

SystemEntity

- コマンドの管理をする上で使用されているエンティティ
- **SystemEntity**を持っていないエンティティもここでは含めている

CommonGM

- コマンド実行時の基準となっているアーマースタンド

Name	CommonGM
Type	ArmorStand
Tag	SystemEntity
UUID	0-0-1-0-1

summonコマンド

- 位置(-1921,6,-192)

```
/summon ArmorStand ~1 ~ ~ {CustomName:"CommonGM", CustomNameVisible:true,
Invulnerable:true, Small:true, Invisible:true, DisabledSlots:31, Marker:true,
NoGravity:true, NoBasePlate:true, UUIDMost:11, UUIDLeast:11, Tags:[SystemEntity]}
```

SystemKeeper

- メインクロックが不具合を起こした際に、復旧を図るアーマースタンド
- "秩序を取り戻した"というメッセージを出しているのはコイツ

Name	SystemKeeper
Type	ArmorStand
Tag	SystemEntity, TypeChecked
UUID	0-0-2-0-2

summonコマンド

- 位置(-1870,6-194)
- メインクロックをONにした際、召喚される

```
/summon ArmorStand -1870 10 -197 {Invulnerable:true,Tags:
[SystemEntity,TypeChecked],Rotation:
[90f,0f],CustomNameVisible:true,CustomName:"SystemKeeper",UUIDMost:21,UUIDLeast:21
}
```

ViewPoint(仮)

- CustomNameが""となっているので仮としてViewPoint(仮)としておく

Name	(None)
Type	ArmorStand
Tag	ViewPoint, SystemEntity

summonコマンド

- 位置(-1921,6,-190)

```
/summon ArmorStand ~1 ~ ~ {CustomName:"", Invulnerable:true, Small:true, Invisible:true, DisabledSlots:31, Marker:true, NoGravity:true, NoBasePlate:true, Tags:[ViewPoint,SystemEntity]}
```

地下世界

Name	地下世界
Type	AreaEffectCloud
Tag	(None)

summonコマンド

- 位置(-1921,6,-193)

```
/summon AreaEffectCloud ~1 ~ ~  
{ReapplicantDelay:2147483647, Radius:0f, RadiusOnUse:0f, DurationOnUse:0f, Duration:2147483647, RadiusPerTick:0f, WaitTime:0, Age:0, Particle:take, CustomName:地下世界, CustomNameVisible:true}
```

クラウドディア

Name	クラウドディア
Type	AreaEffectCloud
Tag	(None)

summonコマンド

- 位置(-1921,6,-194)

```
/summon AreaEffectCloud ~1 ~ ~  
{ReapplicantDelay:2147483647,Radius:0f,RadiusOnUse:0f,DurationOnUse:0f,Duration:21  
47483647,RadiusPerTick:0f,WaitTime:0,Age:0,Particle:take,CustomName:クラウド  
ア,CustomNameVisible:true}
```

テーブルマウンテン

Name	クラウドディア
Type	AreaEffectCloud
Tag	(None)

summonコマンド

- 位置(-1921,6,-195)

```
/summon AreaEffectCloud ~1 ~ ~  
{ReapplicantDelay:2147483647,Radius:0f,RadiusOnUse:0f,DurationOnUse:0f,Duration:21  
47483647,RadiusPerTick:0f,WaitTime:0,Age:0,Particle:take,CustomName:テー  
ブルマウンテン,CustomNameVisible:true}
```

ガリバーランド

Name	クラウドディア
Type	AreaEffectCloud
Tag	(None)

summonコマンド

- 位置(-1921,6,-196)

```
/summon AreaEffectCloud ~1 ~ ~  
{ReapplicantDelay:2147483647,Radius:0f,RadiusOnUse:0f,DurationOnUse:0f,Duration:21  
47483647,RadiusPerTick:0f,WaitTime:0,Age:0,Particle:take,CustomName:ガ  
リバーランド,CustomNameVisible:true}
```

トカルトコルデ

Name	クラウディア
Type	AreaEffectCloud
Tag	(None)

summonコマンド

- 位置(-1921,6,-197)

```
/summon AreaEffectCloud ~1 ~ ~
{ReapplicantDelay:2147483647,Radius:0f,RadiusOnUse:0f,DurationOnUse:0f,Duration:2147483647,RadiusPerTick:0f,WaitTime:0,Age:0,Particle:take,CustomName:トカルトコルデ,CustomNameVisible:true}
```

はてな(???)

- 正しくは???という名前

Name	???
Type	AreaEffectCloud
Tag	Enter

summonコマンド

- 位置(-1921,7,-195)

```
/summon AreaEffectCloud ~1 ~ ~
{ReapplicantDelay:2147483647,Radius:2f,RadiusOnUse:0f,DurationOnUse:0f,Duration:2147483647,RadiusPerTick:0f,WaitTime:0,Age:0,Particle:take,CustomName:???,CustomNameVisible:true,Tags:[Enter]}
```

NetherBossPoint

- 煉獄の最下層部にいるボスの処理のための起点となっているエンティティ

Name	NetherBossPoint
Type	ArmorStand
Tag	SystemEntity,TypeChecked

UUID 0-0-1-0-4

```
{NoGravity:1b,HurtByTimestamp:0,Attributes:[0:
{Base:20.0d,Name:"generic.maxHealth"},1:
{Base:0.0d,Name:"generic.knockbackResistance"},2:
{Base:0.699999988079071d,Name:"generic.movementSpeed"},3:
{Base:0.0d,Name:"generic.armor"},4:
{Base:0.0d,Name:"generic.armorToughness"}],Invulnerable:1b,FallFlying:0b,ShowArms:
0b,PortalCooldown:0,AbsorptionAmount:0.0f,FallDistance:0.0f,DisabledSlots:31,Death
Time:0s,Pose:{},Invisible:1b,Tags:[0:"TypeChecked",1:"SystemEntity"],Motion:
[0:0.0d,1:0.0d,2:0.0d],Small:1b,UUIDLeast:4L,Health:20.0f,Air:300s,OnGround:0b,Dim
ension:0,Marker:1b,Rotation:[0:0.0f,1:0.0f],HandItems:[0:{},1:
{}],UUIDMost:1L,CustomName:"NetherBossPoint",Pos:
[0:-1859.0d,1:31.0d,2:-124.0d],Fire:0s,ArmorItems:[0:{},1:{},2:{},3:
{}],NoBasePlate:1b,HurtTime:0s}
```

雷

Name	雷
Type	ArmorStand
Tag	SystemEntity,TypeChecked,FrontWaterBolt
UUID	0-0-1-0-7

```
{NoGravity:1b,HurtByTimestamp:0,Attributes:[0:
{Base:20.0d,Name:"generic.maxHealth"},1:
{Base:0.0d,Name:"generic.knockbackResistance"},2:
{Base:0.699999988079071d,Name:"generic.movementSpeed"},3:
{Base:0.0d,Name:"generic.armor"},4:
{Base:0.0d,Name:"generic.armorToughness"}],Invulnerable:1b,FallFlying:0b,ShowArms:
0b,PortalCooldown:0,AbsorptionAmount:0.0f,FallDistance:0.0f,DisabledSlots:31,Death
Time:0s,Pose:{},Invisible:1b,Tags:
[0:"TypeChecked",1:"SystemEntity",2:"FrontWaterBolt"],Motion:
[0:0.0d,1:0.0d,2:0.0d],Small:1b,UUIDLeast:7L,Health:20.0f,Air:300s,OnGround:0b,Dim
ension:0,Marker:1b,Rotation:[0:0.0f,1:0.0f],HandItems:[0:{},1:
{}],UUIDMost:1L,CustomName:"雷",Pos:
[0:-1859.0d,1:31.0d,2:-124.0d],Fire:0s,ArmorItems:[0:{},1:{},2:{},3:
{}],NoBasePlate:1b,HurtTime:0s}
```

雷

Name	雷
Type	ArmorStand

Tag	SystemEntity,TypeChecked,FrontPoisonBolt
UUID	0-0-1-0-8

```
{NoGravity:1b,HurtByTimestamp:0,Attributes:[0:
{Base:20.0d,Name:"generic.maxHealth"},1:
{Base:0.0d,Name:"generic.knockbackResistance"},2:
{Base:0.699999988079071d,Name:"generic.movementSpeed"},3:
{Base:0.0d,Name:"generic.armor"},4:
{Base:0.0d,Name:"generic.armorToughness"}],Invulnerable:1b,FallFlying:0b,ShowArms:
0b,PortalCooldown:0,AbsorptionAmount:0.0f,FallDistance:0.0f,DisabledSlots:31,Death
Time:0s,Pose:{},Invisible:1b,Tags:
[0:"FrontPoisonBolt",1:"TypeChecked",2:"SystemEntity"],Motion:
[0:0.0d,1:0.0d,2:0.0d],Small:1b,UUIDLeast:8L,Health:20.0f,Air:300s,OnGround:0b,Dim
ension:0,Marker:1b,Rotation:[0:0.0f,1:0.0f],HandItems:[0:{},1:
{}],UUIDMost:1L,CustomName:"雷",Pos:
[0:-1859.0d,1:31.0d,2:-124.0d],Fire:0s,ArmorItems:[0:{},1:{},2:{},3:
{}],NoBasePlate:1b,HurtTime:0s}
```

敵MOB

コーラスマイト

```
Endermite ~ ~ ~ {CustomName:"コーラスマイト",Health:200f,Lifetime:1900,Attributes:
[{Name:"generic.maxHealth",Base:200d},{Name:"generic.movementSpeed",Base:0.3d},
{Name:"generic.attackDamage",Base:1d},
{Name:"generic.knockbackResistance",Base:0.3d},
{Name:"generic.followRange",Base:32d}],HandItems:[{tag:{ench:
[{id:19s,lvl:20s}]},id:"minecraft:iron_sword",Count:0b,Damage:0s},{}]}
```