ~ ~ ~ /me は死霊召喚を唱えた! 26
- 長いので下に移動
- 28 /execute @e[tag=BlackRider] ~ ~ ~ /execute @e[dx=0,tag=BlackRider,score_MobCastTime_min=8,score_MobCastTime=19,c=1] ~ ~ ~ /me はソウルバランスを唱
- /execute @e[tag=BlackRider] ~ ~ ~ /execute @e[dx=0,tag=BlackRider,score_MobCastTime=min=8,score_MobCastTime=19,c=1] ~ ~ ~ /scoreboard players operation 29 #10 Const
- /execute @e[tag=BlackRider] ~ ~ ~ /execute @e[dx=0,tag=BlackRider,score_MobCastTime_min=8,score_MobCastTime=19,c=1] ~ ~ ~ /scoreboard players set @a[30
- /execute @e[tag=PaleRider] ~ ~ ~ /execute @e[dx=0,tag=PaleRider,score_MobCastTime=nin=0,score_MobCastTime=11,c=1] ~ ~ ~ /me は死魔召喚を唱えた! 31
- 32 長いので下に移動
- 33 /execute @e[tag=PaleRider] ~ ~ ~ /execute @e[dx=0,tag=PaleRider,score_MobCastTime=min=8,score_MobCastTime=19,c=1] ~ ~ ~ /me はペストクロップを唱え;
- /execute @e[tag=PaleRider] ~ ~ ~ /execute @e[dx=0,tag=PaleRider,score_MobCastTime=nin=8,score_MobCastTime=19,c=1] ~ ~ ~ /scoreboard players set @a[r= 34 {ActiveEffects:[{Id:19b}]}
- /scoreboard players operation #Random Global = @a[c=1] RndMWC
- 36 /scoreboard players tag @a[c=1] add UpdateRandom
- 37 /scoreboard players operation #Random Global %= #100 Const
- /execute @e[tag=SkillMob] $\sim \sim \sim$ /scoreboard players set @e[dx=0,tag=SkillMob,score_MobCastTime=19,c=1] MobCastTime 1 38
- 39 /execute @e[tag=FastCast] $\sim \sim$ /scoreboard players set @e[dx=0,tag=FastCast,score_MobCastTime=19,c=1] MobCastTime 3
- 40 $/ execute @e[tag=SkillMob] \sim \sim \sim / scoreboard players operation @e[dx=0,tag=SkillMob,score_MobCastTime=19,c=1] \\ MobCastTime *= \#Random Global (Stage Score) \\ + \#R$

No.10

/execute @e[tag=Shinen] ~ ~ ~ /execute @e[dx=0,tag=Shinen,score_MobCastTime_min=15,score_MobCastTime=19,c=1] ~ ~ ~ /summon

xCircuit1_runMobSkill.md 2020/7/18

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otion:[0d,0.05d,0d],SpawnPotentials:[ {Weight:1,Entity:{id:Villager,Health:0f,DeathTime:19s,Passengers:
 [{id:Skeleton,SkeletonType:1b,CustomName:"Superbia",CustomNameVisible:true,ActiveEffects:
 [\{id:8b,Amplifier:4b,Duration:2147483647\}],HandItems:[\{id:"minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sword",Count:0b,tag:\{ench:minecraft:iron\_sw
\label{lem:condition} $$ [\{id:20s,lv1:25s\}]\}, ArmorItems: [\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{display:\{color:0\}\}\}, ArmorItems: [\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[display:[color:0]], ArmorItems: [\{\},\{\},\{id:minecraft:leather\_chestplay:[color:0]], ArmorItems
 {id:minecraft:chorus_flower,Count:0b}],Health:270f,Attributes:[{Name:"generic.maxHealth",Base:270d},
 {\tt \{Name:"generic.followRange",Base:48d\}, \{Name:"generic.knockbackResistance",Base:1d\}, \{Name:"generic.movementSpeed",Base:0.2d\}, \{Name:"generic.movementS
 {\tt \{Name: "generic.attackDamage", Base: 30.0d\}]\}}\}, \ {\tt \{Weight: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 19s, Passengers: 1, Entity: \{id: Villager, Health: 0f, DeathTime: 1, Entity: 1, E
 [\{id: Skeleton, Custom Name: "Ira", Custom Name Visible: true, Hand Items: [\{id: minecraft: bow, Count: 0b, tag: \{ench: limits of the context of the conte
 {id:minecraft:chorus_flower,Count:0b}],Health:210f,Attributes:[{Name:"generic.maxHealth",Base:210d},
 {\tt \{Name:"generic.followRange",Base:48d\}, \{Name:"generic.knockbackResistance",Base:0d\}, \{Name:"generic.movementSpeed",Base:0.45d\}, \{Name:"generic.moveme
 {Name:"generic.attackDamage",Base:10.0d}]}]}}, {Weight:1,Entity:{id:Villager,Health:0f,DeathTime:19s,Passengers:
 [\{id:Skeleton, CustomName: "Invidia", CustomNameVisible: true, HandItems: [\{id:minecraft:stone\_sword, Count: 0b\}], ArmorItems: [\{\}, \{\}, The content of the
 {id:minecraft:leather_chestplate,Count:0b,tag:{display:{color:32835}}},
 {id:minecraft:chorus_flower,Count:0b}],Health:180f,Attributes:[{Name:"generic.maxHealth",Base:180d},
 \{ Name: "generic.followRange", Base: 48d \}, \{ Name: "generic.knockbackResistance", Base: 0.5d \}, \{ Name: "generic.movementSpeed", Base: 0.4d \}, \{ Name: "generic.mov
 {\tt \{Name:"generic.attackDamage",Base:10.0d\}],Passengers:[\{id:AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"Invidia",Effects:[AreaEffectCloud,CustomName:"AreaEffectS:[AreaEffectCloud,CustomName:"AreaEffectS:[AreaEffectCloud,CustomName:"AreaEffectS:[AreaEffectS:[AreaEffectS]]]} \label{fig:AreaEffectS:[AreaEffectS]}
 [{Id:19b,Amplifier:4b,Duration:25}],ReapplicantDelay:0,Radius:2f,RadiusOnUse:0,DurationOnUse:0f,Duration:25,RadiusPerTick:0f,Wai
tTime:0,Age:0,Particle:mobSpell}]}]}}, {Weight:1,Entity:{id:Villager,Health:0f,DeathTime:19s,Passengers:
[\{id:Skeleton, CustomName: "Pigritia", CustomNameVisible: true, HandItems: [\{id:minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: [All minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: (all minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: (all minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: (all minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: (all minecraft: bow, Count: 0b, tag: \{ench: CustomNameVisible: true, HandItems: (all minecraft: bow, CustomNameVisible: true, HandItems: (all 
 [\{id:49s,lvl:5s\}]\}\}], ArmorItems:[\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:\{ench:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplate,Count:0b,tag:[\{id:7s,lvl:3s\}],display:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather\_chestplay:leather
 \{color: 32896\}\}\}, \{id: minecraft: chorus\_flower, Count: 0b\}], \\Health: 150f, \\Attributes: [\{Name: "generic.maxHealth", Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: [\{Name: maxHealth, Base: 150d\}, Base: 150d\}, \\Health: 150f, \\Attributes: 150d, \\Attributes
 {Name: "generic.followRange", Base: 48d}, {Name: "generic.knockbackResistance", Base: 1d}, {Name: "generic.movementSpeed", Base: 0.05d},
 {Name: "generic.attackDamage",Base:5.0d}],Passengers:[{id:Skeleton,CustomName: "Acedia",CustomNameVisible:true,HandItems:
 [\{id:minecraft:bow,Count:0b,tag:\{ench:[\{id:49s,lvl:5s\}]\}\}],ArmorItems:[\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[],ArmorItems:[],\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[],ArmorItems:[],\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[],ArmorItems:[],\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[],ArmorItems:[],\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems:[],ArmorItems
 \label{lem:cont:prop:cont:0} $$\{ench: [\{id:7s,lvl:3s\}], display: \{color:32896\}\}\}, \{id:minecraft: chorus_flower, Count:0b\}], Health: 150f, Attributes: lem: (lim:7s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3s,lvl:3
 [\{Name: "generic.maxHealth", Base: 150d\}, \{Name: "generic.followRange", Base: 48d\}, \{Name: "generic.knockbackResistance", Base: 1d\}, \{Name: "generic.maxHealth", Base: 150d\}, \{Name: "generic.maxHealth
 {Name: "generic.movementSpeed", Base:0.05d}, {Name: "generic.attackDamage", Base:5.0d}]}]}]}}, {Weight:1, Entity:
 {id:Villager,Health:Of,DeathTime:19s,Passengers:
 [\{id: Skeleton, CanPickUpLoot: 1b, CustomName: "Avaritia", CustomNameVisible: true, HandItems: \\
 [\{id: minecraft: diamond\_sword, Count: 0b\}], ArmorItems: [\{\}, \{\}, \{id: minecraft: leather\_chestplate, Count: 0b, tag: \{display: leather\_chestplay: leath
 {color:13952}}},{id:minecraft:chorus_flower,Count:0b}],Health:180f,Attributes:[{Name:"generic.maxHealth",Base:180d},
 {Name: "generic.followRange", Base: 48d}, {Name: "generic.knockbackResistance", Base: 1d}, {Name: "generic.movementSpeed", Base: 0.25d},
 {Name: "generic.attackDamage",Base:20.0d}]]]]}}, {Weight:1,Entity:{id:Villager,Health:0f,DeathTime:19s,Passengers:
 [{id:Skeleton,CustomName:"Gula",CustomNameVisible:true,HandItems:[{id:minecraft:cake,Count:0b}],ArmorItems:[{},{},
 {id:minecraft:leather_chestplate,Count:0b,tag:{display:{color:8413952}}},
 {id:minecraft:chorus_flower,Count:0b}],Health:60f,Attributes:[{Name:"generic.maxHealth",Base:60d},
 {\tt \{Name:"generic.followRange",Base:48d\}, \{Name:"generic.knockbackResistance",Base:1d\}, \{Name:"generic.movementSpeed",Base:0.25d\}, and the standard of the s
 {Name:"generic.attackDamage",Base:25.0d}],Passengers:
 [{id:Guardian,CustomName:"Piscis",CustomNameVisible:true,Silent:true,Health:90f,Attributes:[{Name:generic.maxHealth,Base:90.0d},
 {Name: "generic.followRange", Base:80d}], ActiveEffects:[{Id:14b,Amplifier:127b,Duration:2147483647}]}]}}}}}, { Weight:1,Entity:
 {id:Villager,Health:0f,DeathTime:19s,Passengers:[{id:Skeleton,CustomName:"Luxuria",CustomNameVisible:true,HandItems:
[\{id:minecraft:red\_flower,Count:0b\}], ArmorItems:[\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{display:\{color:8388704\}\}\}, ArmorItems:[\{\},\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{display:\{color:8388704\}\}\}, ArmorItems:[\{\},\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{display:\{color:8388704\}\}\}, ArmorItems:[\{\},\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{display:\{color:8388704\}\}\}, ArmorItems:[\{\},\{\},\{\},\{id:minecraft:leather\_chestplate,Count:0b,tag:\{display:\{color:8388704\}\}\}, ArmorItems:[\{\},\{\},\{\},\{id:minecraft:leather\_chestplay:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],ArmorItems:[A],Armo
 {id:minecraft:chorus_flower,Count:0b}],Health:5f,Attributes:[{Name:"generic.maxHealth",Base:5d},
 {\tt \{Name:"generic.followRange",Base:48d\}, \{Name:"generic.knockbackResistance",Base:1d\}, \{Name:"generic.movementSpeed",Base:0.5d\}, \{Name:"generic.movementSpeed",Base:0.5d], \{Name:"generic.movementS
 {\tt \{Name:"generic.attackDamage",Base:20.0d\}],Passengers:[\{id:AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"Luxuria",Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffectCloud,CustomName:"],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[AreaEffect],Effects:[Are
 [\{\mathsf{Id}: 7\mathsf{b}, \mathsf{Amplifier}: 4\mathsf{b}, \mathsf{Duration}: 25\}, \{\mathsf{Id}: 9\mathsf{b}, \mathsf{Amplifier}: 0\mathsf{b}, \mathsf{Duration}: 25\}, \{\mathsf{Id}: 15\mathsf{b}, \mathsf{Amplifier}: 0\mathsf{b}, \mathsf{Duration}: 25\}, \mathsf{Amplifi
 {Id:17b,Amplifier:9b,Duration:25}],ReapplicantDelay:0,Radius:2f,RadiusOnUse:0,DurationOnUse:0f,Duration:25,RadiusPerTick:0f,Wait
\label{time:0} Time:0, Age:0, Particle:mobSpell\}]\}\}\}], \ Tags:[CooldownRequired, TypeChecked], PortalCooldown:1, Delay:-1s\}]
```

No.18

```
/execute @e[tag=WhiteRider] \sim \sim \sim /execute @e[dx=0,tag=WhiteRider,score_MobCastTime_min=0,score_MobCastTime=11,c=1] \sim \sim \sim \sim /execute @e[dx=0,tag=WhiteRider,score_MobCastTime_min=0,score_MobCastTime=11,c=1]
/summon MinecartSpawner ~ ~1 ~
{Invulnerable:true,MinSpawnDelay:0s,MaxSpawnDelay:0s,SpawnCount:1s,SpawnRange:3s,RequiredPlayerRange:99s,MaxNearbyEntities:16s,M
otion:[0d,0.05d,0d],SpawnPotentials:[{Weight:1,Entity:{id:"Villager",Health:0f,DeathTime:19s,ActiveEffects:
[0d,2d,0d],ActiveEffects:[{Id:25b,Amplifier:-1b,Duration:10000,ShowParticles:false}],HandItems:
[\{id:"minecraft:bow", Count:0b, tag:\{ench:[\{id:50s,lvl:1s\}]\}\}, \{\}], ArmorItems:[\{\}, \{\}, \{\}, \{id:minecraft:skull, Damage:3s, Count:0b, tag:[\{id:minecraft:skull, Damage:3s, Count:0b, tag:[\{id:minecraft:bow", Count:0b, tag:[\{id:minecraft:skull, Damage:3s, Count:0b, tag:[[id:minecraft:skull, Damage:3s, Damage:]]]]
 \{ Skull 0 wner: \{ Id: "a75928d1-3fd1-4696-bc0d-bcc2c0f1b241", Properties: \{ textures: architecture (architecture) \} \} \} 
[\{Value: "eyJ0ZXh0dXJ1cyI6eyJTS010Ijp7InVybCI6Imh0dHA6Ly90ZXh0dXJ1cy5taW51Y3JhZnQubmV0L3R1eHR1cmUvM2JkMmUxOT11Mjc5ZWRjNDgxMThjMTg
10TdhYjgwMwNhMmJhMmY30GM5NzExNTVkNGQ2MGYxZmI0MGRlNjY00SJ9fX0="}]}}}]],Health:40f,Attributes:
[\{Name: "generic.maxHealth", Base: 40d\}, \{Name: "generic.followRange", Base: 48d\}, \{Name: "generic.knockbackResistance", Base: 0d\}, \{Name: "generic.knockbackResistance", Base: 0d], \{
\label{thm:generic.movementSpeed} \{ Name: "generic.attackDamage", Base: 60.0d \}] \} \} \} \ , \ \{ Weight: 1, Entity: 1, Martin (Martin) \} \} \} \} \ , \ \{ Weight: 1, Entity: 1, Martin (Martin) \} \} \} \} \} \} \} \} \} \} \} \} 
{id:"Villager",Health:0f,DeathTime:19s,ActiveEffects:[{Id:14b,Amplifier:0b,Duration:20,ShowParticles:false}],Passengers:
[{id:Skeleton,SkeletonType:1b,CustomName:"ホワイトアタッカ-",ActiveEffects:[{Id:25b,Amplifier:-2b,Duration:100000,ShowParticles:false},
{Id:8b,Amplifier:1b,Duration:100000,ShowParticles:false}],HandItems:[{id:"minecraft:stone_sword",Count:0b,tag:{ench:
86ea-7f2838e1a5bd", Properties: {textures:
mNGExMzVmNzFkYTA0MzJ1YT1mZjY0YzE3ZWZ1MzViMjkzMzRmZCJ9fX0="\}]\}\}\}], Health: 40f, Attributes: [\{Name: "generic.maxHealth", Base: 40d\}, Milk of the control of
{\tt \{Name:"generic.followRange",Base:48d\}, \{Name:"generic.knockbackResistance",Base:0d\}, \{Name:"generic.movementSpeed",Base:0.4d\}, \{Name:"generic.movementS
{Name: "generic.attackDamage", Base: 20.0d}]}]}], PortalCooldown: 4, Delay: -1s}
```

xCircuit1_runMobSkill.md 2020/7/18

```
/execute @e[tag=RedRider] ~ ~ ~ /execute @e[dx=0,tag=RedRider,score_MobCastTime_min=0,score_MobCastTime=11,c=1] ~ ~ ~ /summon
MinecartSpawner ~ ~1 ~
{Invulnerable:true,MinSpawnDelay:0s,MaxSpawnDelay:0s,SpawnCount:1s,SpawnRange:3s,RequiredPlayerRange:99s,MaxNearbyEntities:16s,M
otion:[0d,0.05d,0d],SpawnPotentials:[{Weight:1,Entity:{id:"Villager",Health:0f,DeathTime:19s,ActiveEffects:
[{Id:14b,Amplifier:0b,Duration:20,ShowParticles:false}],Passengers:[{id:PigZombie,CustomName:"レッドピック゚マ
>",Anger:32767s,HandItems:[{id:"minecraft:golden_sword",Count:0b,tag:{ench:[{id:20s,lv1:3s}]}},
{id:"minecraft:shield",Count:0b,tag:{BlockEntityTag:{Base:4,Patterns:[{Pattern:gra,Color:1},{Pattern:ss,Color:0},
{id:minecraft:skull,Damage:3s,Count:0b,tag:{SkullOwner:{Id:"e49cc289-5e35-4a37-9b08-98ef5cf05382",Properties:{textures:
[{Value:"eyJ0ZXh0dXJlcyI6eyJTS010Ijp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW51Y3JhZnQubmV0L3RleHR1cmUvMTg50Tk5YjRk0DE0NWJhNjc3YjY5ZmI
5MTNiOWE2YTY3MTlkMwM2ZDE3ZWM0ZDN1MjRiZThiMjIxZDY3MjQzIn19fQ=="}]}}}],Health:40f,Attributes:
[\{Name: "generic.maxHealth", Base: 40d\}, \{Name: "generic.followRange", Base: 48d\}, \{Name: "generic.knockbackResistance", Base: 0.5d\}, \{Name: "generic.knockbackResistance", Base: 0.5d], \{Name: "generic.knockba
{Name: "generic.movementSpeed",Base:0.5d},{Name: "generic.attackDamage",Base:10.0d}]}]}} , {Weight:1,Entity:
{id:"Villager",Health:0f,DeathTime:19s,ActiveEffects:[{Id:14b,Amplifier:0b,Duration:20,ShowParticles:false}],Passengers:
[{id:PigZombie,CustomName:"দেশ -",Anger:32767s,IsBaby:true,HandItems:[{id:"minecraft:bone",Count:0b,tag:{ench:
[{id:20s,lv1:3s}]}},{id:"minecraft:skull",Damage:3s,Count:0b,tag:{SkullOwner:{Id:"c892c147-37db-45ef-88d5-
980173fc72f8", Properties: {textures:
[{Value:"eyJ0ZXh0dXJlcyI6eyJTS010Ijp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvNGIyNjY3YTc1YzJj0DNi0DVjNzBlYjA
 \{id: minecraft: leather\_chestplate, Count: 0b, tag: \{display: \{color: 0\}\}\}, \{id: minecraft: skull, Damage: 3s, Count: 0b, tag: \{Skull Owner: about the color: 0b, t
{Id:"e49cc289-5e35-4a37-9b08-98ef5cf05382",Properties:{textures:
[{Value:"eyJ0ZXh0dXJlcyI6eyJTS010Ijp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW51Y3JhZnQubmV0L3RleHR1cmUvMTg50Tk5YjRk0DE0NWJhNjc3YjY5ZmI
5MTNiOWE2YTY3MTlkMWM2ZDE3ZWM0ZDNlMjRiZThiMjIxZDY3MjQzIn19fQ=="}]}}}],Health:40f,Attributes:
[\{Name: "generic.maxHealth", Base: 40d\}, \{Name: "generic.followRange", Base: 48d\}, \{Name: "generic.knockbackResistance", Base: 1d\}, \{Name: "generic.maxHealth", Base: 40d\}, \{Name: "generic.followRange", Base: 48d\}, \{Name: "generic.knockbackResistance", Base: 1d\}, \{Name: "generic.knockbackResistance", Base: 1d], \{Name: "generic.k
{Name: "generic.movementSpeed", Base:0.1d}, {Name: "generic.attackDamage", Base:25.0d}]}]}}], Tags:
[CooldownRequired.TypeChecked].PortalCooldown:3.Delay:-1s}
```

No.27

```
/execute @e[tag=BlackRider] ~ ~ ~ /execute @e[dx=0,tag=BlackRider,score_MobCastTime_min=0,score_MobCastTime=11,c=1] ~ ~ ~
 /summon MinecartSpawner ~ ~1 ~
 {Invulnerable:true,MinSpawnDelay:0s,MaxSpawnDelay:0s,SpawnCount:1s,SpawnRange:3s,RequiredPlayerRange:99s,MaxNearbyEntities:16s,M
otion:[0d,0.05d,0d],SpawnPotentials:[{Weight:1,Entity:{id:"Villager",Health:0f,DeathTime:19s,ActiveEffects:
[{Id:14b,Amplifier:0b,Duration:20,ShowParticles:false}],Passengers:[{id:Zombie,CustomName:"レギオ
 ン",IsBaby:true,IsVillager:true,VillagerProfession:5,ActiveEffects:[{Id:25b,Amplifier:-127b,Duration:100000,ShowParticles:false},
\label{thm:bound} $$\{\text{Id:8b,Amplifier:4b,Duration:100000,ShowParticles:false}\}, $$\{\text{Amplifier:4b,Duration:100000,ShowParticles:false}\}$, $$\{\text{Amplifier:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:1000000,ShowParticles:4b,Duration:100000,ShowParticles:4b,Duration:1000000,S
  \{id: minecraft: skull, Damage: 3s, Count: 0b, tag: \{Skull 0wner: \{Id: "b622d670-e628-4476-a206-d0c05f76797d", Properties: \{textures: \{Textur
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No.32

xCircuit1 runMobSkill.md 2020/7/18

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詳細

- 1. 対象タグをもつエンティティと同一x座標上に存在し、MobCastTimeの値に対して特定の効果とそのメッセージを発動する。具体的な効果は以下の表を参照。
- 2. #RandomのGlobalに一番近くのプレイヤーのRndMWCを代入し、UpdataRandomを付与
- 3. #RandomのGlobalに100との剰余を代入
- 4. SkillMobを持つエンティティが存在したら、それと同一x座標上に存在するSkillMobを持ち、MobCastTimeが19以上であるエンティティ1体のMobCastTimeを1に設定し、以下の事柄を実行
 - FastCastを持つエンティティと同一x座標上に存在するSkillMobを持ち、MobCastTimeが19以上であるエンティティ1体のMobCastTimeを3に設定
- 5. SkillMobを持つエンティティと同一x座標上に存在するSkillMobを持ち、MobCastTimeが19以上であるエンティティ1体のMobCastTimeに#RandomのGlobalを 掛ける

MobCastの値とその効果

|対象タグ|MobCast|効果|備考| |-|-| | |Shinen|0~4|80m以内のプレイヤーの座標に移動|テレポート| ||5~7|空腹Lv.10 2秒間、半径0.5mから0.1m/sの速さで広がり60秒間展開されるAEC☆を設置|ポリュート(最終的には半径6.5mまで広がる)| ||8~10|半径32m以内のすべてのプレイヤーの座標上に浮遊Lv.-19 20秒間、半径1mに0.1秒間展開されるAECを設置|アビスセデュース| ||11~14|半径16m以内のすべてのプレイヤーに即時ダメージLv.0を10秒間付与|アシッドスプレッド| ||15~19|スポナー付きマインカートを召喚し、プレイヤーが99m以内にいる場合、最大3体の眷属を召喚|リーンカーネイト| |Magma|0~7|スポナー付きマインカートを召喚し、プレイヤーが99m以内にいる場合、10m以内に最大5体のエンダーマイトを乗せたファイアーボールを召喚|ベギラマ| ||8~19|Magmaを持つエンティティに

{AbsorptionAmount:0f,DeathLootTable:"minecraft:empty")を設定|逃げ出した!| |WarpOnly|0~19|80m以内のプレイヤーの座標上に移動|ワープした!| |WhiteRider|0~11|スポナー付きマインカートを召喚し、半径3m以内に眷属を召喚|死天召喚| ||8~19|半径32m以内のすべてのプレイヤーの座標上に、下から0.1秒で消滅するエンダーマイト、即消滅する経験値、そして移動速度低下Lv.10 20秒間、採掘速度低下Lv.10 20秒間、跳躍力上昇Lv.-11 20秒間を付与するスプラッシュポーションを召喚し、その場ですぐにポーション効果を付与する|勝利の上の支配| |RedRider|0~11|スポナー付きマインカートを召喚し、半径3m以内に眷属を召喚|死兵召喚| ||8~19|32m以内にいる SkillMobを持たないゾンビピッグマンを自身の座標上に移動させ、下から0.1秒で消滅するエンダーマイト、即消滅する経験値、そして移動速度上昇Lv.10 20秒間、攻撃力上昇Lv.10 20秒間、毒Lv.9 2秒間を付与するスプラッシュポーションを召喚し、その場ですぐにポーション効果を付与する|更なる戦い| |BlackRider|0~11|スポナー付きマインカートを召喚し、半径3m以内に眷属を召喚|死霊召喚| ||8~19|32m以内のプレイヤーのMPを10で割り、MPMaxFlagを0に設定|ソウルバランス| |PaleRider|0~11|スポナー付きマインカートを召喚し、半径3m以内に眷属を召喚|死魔召喚| ||8~19|半径32m以内で毒を付与されているすべてのプレイヤーのkillを2に設定|ペストクロップ|