if game.PlaceId == 2753915549 then

World1 = true

elseif game.PlaceId == 4442272183 then

World2 = true

elseif game.PlaceId == 7449423635 then

World3 = true

else

game:GetService("Players").LocalPlayer:Kick("Do not Support, Please wait...")

end

function CheckQuest()

MyLevel = game:GetService("Players").LocalPlayer.Data.Level.Value

if World1 then

if MyLevel == 1 or MyLevel <= 9 then

Mon = "Bandit"

LevelQuest = 1

NameQuest = "BanditQuest1"

NameMon = "Bandit"

CFrameQuest = CFrame.new(1059.37195, 15.4495068, 1550.4231, 0.939700544, -0, -0.341998369, 0, 1, -0, 0.341998369, 0, 0.939700544)

CFrameMon = CFrame.new(1045.962646484375, 27.00250816345215, 1560.8203125)

elseif MyLevel == 10 or MyLevel <= 14 then

Mon = "Monkey"

LevelQuest = 1

NameQuest = "JungleQuest"

NameMon = "Monkey"

CFrameQuest = CFrame.new(-1598.08911, 35.5501175, 153.377838, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-1448.51806640625, 67.85301208496094, 11.46579647064209)

elseif MyLevel == 15 or MyLevel <= 29 then

Mon = "Gorilla"

LevelQuest = 2

NameQuest = "JungleQuest"

NameMon = "Gorilla"

CFrameQuest = CFrame.new(-1598.08911, 35.5501175, 153.377838, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-1129.8836669921875, 40.46354675292969, -525.4237060546875)

elseif MyLevel == 30 or MyLevel <= 39 then

Mon = "Pirate"

LevelQuest = 1

NameQuest = "BuggyQuest1"

NameMon = "Pirate"

CFrameQuest = CFrame.new(-1141.07483, 4.10001802, 3831.5498, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(-1103.513427734375, 13.752052307128906, 3896.091064453125)

elseif MyLevel == 40 or MyLevel <= 59 then

Mon = "Brute"

LevelQuest = 2

NameQuest = "BuggyQuest1"

NameMon = "Brute"

CFrameQuest = CFrame.new(-1141.07483, 4.10001802, 3831.5498, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(-1140.083740234375, 14.809885025024414, 4322.92138671875)

elseif MyLevel == 60 or MyLevel <= 74 then

Mon = "Desert Bandit"

LevelQuest = 1

NameQuest = "DesertQuest"

NameMon = "Desert Bandit"

CFrameQuest = CFrame.new(894.488647, 5.14000702, 4392.43359, 0.819155693, -0, -0.573571265, 0, 1, -0, 0.573571265, 0, 0.819155693)

CFrameMon = CFrame.new(924.7998046875, 6.44867467880249, 4481.5859375)

elseif MyLevel == 75 or MyLevel <= 89 then

Mon = "Desert Officer"

LevelQuest = 2

NameQuest = "DesertQuest"

NameMon = "Desert Officer"

CFrameQuest = CFrame.new(894.488647, 5.14000702, 4392.43359, 0.819155693, -0, -0.573571265, 0, 1, -0, 0.573571265, 0, 0.819155693)

CFrameMon = CFrame.new(1608.2822265625, 8.614224433898926, 4371.00732421875)

elseif MyLevel == 90 or MyLevel <= 99 then

Mon = "Snow Bandit"

LevelQuest = 1

NameQuest = "SnowQuest"

NameMon = "Snow Bandit"

CFrameQuest = CFrame.new(1389.74451, 88.1519318, -1298.90796, -0.342042685, 0, 0.939684391, 0, 1, 0, -0.939684391, 0, -0.342042685)

CFrameMon = CFrame.new(1354.347900390625, 87.27277374267578, -1393.946533203125)

elseif MyLevel == 100 or MyLevel <= 119 then

Mon = "Snowman"

LevelQuest = 2

NameQuest = "SnowQuest"

NameMon = "Snowman"

CFrameQuest = CFrame.new(1389.74451, 88.1519318, -1298.90796, -0.342042685, 0, 0.939684391, 0, 1, 0, -0.939684391, 0, -0.342042685)

CFrameMon = CFrame.new(1201.6412353515625, 144.57958984375, -1550.0670166015625)

elseif MyLevel == 120 or MyLevel <= 149 then

Mon = "Chief Petty Officer"

LevelQuest = 1

NameQuest = "MarineQuest2"

NameMon = "Chief Petty Officer"

CFrameQuest = CFrame.new(-5039.58643, 27.3500385, 4324.68018, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-4881.23095703125, 22.65204429626465, 4273.75244140625)

elseif MyLevel == 150 or MyLevel <= 174 then

Mon = "Sky Bandit"

LevelQuest = 1

NameQuest = "SkyQuest"

NameMon = "Sky Bandit"

CFrameQuest = CFrame.new(-4839.53027, 716.368591, -2619.44165, 0.866007268, 0, 0.500031412, 0, 1, 0, -0.500031412, 0, 0.866007268)

CFrameMon = CFrame.new(-4953.20703125, 295.74420166015625, -2899.22900390625)

elseif MyLevel == 175 or MyLevel <= 189 then

Mon = "Dark Master"

LevelQuest = 2

NameQuest = "SkyQuest"

NameMon = "Dark Master"

CFrameQuest = CFrame.new(-4839.53027, 716.368591, -2619.44165, 0.866007268, 0, 0.500031412, 0, 1, 0, -0.500031412, 0, 0.866007268)

CFrameMon = CFrame.new(-5259.8447265625, 391.3976745605469, -2229.035400390625)

elseif MyLevel == 190 or MyLevel <= 209 then

Mon = "Prisoner"

LevelQuest = 1

NameQuest = "PrisonerQuest"

NameMon = "Prisoner"

CFrameQuest = CFrame.new(5308.93115, 1.65517521, 475.120514, -0.0894274712, -5.00292918e-09, -0.995993316, 1.60817859e-09, 1, -5.16744869e-09, 0.995993316, -2.06384709e-09, -0.0894274712)

CFrameMon = CFrame.new(5098.9736328125, -0.3204058110713959, 474.2373352050781)

elseif MyLevel == 210 or MyLevel <= 249 then

Mon = "Dangerous Prisoner"

LevelQuest = 2

NameQuest = "PrisonerQuest"

NameMon = "Dangerous Prisoner"

CFrameQuest = CFrame.new(5308.93115, 1.65517521, 475.120514, -0.0894274712, -5.00292918e-09, -0.995993316, 1.60817859e-09, 1, -5.16744869e-09, 0.995993316, -2.06384709e-09, -0.0894274712)

CFrameMon = CFrame.new(5654.5634765625, 15.633401870727539, 866.2991943359375)

elseif MyLevel == 250 or MyLevel <= 274 then

Mon = "Toga Warrior"

LevelQuest = 1

NameQuest = "ColosseumQuest"

NameMon = "Toga Warrior"

CFrameQuest = CFrame.new(-1580.04663, 6.35000277, -2986.47534, -0.515037298, 0, -0.857167721, 0, 1, 0, 0.857167721, 0, -0.515037298)

CFrameMon = CFrame.new(-1820.21484375, 51.68385696411133, -2740.6650390625)

elseif MyLevel == 275 or MyLevel <= 299 then

Mon = "Gladiator"

LevelQuest = 2

NameQuest = "ColosseumQuest"

NameMon = "Gladiator"

CFrameQuest = CFrame.new(-1580.04663, 6.35000277, -2986.47534, -0.515037298, 0, -0.857167721, 0, 1, 0, 0.857167721, 0, -0.515037298)

CFrameMon = CFrame.new(-1292.838134765625, 56.380882263183594, -3339.031494140625)

elseif MyLevel == 300 or MyLevel <= 324 then

Mon = "Military Soldier"

LevelQuest = 1

NameQuest = "MagmaQuest"

NameMon = "Military Soldier"

CFrameQuest = CFrame.new(-5313.37012, 10.9500084, 8515.29395, -0.499959469, 0, 0.866048813, 0, 1, 0, -0.866048813, 0, -0.499959469)

CFrameMon = CFrame.new(-5411.16455078125, 11.081554412841797, 8454.29296875)

elseif MyLevel == 325 or MyLevel <= 374 then

Mon = "Military Spy"

LevelQuest = 2

NameQuest = "MagmaQuest"

NameMon = "Military Spy"

CFrameQuest = CFrame.new(-5313.37012, 10.9500084, 8515.29395, -0.499959469, 0, 0.866048813, 0, 1, 0, -0.866048813, 0, -0.499959469)

CFrameMon = CFrame.new(-5802.8681640625, 86.26241302490234, 8828.859375)

elseif MyLevel == 375 or MyLevel <= 399 then

Mon = "Fishman Warrior"

LevelQuest = 1

NameQuest = "FishmanQuest"

NameMon = "Fishman Warrior"

CFrameQuest = CFrame.new(61122.65234375, 18.497442245483, 1569.3997802734)

CFrameMon = CFrame.new(60878.30078125, 18.482830047607422, 1543.7574462890625)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))

end

elseif MyLevel == 400 or MyLevel <= 449 then

Mon = "Fishman Commando"

LevelQuest = 2

NameQuest = "FishmanQuest"

NameMon = "Fishman Commando"

CFrameQuest = CFrame.new(61122.65234375, 18.497442245483, 1569.3997802734)

CFrameMon = CFrame.new(61922.6328125, 18.482830047607422, 1493.934326171875)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))

end

elseif MyLevel == 450 or MyLevel <= 474 then

Mon = "God's Guard"

LevelQuest = 1

NameQuest = "SkyExp1Quest"

NameMon = "God's Guard"

CFrameQuest = CFrame.new(-4721.88867, 843.874695, -1949.96643, 0.996191859, -0, -0.0871884301, 0, 1, -0, 0.0871884301, 0, 0.996191859)

CFrameMon = CFrame.new(-4710.04296875, 845.2769775390625, -1927.3079833984375)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-4607.82275, 872.54248, -1667.55688))

end

elseif MyLevel == 475 or MyLevel <= 524 then

Mon = "Shanda"

LevelQuest = 2

NameQuest = "SkyExp1Quest"

NameMon = "Shanda"

CFrameQuest = CFrame.new(-7859.09814, 5544.19043, -381.476196, -0.422592998, 0, 0.906319618, 0, 1, 0, -0.906319618, 0, -0.422592998)

CFrameMon = CFrame.new(-7678.48974609375, 5566.40380859375, -497.2156066894531)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))

end

elseif MyLevel == 525 or MyLevel <= 549 then

Mon = "Royal Squad"

LevelQuest = 1

NameQuest = "SkyExp2Quest"

NameMon = "Royal Squad"

CFrameQuest = CFrame.new(-7906.81592, 5634.6626, -1411.99194, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-7624.25244140625, 5658.13330078125, -1467.354248046875)

elseif MyLevel == 550 or MyLevel <= 624 then

Mon = "Royal Soldier"

LevelQuest = 2

NameQuest = "SkyExp2Quest"

NameMon = "Royal Soldier"

CFrameQuest = CFrame.new(-7906.81592, 5634.6626, -1411.99194, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-7836.75341796875, 5645.6640625, -1790.6236572265625)

elseif MyLevel == 625 or MyLevel <= 649 then

Mon = "Galley Pirate"

LevelQuest = 1

NameQuest = "FountainQuest"

NameMon = "Galley Pirate"

CFrameQuest = CFrame.new(5259.81982, 37.3500175, 4050.0293, 0.087131381, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, 0.087131381)

CFrameMon = CFrame.new(5551.02197265625, 78.90135192871094, 3930.412841796875)

elseif MyLevel >= 650 then

Mon = "Galley Captain"

LevelQuest = 2

NameQuest = "FountainQuest"

NameMon = "Galley Captain"

CFrameQuest = CFrame.new(5259.81982, 37.3500175, 4050.0293, 0.087131381, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, 0.087131381)

CFrameMon = CFrame.new(5441.95166015625, 42.50205993652344, 4950.09375)

end

elseif World2 then

if MyLevel == 700 or MyLevel <= 724 then

Mon = "Raider"

LevelQuest = 1

NameQuest = "Area1Quest"

NameMon = "Raider"

CFrameQuest = CFrame.new(-429.543518, 71.7699966, 1836.18188, -0.22495985, 0, -0.974368095, 0, 1, 0, 0.974368095, 0, -0.22495985)

CFrameMon = CFrame.new(-728.3267211914062, 52.779319763183594, 2345.7705078125)

elseif MyLevel == 725 or MyLevel <= 774 then

Mon = "Mercenary"

LevelQuest = 2

NameQuest = "Area1Quest"

NameMon = "Mercenary"

CFrameQuest = CFrame.new(-429.543518, 71.7699966, 1836.18188, -0.22495985, 0, -0.974368095, 0, 1, 0, 0.974368095, 0, -0.22495985)

CFrameMon = CFrame.new(-1004.3244018554688, 80.15886688232422, 1424.619384765625)

elseif MyLevel == 775 or MyLevel <= 799 then

Mon = "Swan Pirate"

LevelQuest = 1

NameQuest = "Area2Quest"

NameMon = "Swan Pirate"

CFrameQuest = CFrame.new(638.43811, 71.769989, 918.282898, 0.139203906, 0, 0.99026376, 0, 1, 0, -0.99026376, 0, 0.139203906)

CFrameMon = CFrame.new(1068.664306640625, 137.61428833007812, 1322.1060791015625)

elseif MyLevel == 800 or MyLevel <= 874 then

Mon = "Factory Staff"

NameQuest = "Area2Quest"

LevelQuest = 2

NameMon = "Factory Staff"

CFrameQuest = CFrame.new(632.698608, 73.1055908, 918.666321, -0.0319722369, 8.96074881e-10, -0.999488771, 1.36326533e-10, 1, 8.92172336e-10, 0.999488771, -1.07732087e-10, -0.0319722369)

CFrameMon = CFrame.new(73.07867431640625, 81.86344146728516, -27.470672607421875)

elseif MyLevel == 875 or MyLevel <= 899 then

Mon = "Marine Lieutenant"

LevelQuest = 1

NameQuest = "MarineQuest3"

NameMon = "Marine Lieutenant"

CFrameQuest = CFrame.new(-2440.79639, 71.7140732, -3216.06812, 0.866007268, 0, 0.500031412, 0, 1, 0, -0.500031412, 0, 0.866007268)

CFrameMon = CFrame.new(-2821.372314453125, 75.89727783203125, -3070.089111328125)

elseif MyLevel == 900 or MyLevel <= 949 then

Mon = "Marine Captain"

LevelQuest = 2

NameQuest = "MarineQuest3"

NameMon = "Marine Captain"

CFrameQuest = CFrame.new(-2440.79639, 71.7140732, -3216.06812, 0.866007268, 0, 0.500031412, 0, 1, 0, -0.500031412, 0, 0.866007268)

CFrameMon = CFrame.new(-1861.2310791015625, 80.17658233642578, -3254.697509765625)

elseif MyLevel == 950 or MyLevel <= 974 then

Mon = "Zombie"

LevelQuest = 1

NameQuest = "ZombieQuest"

NameMon = "Zombie"

CFrameQuest = CFrame.new(-5497.06152, 47.5923004, -795.237061, -0.29242146, 0, -0.95628953, 0, 1, 0, 0.95628953, 0, -0.29242146)

CFrameMon = CFrame.new(-5657.77685546875, 78.96973419189453, -928.68701171875)

elseif MyLevel == 975 or MyLevel <= 999 then

Mon = "Vampire"

LevelQuest = 2

NameQuest = "ZombieQuest"

NameMon = "Vampire"

CFrameQuest = CFrame.new(-5497.06152, 47.5923004, -795.237061, -0.29242146, 0, -0.95628953, 0, 1, 0, 0.95628953, 0, -0.29242146)

CFrameMon = CFrame.new(-6037.66796875, 32.18463897705078, -1340.6597900390625)

elseif MyLevel == 1000 or MyLevel <= 1049 then

Mon = "Snow Trooper"

LevelQuest = 1

NameQuest = "SnowMountainQuest"

NameMon = "Snow Trooper"

CFrameQuest = CFrame.new(609.858826, 400.119904, -5372.25928, -0.374604106, 0, 0.92718488, 0, 1, 0, -0.92718488, 0, -0.374604106)

CFrameMon = CFrame.new(549.1473388671875, 427.3870544433594, -5563.69873046875)

elseif MyLevel == 1050 or MyLevel <= 1099 then

Mon = "Winter Warrior"

LevelQuest = 2

NameQuest = "SnowMountainQuest"

NameMon = "Winter Warrior"

CFrameQuest = CFrame.new(609.858826, 400.119904, -5372.25928, -0.374604106, 0, 0.92718488, 0, 1, 0, -0.92718488, 0, -0.374604106)

CFrameMon = CFrame.new(1142.7451171875, 475.6398010253906, -5199.41650390625)

elseif MyLevel == 1100 or MyLevel <= 1124 then

Mon = "Lab Subordinate"

LevelQuest = 1

NameQuest = "IceSideQuest"

NameMon = "Lab Subordinate"

CFrameQuest = CFrame.new(-6064.06885, 15.2422857, -4902.97852, 0.453972578, -0, -0.891015649, 0, 1, -0, 0.891015649, 0, 0.453972578)

CFrameMon = CFrame.new(-5707.4716796875, 15.951709747314453, -4513.39208984375)

elseif MyLevel == 1125 or MyLevel <= 1174 then

Mon = "Horned Warrior"

LevelQuest = 2

NameQuest = "IceSideQuest"

NameMon = "Horned Warrior"

CFrameQuest = CFrame.new(-6064.06885, 15.2422857, -4902.97852, 0.453972578, -0, -0.891015649, 0, 1, -0, 0.891015649, 0, 0.453972578)

CFrameMon = CFrame.new(-6341.36669921875, 15.951770782470703, -5723.162109375)

elseif MyLevel == 1175 or MyLevel <= 1199 then

Mon = "Magma Ninja"

LevelQuest = 1

NameQuest = "FireSideQuest"

NameMon = "Magma Ninja"

CFrameQuest = CFrame.new(-5428.03174, 15.0622921, -5299.43457, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-5449.6728515625, 76.65874481201172, -5808.20068359375)

elseif MyLevel == 1200 or MyLevel <= 1249 then

Mon = "Lava Pirate"

LevelQuest = 2

NameQuest = "FireSideQuest"

NameMon = "Lava Pirate"

CFrameQuest = CFrame.new(-5428.03174, 15.0622921, -5299.43457, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-5213.33154296875, 49.73788070678711, -4701.451171875)

elseif MyLevel == 1250 or MyLevel <= 1274 then

Mon = "Ship Deckhand"

LevelQuest = 1

NameQuest = "ShipQuest1"

NameMon = "Ship Deckhand"

CFrameQuest = CFrame.new(1037.80127, 125.092171, 32911.6016)

CFrameMon = CFrame.new(1212.0111083984375, 150.79205322265625, 33059.24609375)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))

end

elseif MyLevel == 1275 or MyLevel <= 1299 then

Mon = "Ship Engineer"

LevelQuest = 2

NameQuest = "ShipQuest1"

NameMon = "Ship Engineer"

CFrameQuest = CFrame.new(1037.80127, 125.092171, 32911.6016)

CFrameMon = CFrame.new(919.4786376953125, 43.54401397705078, 32779.96875)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))

end

elseif MyLevel == 1300 or MyLevel <= 1324 then

Mon = "Ship Steward"

LevelQuest = 1

NameQuest = "ShipQuest2"

NameMon = "Ship Steward"

CFrameQuest = CFrame.new(968.80957, 125.092171, 33244.125)

CFrameMon = CFrame.new(919.4385375976562, 129.55599975585938, 33436.03515625)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))

end

elseif MyLevel == 1325 or MyLevel <= 1349 then

Mon = "Ship Officer"

LevelQuest = 2

NameQuest = "ShipQuest2"

NameMon = "Ship Officer"

CFrameQuest = CFrame.new(968.80957, 125.092171, 33244.125)

CFrameMon = CFrame.new(1036.0179443359375, 181.4390411376953, 33315.7265625)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))

end

elseif MyLevel == 1350 or MyLevel <= 1374 then

Mon = "Arctic Warrior"

LevelQuest = 1

NameQuest = "FrostQuest"

NameMon = "Arctic Warrior"

CFrameQuest = CFrame.new(5667.6582, 26.7997818, -6486.08984, -0.933587909, 0, -0.358349502, 0, 1, 0, 0.358349502, 0, -0.933587909)

CFrameMon = CFrame.new(5966.24609375, 62.97002029418945, -6179.3828125)

if \_G.AutoFarm and (CFrameQuest.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 10000 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-6508.5581054688, 5000.034996032715, -132.83953857422))

end

elseif MyLevel == 1375 or MyLevel <= 1424 then

Mon = "Snow Lurker"

LevelQuest = 2

NameQuest = "FrostQuest"

NameMon = "Snow Lurker"

CFrameQuest = CFrame.new(5667.6582, 26.7997818, -6486.08984, -0.933587909, 0, -0.358349502, 0, 1, 0, 0.358349502, 0, -0.933587909)

CFrameMon = CFrame.new(5407.07373046875, 69.19437408447266, -6880.88037109375)

elseif MyLevel == 1425 or MyLevel <= 1449 then

Mon = "Sea Soldier"

LevelQuest = 1

NameQuest = "ForgottenQuest"

NameMon = "Sea Soldier"

CFrameQuest = CFrame.new(-3054.44458, 235.544281, -10142.8193, 0.990270376, -0, -0.13915664, 0, 1, -0, 0.13915664, 0, 0.990270376)

CFrameMon = CFrame.new(-3028.2236328125, 64.67451477050781, -9775.4267578125)

elseif MyLevel >= 1450 then

Mon = "Water Fighter"

LevelQuest = 2

NameQuest = "ForgottenQuest"

NameMon = "Water Fighter"

CFrameQuest = CFrame.new(-3054.44458, 235.544281, -10142.8193, 0.990270376, -0, -0.13915664, 0, 1, -0, 0.13915664, 0, 0.990270376)

CFrameMon = CFrame.new(-3352.9013671875, 285.01556396484375, -10534.841796875)

end

elseif World3 then

if MyLevel == 1500 or MyLevel <= 1524 then

Mon = "Pirate Millionaire"

LevelQuest = 1

NameQuest = "PiratePortQuest"

NameMon = "Pirate Millionaire"

CFrameQuest = CFrame.new(-290.074677, 42.9034653, 5581.58984, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(-245.9963836669922, 47.30615234375, 5584.1005859375)

elseif MyLevel == 1525 or MyLevel <= 1574 then

Mon = "Pistol Billionaire"

LevelQuest = 2

NameQuest = "PiratePortQuest"

NameMon = "Pistol Billionaire"

CFrameQuest = CFrame.new(-290.074677, 42.9034653, 5581.58984, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(-187.3301544189453, 86.23987579345703, 6013.513671875)

elseif MyLevel == 1575 or MyLevel <= 1599 then

Mon = "Dragon Crew Warrior"

LevelQuest = 1

NameQuest = "AmazonQuest"

NameMon = "Dragon Crew Warrior"

CFrameQuest = CFrame.new(5832.83594, 51.6806107, -1101.51563, 0.898790359, -0, -0.438378751, 0, 1, -0, 0.438378751, 0, 0.898790359)

CFrameMon = CFrame.new(6141.140625, 51.35136413574219, -1340.738525390625)

elseif MyLevel == 1600 or MyLevel <= 1624 then

Mon = "Dragon Crew Archer"

NameQuest = "AmazonQuest"

LevelQuest = 2

NameMon = "Dragon Crew Archer"

CFrameQuest = CFrame.new(5833.1147460938, 51.60498046875, -1103.0693359375)

CFrameMon = CFrame.new(6616.41748046875, 441.7670593261719, 446.0469970703125)

elseif MyLevel == 1625 or MyLevel <= 1649 then

Mon = "Female Islander"

NameQuest = "AmazonQuest2"

LevelQuest = 1

NameMon = "Female Islander"

CFrameQuest = CFrame.new(5446.8793945313, 601.62945556641, 749.45672607422)

CFrameMon = CFrame.new(4685.25830078125, 735.8078002929688, 815.3425903320312)

elseif MyLevel == 1650 or MyLevel <= 1699 then

Mon = "Giant Islander"

NameQuest = "AmazonQuest2"

LevelQuest = 2

NameMon = "Giant Islander"

CFrameQuest = CFrame.new(5446.8793945313, 601.62945556641, 749.45672607422)

CFrameMon = CFrame.new(4729.09423828125, 590.436767578125, -36.97627639770508)

elseif MyLevel == 1700 or MyLevel <= 1724 then

Mon = "Marine Commodore"

LevelQuest = 1

NameQuest = "MarineTreeIsland"

NameMon = "Marine Commodore"

CFrameQuest = CFrame.new(2180.54126, 27.8156815, -6741.5498, -0.965929747, 0, 0.258804798, 0, 1, 0, -0.258804798, 0, -0.965929747)

CFrameMon = CFrame.new(2286.0078125, 73.13391876220703, -7159.80908203125)

elseif MyLevel == 1725 or MyLevel <= 1774 then

Mon = "Marine Rear Admiral"

NameMon = "Marine Rear Admiral"

NameQuest = "MarineTreeIsland"

LevelQuest = 2

CFrameQuest = CFrame.new(2179.98828125, 28.731239318848, -6740.0551757813)

CFrameMon = CFrame.new(3656.773681640625, 160.52406311035156, -7001.5986328125)

elseif MyLevel == 1775 or MyLevel <= 1799 then

Mon = "Fishman Raider"

LevelQuest = 1

NameQuest = "DeepForestIsland3"

NameMon = "Fishman Raider"

CFrameQuest = CFrame.new(-10581.6563, 330.872955, -8761.18652, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-10407.5263671875, 331.76263427734375, -8368.5166015625)

elseif MyLevel == 1800 or MyLevel <= 1824 then

Mon = "Fishman Captain"

LevelQuest = 2

NameQuest = "DeepForestIsland3"

NameMon = "Fishman Captain"

CFrameQuest = CFrame.new(-10581.6563, 330.872955, -8761.18652, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-10994.701171875, 352.38140869140625, -9002.1103515625)

elseif MyLevel == 1825 or MyLevel <= 1849 then

Mon = "Forest Pirate"

LevelQuest = 1

NameQuest = "DeepForestIsland"

NameMon = "Forest Pirate"

CFrameQuest = CFrame.new(-13234.04, 331.488495, -7625.40137, 0.707134247, -0, -0.707079291, 0, 1, -0, 0.707079291, 0, 0.707134247)

CFrameMon = CFrame.new(-13274.478515625, 332.3781433105469, -7769.58056640625)

elseif MyLevel == 1850 or MyLevel <= 1899 then

Mon = "Mythological Pirate"

LevelQuest = 2

NameQuest = "DeepForestIsland"

NameMon = "Mythological Pirate"

CFrameQuest = CFrame.new(-13234.04, 331.488495, -7625.40137, 0.707134247, -0, -0.707079291, 0, 1, -0, 0.707079291, 0, 0.707134247)

CFrameMon = CFrame.new(-13680.607421875, 501.08154296875, -6991.189453125)

elseif MyLevel == 1900 or MyLevel <= 1924 then

Mon = "Jungle Pirate"

LevelQuest = 1

NameQuest = "DeepForestIsland2"

NameMon = "Jungle Pirate"

CFrameQuest = CFrame.new(-12680.3818, 389.971039, -9902.01953, -0.0871315002, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, -0.0871315002)

CFrameMon = CFrame.new(-12256.16015625, 331.73828125, -10485.8369140625)

elseif MyLevel == 1925 or MyLevel <= 1974 then

Mon = "Musketeer Pirate"

LevelQuest = 2

NameQuest = "DeepForestIsland2"

NameMon = "Musketeer Pirate"

CFrameQuest = CFrame.new(-12680.3818, 389.971039, -9902.01953, -0.0871315002, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, -0.0871315002)

CFrameMon = CFrame.new(-13457.904296875, 391.545654296875, -9859.177734375)

elseif MyLevel == 1975 or MyLevel <= 1999 then

Mon = "Reborn Skeleton"

LevelQuest = 1

NameQuest = "HauntedQuest1"

NameMon = "Reborn Skeleton"

CFrameQuest = CFrame.new(-9479.2168, 141.215088, 5566.09277, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-8763.7236328125, 165.72299194335938, 6159.86181640625)

elseif MyLevel == 2000 or MyLevel <= 2024 then

Mon = "Living Zombie"

LevelQuest = 2

NameQuest = "HauntedQuest1"

NameMon = "Living Zombie"

CFrameQuest = CFrame.new(-9479.2168, 141.215088, 5566.09277, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-10144.1318359375, 138.62667846679688, 5838.0888671875)

elseif MyLevel == 2025 or MyLevel <= 2049 then

Mon = "Demonic Soul"

LevelQuest = 1

NameQuest = "HauntedQuest2"

NameMon = "Demonic Soul"

CFrameQuest = CFrame.new(-9516.99316, 172.017181, 6078.46533, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-9505.8720703125, 172.10482788085938, 6158.9931640625)

elseif MyLevel == 2050 or MyLevel <= 2074 then

Mon = "Posessed Mummy"

LevelQuest = 2

NameQuest = "HauntedQuest2"

NameMon = "Posessed Mummy"

CFrameQuest = CFrame.new(-9516.99316, 172.017181, 6078.46533, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-9582.0224609375, 6.251527309417725, 6205.478515625)

elseif MyLevel == 2075 or MyLevel <= 2099 then

Mon = "Peanut Scout"

LevelQuest = 1

NameQuest = "NutsIslandQuest"

NameMon = "Peanut Scout"

CFrameQuest = CFrame.new(-2104.3908691406, 38.104167938232, -10194.21875, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-2143.241943359375, 47.72198486328125, -10029.9951171875)

elseif MyLevel == 2100 or MyLevel <= 2124 then

Mon = "Peanut President"

LevelQuest = 2

NameQuest = "NutsIslandQuest"

NameMon = "Peanut President"

CFrameQuest = CFrame.new(-2104.3908691406, 38.104167938232, -10194.21875, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-1859.35400390625, 38.10316848754883, -10422.4296875)

elseif MyLevel == 2125 or MyLevel <= 2149 then

Mon = "Ice Cream Chef"

LevelQuest = 1

NameQuest = "IceCreamIslandQuest"

NameMon = "Ice Cream Chef"

CFrameQuest = CFrame.new(-820.64825439453, 65.819526672363, -10965.795898438, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-872.24658203125, 65.81957244873047, -10919.95703125)

elseif MyLevel == 2150 or MyLevel <= 2199 then

Mon = "Ice Cream Commander"

LevelQuest = 2

NameQuest = "IceCreamIslandQuest"

NameMon = "Ice Cream Commander"

CFrameQuest = CFrame.new(-820.64825439453, 65.819526672363, -10965.795898438, 0, 0, -1, 0, 1, 0, 1, 0, 0)

CFrameMon = CFrame.new(-558.06103515625, 112.04895782470703, -11290.7744140625)

elseif MyLevel == 2200 or MyLevel <= 2224 then

Mon = "Cookie Crafter"

LevelQuest = 1

NameQuest = "CakeQuest1"

NameMon = "Cookie Crafter"

CFrameQuest = CFrame.new(-2021.32007, 37.7982254, -12028.7295, 0.957576931, -8.80302053e-08, 0.288177818, 6.9301187e-08, 1, 7.51931211e-08, -0.288177818, -5.2032135e-08, 0.957576931)

CFrameMon = CFrame.new(-2374.13671875, 37.79826354980469, -12125.30859375)

elseif MyLevel == 2225 or MyLevel <= 2249 then

Mon = "Cake Guard"

LevelQuest = 2

NameQuest = "CakeQuest1"

NameMon = "Cake Guard"

CFrameQuest = CFrame.new(-2021.32007, 37.7982254, -12028.7295, 0.957576931, -8.80302053e-08, 0.288177818, 6.9301187e-08, 1, 7.51931211e-08, -0.288177818, -5.2032135e-08, 0.957576931)

CFrameMon = CFrame.new(-1598.3070068359375, 43.773197174072266, -12244.5810546875)

elseif MyLevel == 2250 or MyLevel <= 2274 then

Mon = "Baking Staff"

LevelQuest = 1

NameQuest = "CakeQuest2"

NameMon = "Baking Staff"

CFrameQuest = CFrame.new(-1927.91602, 37.7981339, -12842.5391, -0.96804446, 4.22142143e-08, 0.250778586, 4.74911062e-08, 1, 1.49904711e-08, -0.250778586, 2.64211941e-08, -0.96804446)

CFrameMon = CFrame.new(-1887.8099365234375, 77.6185073852539, -12998.3505859375)

elseif MyLevel == 2275 or MyLevel <= 2299 then

Mon = "Head Baker"

LevelQuest = 2

NameQuest = "CakeQuest2"

NameMon = "Head Baker"

CFrameQuest = CFrame.new(-1927.91602, 37.7981339, -12842.5391, -0.96804446, 4.22142143e-08, 0.250778586, 4.74911062e-08, 1, 1.49904711e-08, -0.250778586, 2.64211941e-08, -0.96804446)

CFrameMon = CFrame.new(-2216.188232421875, 82.884521484375, -12869.2939453125)

elseif MyLevel == 2300 or MyLevel <= 2324 then

Mon = "Cocoa Warrior"

LevelQuest = 1

NameQuest = "ChocQuest1"

NameMon = "Cocoa Warrior"

CFrameQuest = CFrame.new(233.22836303710938, 29.876001358032227, -12201.2333984375)

CFrameMon = CFrame.new(-21.55328369140625, 80.57499694824219, -12352.3876953125)

elseif MyLevel == 2325 or MyLevel <= 2349 then

Mon = "Chocolate Bar Battler"

LevelQuest = 2

NameQuest = "ChocQuest1"

NameMon = "Chocolate Bar Battler"

CFrameQuest = CFrame.new(233.22836303710938, 29.876001358032227, -12201.2333984375)

CFrameMon = CFrame.new(582.590576171875, 77.18809509277344, -12463.162109375)

elseif MyLevel == 2350 or MyLevel <= 2374 then

Mon = "Sweet Thief"

LevelQuest = 1

NameQuest = "ChocQuest2"

NameMon = "Sweet Thief"

CFrameQuest = CFrame.new(150.5066375732422, 30.693693161010742, -12774.5029296875)

CFrameMon = CFrame.new(165.1884765625, 76.05885314941406, -12600.8369140625)

elseif MyLevel == 2375 or MyLevel <= 2399 then

Mon = "Candy Rebel"

LevelQuest = 2

NameQuest = "ChocQuest2"

NameMon = "Candy Rebel"

CFrameQuest = CFrame.new(150.5066375732422, 30.693693161010742, -12774.5029296875)

CFrameMon = CFrame.new(134.86563110351562, 77.2476806640625, -12876.5478515625)

elseif MyLevel == 2400 or MyLevel <= 2424 then

Mon = "Candy Pirate"

LevelQuest = 1

NameQuest = "CandyQuest1"

NameMon = "Candy Pirate"

CFrameQuest = CFrame.new(-1150.0400390625, 20.378934860229492, -14446.3349609375)

CFrameMon = CFrame.new(-1310.5003662109375, 26.016523361206055, -14562.404296875)

elseif MyLevel == 2425 or MyLevel <= 2449 then

Mon = "Snow Demon"

LevelQuest = 2

NameQuest = "CandyQuest1"

NameMon = "Snow Demon"

CFrameQuest = CFrame.new(-1150.0400390625, 20.378934860229492, -14446.3349609375)

CFrameMon = CFrame.new(-880.2006225585938, 71.24776458740234, -14538.609375)

elseif MyLevel == 2450 or MyLevel <= 2474 then

Mon = "Isle Outlaw"

LevelQuest = 1

NameQuest = "TikiQuest1"

NameMon = "Isle Outlaw"

CFrameQuest = CFrame.new(-16545.9355, 55.6863556, -173.230499)

CFrameMon = CFrame.new(-16120.6035, 116.520554, -103.038849)

elseif MyLevel == 2475 or MyLevel <= 2499 then

Mon = "Island Boy"

LevelQuest = 2

NameQuest = "TikiQuest1"

NameMon = "Island Boy"

CFrameQuest = CFrame.new(-16545.9355, 55.6863556, -173.230499)

CFrameMon = CFrame.new(-16751.3125, 121.226219, -264.015015)

elseif MyLevel == 2500 or MyLevel <= 2524 then

Mon = "Sun-kissed Warrio"

LevelQuest = 1

NameQuest = "TikiQuest2"

NameMon = "Sun-kissed Warrio"

CFrameQuest = CFrame.new(-16539.078125, 55.68632888793945, 1051.5738525390625)

CFrameMon = CFrame.new(-16294.6748, 32.7874393, 1062.4856)

elseif MyLevel >= 2525 then

Mon = "Isle Champion"

LevelQuest = 2

NameQuest = "TikiQuest2"

NameMon = "Isle Champion"

CFrameQuest = CFrame.new(-16539.078125, 55.68632888793945, 1051.5738525390625)

CFrameMon = CFrame.new(-16933.2129, 93.3503036, 999.450989)

end

end

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)

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.Position - 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.Position - 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.Position - 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.Position - 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.Position - 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.Position - 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.Position - 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

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.Position - 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

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.Position - 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

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.Position - 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.Position - 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.Position - 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.Position - 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.Position - 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.Position - 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.Position - 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

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.Position - 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

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.Position - 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

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.HumanoidRootPart.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.HumanoidRootPart.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.HumanoidRootPart.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.Position - 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.Position - v.Position).Magnitude/3) ..' M')

end

end

else

if v:FindFirstChild('NameEsp') then

v:FindFirstChild('NameEsp'):Destroy()

end

end

end)

end

end

function InfAb()

if InfAbility then

if not game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("Agility") then

local inf = Instance.new("ParticleEmitter")

inf.Acceleration = Vector3.new(0,0,0)

inf.Archivable = true

inf.Drag = 20

inf.EmissionDirection = Enum.NormalId.Top

inf.Enabled = true

inf.Lifetime = NumberRange.new(0,0)

inf.LightInfluence = 0

inf.LockedToPart = true

inf.Name = "Agility"

inf.Rate = 500

local numberKeypoints2 = {

NumberSequenceKeypoint.new(0, 0);

NumberSequenceKeypoint.new(1, 4);

}

inf.Size = NumberSequence.new(numberKeypoints2)

inf.RotSpeed = NumberRange.new(9999, 99999)

inf.Rotation = NumberRange.new(0, 0)

inf.Speed = NumberRange.new(30, 30)

inf.SpreadAngle = Vector2.new(0,0,0,0)

inf.Texture = ""

inf.VelocityInheritance = 0

inf.ZOffset = 2

inf.Transparency = NumberSequence.new(0)

inf.Color = ColorSequence.new(Color3.fromRGB(0,0,0),Color3.fromRGB(0,0,0))

inf.Parent = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart

end

else

if game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("Agility") then

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("Agility"):Destroy()

end

end

end

local LocalPlayer = game:GetService'Players'.LocalPlayer

local originalstam = LocalPlayer.Character.Energy.Value

function infinitestam()

LocalPlayer.Character.Energy.Changed:connect(function()

if InfiniteEnergy then

LocalPlayer.Character.Energy.Value = originalstam

end

end)

end

spawn(function()

pcall(function()

while wait(.1) do

if InfiniteEnergy then

wait(0.1)

originalstam = LocalPlayer.Character.Energy.Value

infinitestam()

end

end

end)

end)

function NoDodgeCool()

if nododgecool then

for i,v in next, getgc() do

if game:GetService("Players").LocalPlayer.Character.Dodge then

if typeof(v) == "function" and getfenv(v).script == game:GetService("Players").LocalPlayer.Character.Dodge then

for i2,v2 in next, getupvalues(v) do

if tostring(v2) == "0.1" then

repeat wait(.1)

setupvalue(v,i2,0)

until not nododgecool

end

end

end

end

end

end

end

function fly()

local mouse=game:GetService("Players").LocalPlayer:GetMouse''

localplayer=game:GetService("Players").LocalPlayer

game:GetService("Players").LocalPlayer.Character:WaitForChild("HumanoidRootPart")

local torso = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart

local speedSET=25

local keys={a=false,d=false,w=false,s=false}

local e1

local e2

local function start()

local pos = Instance.new("BodyPosition",torso)

local gyro = Instance.new("BodyGyro",torso)

pos.Name="EPIXPOS"

pos.maxForce = Vector3.new(math.huge, math.huge, math.huge)

pos.position = torso.Position

gyro.maxTorque = Vector3.new(9e9, 9e9, 9e9)

gyro.CFrame = torso.CFrame

repeat

wait()

localplayer.Character.Humanoid.PlatformStand=true

local new=gyro.CFrame - gyro.CFrame.p + pos.position

if not keys.w and not keys.s and not keys.a and not keys.d then

speed=1

end

if keys.w then

new = new + workspace.CurrentCamera.CoordinateFrame.lookVector \* speed

speed=speed+speedSET

end

if keys.s then

new = new - workspace.CurrentCamera.CoordinateFrame.lookVector \* speed

speed=speed+speedSET

end

if keys.d then

new = new \* CFrame.new(speed,0,0)

speed=speed+speedSET

end

if keys.a then

new = new \* CFrame.new(-speed,0,0)

speed=speed+speedSET

end

if speed>speedSET then

speed=speedSET

end

pos.position=new.p

if keys.w then

gyro.CFrame = workspace.CurrentCamera.CoordinateFrame\*CFrame.Angles(-math.rad(speed\*15),0,0)

elseif keys.s then

gyro.CFrame = workspace.CurrentCamera.CoordinateFrame\*CFrame.Angles(math.rad(speed\*15),0,0)

else

gyro.CFrame = workspace.CurrentCamera.CoordinateFrame

end

until not Fly

if gyro then

gyro:Destroy()

end

if pos then

pos:Destroy()

end

flying=false

localplayer.Character.Humanoid.PlatformStand=false

speed=0

end

e1=mouse.KeyDown:connect(function(key)

if not torso or not torso.Parent then

flying=false e1:disconnect() e2:disconnect() return

end

if key=="w" then

keys.w=true

elseif key=="s" then

keys.s=true

elseif key=="a" then

keys.a=true

elseif key=="d" then

keys.d=true

end

end)

e2=mouse.KeyUp:connect(function(key)

if key=="w" then

keys.w=false

elseif key=="s" then

keys.s=false

elseif key=="a" then

keys.a=false

elseif key=="d" then

keys.d=false

end

end)

start()

end

function Click()

wait(.1)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

function AutoHaki()

if not game:GetService("Players").LocalPlayer.Character:FindFirstChild("HasBuso") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buso")

end

end

function UnEquipWeapon(Weapon)

if game.Players.LocalPlayer.Character:FindFirstChild(Weapon) then

\_G.NotAutoEquip = true

wait(.5)

game.Players.LocalPlayer.Character:FindFirstChild(Weapon).Parent = game.Players.LocalPlayer.Backpack

wait(.1)

\_G.NotAutoEquip = false

end

end

function EquipWeapon(ToolSe)

if not \_G.NotAutoEquip then

if game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe) then

Tool = game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe)

wait(.1)

game.Players.LocalPlayer.Character.Humanoid:EquipTool(Tool)

end

end

end

spawn(function()

while wait() do

for i,v in pairs(game:GetService("Workspace")["\_WorldOrigin"]:GetChildren()) do

pcall(function()

if v.Name == ("CurvedRing") or v.Name == ("SlashHit") or v.Name == ("SwordSlash") or v.Name == ("SlashTail") or v.Name == ("Sounds") then

v:Destroy()

end

end)

end

end

end)

function Check\_Sword(Sword\_Name)

for i, v in pairs(game:GetService("ReplicatedStorage").Remotes['CommF\_']:InvokeServer("getInventory")) do

if (v.Type == "Sword") then

if v.Name == Sword\_Name then

return true

end

end

end

end

function GetDistance(target)

return math.floor((target.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude)

end

function BTP(P)

repeat wait(1)

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.HumanoidRootPart.Position).Magnitude <= 1500

end

function TelePPlayer(P)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = P

end

function TP(Pos)

Distance = (Pos.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if Distance < 25 then

Speed = 10000

elseif Distance < 50 then

Speed = 2000

elseif Distance < 150 then

Speed = 800

elseif Distance < 250 then

Speed = 600

elseif Distance < 500 then

Speed = 400

elseif Distance < 750 then

Speed = 250

elseif Distance >= 1000 then

Speed = 200

end

game:GetService("TweenService"):Create(

game.Players.LocalPlayer.Character.HumanoidRootPart,

TweenInfo.new(Distance/Speed, Enum.EasingStyle.Linear),

{CFrame = Pos}

):Play()

end

function TP1(Pos)

Distance = (Pos.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if Distance < 25 then

Speed = 5000

elseif Distance < 50 then

Speed = 2000

elseif Distance < 150 then

Speed = 800

elseif Distance < 250 then

Speed = 600

elseif Distance < 500 then

Speed = 300

elseif Distance < 750 then

Speed = 250

elseif Distance >= 1000 then

Speed = 200

end

game:GetService("TweenService"):Create(

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart,

TweenInfo.new(Distance/Speed, Enum.EasingStyle.Linear),

{CFrame = Pos}

):Play()

end

function topos(Pos)

Distance = (Pos.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if Distance < 25 then

Speed = 5000

elseif Distance < 50 then

Speed = 2000

elseif Distance < 150 then

Speed = 800

elseif Distance < 250 then

Speed = 600

elseif Distance < 500 then

Speed = 300

elseif Distance < 750 then

Speed = 250

elseif Distance >= 1000 then

Speed = 200

end

game:GetService("TweenService"):Create(

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart,

TweenInfo.new(Distance/Speed, Enum.EasingStyle.Linear),

{CFrame = Pos}

):Play()

end

function TPB(CFgo)

local tween\_s = game:service"TweenService"

local info = TweenInfo.new((game:GetService("Workspace").Boats.MarineBrigade.VehicleSeat.CFrame.Position - CFgo.Position).Magnitude/300, Enum.EasingStyle.Linear)

tween = tween\_s:Create(game:GetService("Workspace").Boats.MarineBrigade.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").Health <= 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

getgenv().ToTargets = function(p)

task.spawn(function()

pcall(function()

if game:GetService("Players").LocalPlayer:DistanceFromCharacter(p.Position) <= 250 then

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = p

elseif not game.Players.LocalPlayer.Character:FindFirstChild("Root")then

local K = Instance.new("Part",game.Players.LocalPlayer.Character)

K.Size = Vector3.new(1,0.5,1)

K.Name = "Root"

K.Anchored = true

K.Transparency = 1

K.CanCollide = false

K.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0,20,0)

end

local U = (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-p.Position).Magnitude

local z = game:service("TweenService")

local B = TweenInfo.new((p.Position-game.Players.LocalPlayer.Character.Root.Position).Magnitude/300,Enum.EasingStyle.Linear)

local S,g = pcall(function()

local q = z:Create(game.Players.LocalPlayer.Character.Root,B,{CFrame = p})

q:Play()

end)

if not S then

return g

end

game.Players.LocalPlayer.Character.Root.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame

if S and game.Players.LocalPlayer.Character:FindFirstChild("Root") then

pcall(function()

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-p.Position).Magnitude >= 20 then

spawn(function()

pcall(function()

if (game.Players.LocalPlayer.Character.Root.Position-game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 150 then

game.Players.LocalPlayer.Character.Root.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame

else

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame=game.Players.LocalPlayer.Character.Root.CFrame

end

end)

end)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-p.Position).Magnitude >= 10 and(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-p.Position).Magnitude < 20 then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = p

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-p.Position).Magnitude < 10 then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = p

end

end)

end

end)

end)

end

Type = 1

spawn(function()

while wait(.1) do

if Type == 1 then

Pos = CFrame.new(0,PosY,0)

elseif Type == 2 then

Pos = CFrame.new(0,PosY,-30)

elseif Type == 3 then

Pos = CFrame.new(30,PosY,0)

elseif Type == 4 then

Pos = CFrame.new(0,PosY,30)

elseif Type == 5 then

Pos = CFrame.new(-30,PosY,0)

elseif Type == 6 then

Pos = CFrame.new(0,35,0)

end

end

end)

spawn(function()

while wait(.1) do

Type = 1

wait(0.5)

Type = 2

wait(0.5)

Type = 3

wait(0.5)

Type = 4

wait(0.5)

Type = 5

wait(0.5)

end

end)

task.spawn(function()

while task.wait() do

pcall(function()

if \_G.AutoFarmNearest and AutoFarmNearestMagnet or SelectMag and \_G.BringMonster then

for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

if not string.find(v.Name,"Boss") and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= \_G.BringMode then

if InMyNetWork(v.HumanoidRootPart) then

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(60,60,60)

v.HumanoidRootPart.Transparency = 1

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

end

end

end

end

end)

end

end)

spawn(function()

game:GetService("RunService").Heartbeat:Connect(function()

if \_G.AutoVampire or AutoFarmChest or \_G.AutoAdvanceDungeon or \_G.AutoDoughtBoss or \_G.Auto\_DungeonMobAura or \_G.AutoFarmChest or \_G.AutoFactory or \_G.AutoFarmBossHallow or \_G.AutoFarmSwanGlasses or \_G.AutoLongSword or \_G.AutoBlackSpikeycoat or \_G.AutoElectricClaw or \_G.AutoFarmGunMastery or \_G.AutoHolyTorch or \_G.AutoLawRaid or \_G.AutoFarmBoss or \_G.AutoTwinHooks or \_G.AutoOpenSwanDoor or \_G.AutoDragon\_Trident or \_G.AutoSaber or \_G.NOCLIP or \_G.AutoFarmFruitMastery or \_G.AutoFarmGunMastery or \_G.TeleportIsland or \_G.Auto\_EvoRace or \_G.AutoFarmAllMsBypassType or \_G.AutoObservationv2 or \_G.AutoMusketeerHat or \_G.AutoEctoplasm or \_G.AutoRengoku or \_G.Auto\_Rainbow\_Haki or \_G.AutoObservation or \_G.AutoDarkDagger or \_G.Safe\_Mode or \_G.MasteryFruit or \_G.AutoBudySword or \_G.AutoOderSword or \_G.AutoBounty or \_G.AutoAllBoss or \_G.Auto\_Bounty or \_G.AutoSharkman or \_G.Auto\_Mastery\_Fruit or \_G.Auto\_Mastery\_Gun or \_G.Auto\_Dungeon or \_G.Auto\_Cavender or \_G.Auto\_Pole or \_G.Auto\_Kill\_Ply or \_G.Auto\_Factory or \_G.AutoSecondSea or \_G.TeleportPly or \_G.AutoBartilo or \_G.Auto\_DarkBoss or \_G.GrabChest or \_G.AutoFarmBounty or \_G.Holy\_Torch or \_G.AutoFarm or \_G.Clip or \_G.AutoElitehunter or \_G.AutoThirdSea or \_G.Auto\_Bone or \_G.Autoheart or \_G.Autodoughking or \_G.AutoFarmMaterial or \_G.AutoNevaSoulGuitar or \_G.Auto\_Dragon\_Trident or \_G.Autotushita or \_G.d or \_G.Autowaden or \_G.Autogay or \_G.Autopole or \_G.Autosaw or \_G.AutoObservationHakiV2 or \_G.AutoFarmNearest or AutoFarmChest or \_G.AutoCarvender or \_G.AutoTwinHook or AutoMobAura or \_G.Tweenfruit or \_G.AutoKai or \_G.TeleportNPC or \_G.Leather or \_G.Auto\_Wing or \_G.Umm or \_G.Makori\_gay or Radioactive or Fish or Gunpowder or Dragon\_Scale or Cocoafarm or Scrap or MiniHee or \_G.AutoFarmSeabaest or Auto\_Cursed\_Dual\_Katana or \_G.AutoFarmMob or \_G.AutoMysticIsland or \_G.AutoFarmDungeon or \_G.AutoRaidPirate or \_G.AutoQuestRace or \_G.TweenMGear or getgenv().AutoFarm or \_G.AutoPlayerHunter or \_G.AutoFactory or Grab\_Chest or \_G.Namfon or \_G.AutoSwordMastery or \_G.AutoSeaBest or \_G.AutoKillTial or \_G.Auto\_Saber or \_G.Position\_Spawn or \_G.Farmfast or \_G.AutoRace or \_G.RaidPirate then

if not game:GetService("Workspace"):FindFirstChild("LOL") then

local LOL = Instance.new("Part")

LOL.Name = "LOL"

LOL.Parent = game.Workspace

LOL.Anchored = true

LOL.Transparency = 1

LOL.Size = Vector3.new(30,-0.5,30)

elseif game:GetService("Workspace"):FindFirstChild("LOL") then

game.Workspace["LOL"].CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0, -3.6, 0)

end

else

if game:GetService("Workspace"):FindFirstChild("LOL") then

game:GetService("Workspace"):FindFirstChild("LOL"):Destroy()

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoVampire or AutoFarmChest or \_G.AutoAdvanceDungeon or \_G.AutoDoughtBoss or \_G.Auto\_DungeonMobAura or \_G.AutoFarmChest or \_G.AutoFactory or \_G.AutoFarmBossHallow or \_G.AutoFarmSwanGlasses or \_G.AutoLongSword or \_G.AutoBlackSpikeycoat or \_G.AutoElectricClaw or \_G.AutoFarmGunMastery or \_G.AutoHolyTorch or \_G.AutoLawRaid or \_G.AutoFarmBoss or \_G.AutoTwinHooks or \_G.AutoOpenSwanDoor or \_G.AutoDragon\_Trident or \_G.AutoSaber or \_G.AutoFarmFruitMastery or \_G.AutoFarmGunMastery or \_G.TeleportIsland or \_G.Auto\_EvoRace or \_G.AutoFarmAllMsBypassType or \_G.AutoObservationv2 or \_G.AutoMusketeerHat or \_G.AutoEctoplasm or \_G.AutoRengoku or \_G.Auto\_Rainbow\_Haki or \_G.AutoObservation or \_G.AutoDarkDagger or \_G.Safe\_Mode or \_G.MasteryFruit or \_G.AutoBudySword or \_G.AutoOderSword or \_G.AutoBounty or \_G.AutoAllBoss or \_G.Auto\_Bounty or \_G.AutoSharkman or \_G.Auto\_Mastery\_Fruit or \_G.Auto\_Mastery\_Gun or \_G.Auto\_Dungeon or \_G.Auto\_Cavender or \_G.Auto\_Pole or \_G.Auto\_Kill\_Ply or \_G.Auto\_Factory or \_G.AutoSecondSea or \_G.TeleportPly or \_G.AutoBartilo or \_G.Auto\_DarkBoss or \_G.GrabChest or \_G.AutoFarmBounty or \_G.Holy\_Torch or \_G.AutoFarm or \_G.Clip or FarmBoss or \_G.AutoElitehunter or \_G.AutoThirdSea or \_G.Auto\_Bone or \_G.Autoheart or \_G.Autodoughking or \_G.AutoFarmMaterial or \_G.AutoNevaSoulGuitar or \_G.Auto\_Dragon\_Trident or \_G.Autotushita or \_G.d or \_G.Autowaden or \_G.Autogay or \_G.Autopole or \_G.Autosaw or \_G.AutoObservationHakiV2 or \_G.AutoFarmNearest or AutoFarmChest or \_G.AutoCarvender or \_G.AutoTwinHook or AutoMobAura or \_G.Tweenfruit or \_G.TeleportNPC or \_G.Leather or \_G.Auto\_Wing or \_G.Umm or \_G.Makori\_gay or Radioactive or Fish or Gunpowder or Dragon\_Scale or Cocoafarm or Scrap or MiniHee or \_G.AutoFarmSeabaest or Auto\_Cursed\_Dual\_Katana or \_G.AutoFarmMob or \_G.AutoMysticIsland or \_G.AutoFarmDungeon or \_G.AutoRaidPirate or \_G.AutoQuestRace or \_G.TweenMGear or getgenv().AutoFarm or \_G.AutoPlayerHunter or \_G.AutoFactory or Grab\_Chest or \_G.Namfon or \_G.AutoSwordMastery or \_G.Auto\_Seabest or \_G.AutoSeaBest or \_G.AutoKillTial or \_G.Auto\_Saber or \_G.Position\_Spawn or \_G.Farmfast or \_G.AutoRace or \_G.RaidPirate == true then

if not game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("BodyClip") then

local Noclip = Instance.new("BodyVelocity")

Noclip.Name = "BodyClip"

Noclip.Parent = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart

Noclip.MaxForce = Vector3.new(100000,100000,100000)

Noclip.Velocity = Vector3.new(0,0,0)

end

end

end

end)

end)

spawn(function()

pcall(function()

game:GetService("RunService").Stepped:Connect(function()

if \_G.AutoVampire or AutoFarmChest or \_G.AutoAdvanceDungeon or \_G.AutoDoughtBoss or \_G.Auto\_DungeonMobAura or \_G.AutoFarmChest or \_G.AutoFactory or \_G.AutoFarmBossHallow or \_G.AutoFarmSwanGlasses or \_G.AutoLongSword or \_G.AutoBlackSpikeycoat or \_G.AutoElectricClaw or \_G.AutoFarmGunMastery or \_G.AutoHolyTorch or \_G.AutoLawRaid or \_G.AutoFarmBoss or \_G.AutoTwinHooks or \_G.AutoOpenSwanDoor or \_G.AutoDragon\_Trident or \_G.AutoSaber or \_G.NOCLIP or \_G.AutoFarmFruitMastery or \_G.AutoFarmGunMastery or \_G.TeleportIsland or \_G.Auto\_EvoRace or \_G.AutoFarmAllMsBypassType or \_G.AutoObservationv2 or \_G.AutoMusketeerHat or \_G.AutoEctoplasm or \_G.AutoRengoku or \_G.Auto\_Rainbow\_Haki or \_G.AutoObservation or \_G.AutoDarkDagger or \_G.Safe\_Mode or \_G.MasteryFruit or \_G.AutoBudySword or \_G.AutoOderSword or \_G.AutoBounty or \_G.AutoAllBoss or \_G.Auto\_Bounty or \_G.AutoSharkman or \_G.Auto\_Mastery\_Fruit or \_G.Auto\_Mastery\_Gun or \_G.Auto\_Dungeon or \_G.Auto\_Cavender or \_G.Auto\_Pole or \_G.Auto\_Kill\_Ply or \_G.Auto\_Factory or \_G.AutoSecondSea or \_G.TeleportPly or \_G.AutoBartilo or \_G.Auto\_DarkBoss or \_G.GrabChest or \_G.AutoFarmBounty or \_G.Holy\_Torch or \_G.AutoFarm or \_G.Clip or \_G.AutoElitehunter or \_G.AutoThirdSea or \_G.Auto\_Bone or \_G.Autoheart or \_G.Autodoughking or \_G.AutoFarmMaterial or \_G.AutoNevaSoulGuitar or \_G.Auto\_Dragon\_Trident or \_G.Autotushita or \_G.Autowaden or \_G.Autogay or \_G.Autopole or \_G.Autosaw or \_G.AutoObservationHakiV2 or \_G.AutoFarmNearest or \_G.AutoCarvender or \_G.AutoTwinHook or AutoMobAura or \_G.Tweenfruit or \_G.TeleportNPC or \_G.AutoKai or \_G.Leather or \_G.Auto\_Wing or \_G.Umm or \_G.Makori\_gay or Radioactive or Fish or Gunpowder or Dragon\_Scale or Cocoafarm or Scrap or MiniHee or \_G.AutoFarmSeabaest or Auto\_Cursed\_Dual\_Katana or \_G.AutoFarmMob or \_G.AutoMysticIsland or \_G.AutoFarmDungeon or \_G.AutoRaidPirate or \_G.AutoQuestRace or \_G.TweenMGear or getgenv().AutoFarm or \_G.AutoPlayerHunter or \_G.AutoFactory or \_G.Namfon or \_G.AutoSwordMastery or \_G.Auto\_Seabest or \_G.AutoSeaBest or \_G.AutoKillTial or \_G.Auto\_Saber or \_G.Position\_Spawn or \_G.TPB or \_G.Farmfast or \_G.AutoRace or \_G.RaidPirate == true then

for \_, v in pairs(game:GetService("Players").LocalPlayer.Character:GetDescendants()) do

if v:IsA("BasePart") then

v.CanCollide = false

end

end

end

end)

end)

end)

function InstancePos(pos)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = pos

end

function TP3(pos)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = pos

end

spawn(function()

while wait() do

if \_G.AutoDoughtBoss or \_G.Auto\_DungeonMobAura or \_G.AutoFarmChest or \_G.AutoFarmBossHallow or \_G.AutoFactory or \_G.AutoFarmSwanGlasses or \_G.AutoLongSword or \_G.AutoBlackSpikeycoat or \_G.AutoElectricClaw or \_G.AutoFarmGunMastery or \_G.AutoHolyTorch or \_G.AutoLawRaid or \_G.AutoFarmBoss or \_G.AutoTwinHooks or \_G.AutoOpenSwanDoor or \_G.AutoDragon\_Trident or \_G.AutoSaber or \_G.NOCLIP or \_G.AutoFarmFruitMastery or \_G.AutoFarmGunMastery or \_G.TeleportIsland or \_G.Auto\_EvoRace or \_G.AutoFarmAllMsBypassType or \_G.AutoObservationv2 or \_G.AutoMusketeerHat or \_G.AutoEctoplasm or \_G.AutoRengoku or \_G.Auto\_Rainbow\_Haki or \_G.AutoObservation or \_G.AutoDarkDagger or \_G.Safe\_Mode or \_G.MasteryFruit or \_G.AutoBudySword or \_G.AutoOderSword or \_G.AutoAllBoss or \_G.Auto\_Bounty or \_G.AutoSharkman or \_G.Auto\_Mastery\_Fruit or \_G.Auto\_Mastery\_Gun or \_G.Auto\_Dungeon or \_G.Auto\_Cavender or \_G.Auto\_Pole or \_G.Auto\_Kill\_Ply or \_G.Auto\_Factory or \_G.AutoSecondSea or \_G.TeleportPly or \_G.AutoBartilo or \_G.Auto\_DarkBoss or \_G.AutoFarm or \_G.Clip or \_G.AutoElitehunter or \_G.AutoThirdSea or \_G.Auto\_Bone or \_G.Autoheart or \_G.Autodoughking or \_G.d or \_G.Autowaden or \_G.Autogay or \_G.AutoObservationHakiV2 or \_G.AutoFarmMaterial or \_G.AutoFarmNearest or \_G.AutoCarvender or \_G.AutoTwinHook or AutoMobAura or \_G.Leather or \_G.Auto\_Wing or \_G.Umm or \_G.Makori\_gay or Radioactive or Fish or Gunpowder or Dragon\_Scale or Cocoafarm or Scrap or MiniHee or \_G.AutoFarmSeabaest or Auto\_Cursed\_Dual\_Katana or \_G.AutoFarmMob or \_G.AutoRaidPirate or getgenv().AutoFarm or \_G.AutoPlayerHunter or \_G.AutoFactory or \_G.AttackDummy or \_G.AutoSwordMastery or \_G.Auto\_Seabest or \_G.AutoSeaBest or \_G.AutoKillTial or \_G.Auto\_Saber or \_G.Farmfast or \_G.RaidPirate == true then

pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("Ken",true)

end)

end

end

end)

spawn(function()

game:GetService("RunService").RenderStepped:Connect(function()

if \_G.AutoClick or Fastattack then

pcall(function()

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(0,1,0,1))

end)

end

end)

end)

function StopTween(target)

if not target then

\_G.StopTween = true

wait()

topos(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame)

wait()

if game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("BodyClip") then

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("BodyClip"):Destroy()

end

\_G.StopTween = false

\_G.Clip = false

end

end

spawn(function()

pcall(function()

while wait() do

for i,v in pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do

if v:IsA("Tool") then

if v:FindFirstChild("RemoteFunctionShoot") then

SelectWeaponGun = v.Name

end

end

end

end

end)

end)

game:GetService("Players").LocalPlayer.Idled:connect(function()

game:GetService("VirtualUser"):Button2Down(Vector2.new(0,0),workspace.CurrentCamera.CFrame)

wait(1)

game:GetService("VirtualUser"):Button2Up(Vector2.new(0,0),workspace.CurrentCamera.CFrame)

end)

function CheckItem(ah)

for k, v in pairs(game:GetService("ReplicatedStorage").Remotes["CommF\_"]:InvokeServer("getInventory")) do

if v.Name == ah then

return v

end

end

end

function CheckSea(e)

if game.PlaceId == 2753915549 then

if e == 1 then

return true

end

elseif game.PlaceId == 4442272183 then

if e == 2 then

return true

end

elseif game.PlaceId == 7449423635 then

if e == 3 then

return true

end

end

return false

end

w = task.wait

t = task

TempleOfTimeCFrame =

CFrame.new(

28734.3945,

14888.2324,

-109.071777,

-0.650207579,

4.1780531e-08,

-0.759756625,

1.97876595e-08,

1,

3.80575109e-08,

0.759756625,

9.71147784e-09,

-0.650207579

)

spawn(

function()

while task.wait() do

if \_G.AutoDooHee then

MoveCamtoMoon()

end

end

end

)

Memayto = false

DaGatCan = false

if game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("CheckTempleDoor") then

DaGatCan = true

end

function PullLever()

local bn =

CFrame.new(

28576.4688,

14939.2832,

76.5164413,

-1,

0,

0,

0,

0.707134247,

-0.707079291,

-0,

-0.707079291,

-0.707134247

)

local bo =

CFrame.new(

28576.4688,

14935.9512,

75.469101,

-1,

-4.22219593e-08,

1.13133396e-08,

0,

-0.258819044,

-0.965925813,

4.37113883e-08,

-0.965925813,

0.258819044

)

local bp = 0.2

if

game:GetService("Workspace").Map["Temple of Time"].Lever.Lever.CFrame.Z > bo.Z + bp or

game:GetService("Workspace").Map["Temple of Time"].Lever.Lever.CFrame.Z < bo.Z - bp

then

CheckAndTweenTemple()

topos(game:GetService("Workspace").Map["Temple of Time"].Lever.Part.CFrame)

for r, v in pairs(game:GetService("Workspace").Map["Temple of Time"].Lever:GetDescendants()) do

if v.Name == "ProximityPrompt" then

fireproximityprompt(v)

end

end

end

end

function IsMirageIsland2()

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

return true

else

return false

end

end

function TweenTemple()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(

"requestEntrance",

Vector3.new(28282.5703125, 14896.8505859375, 105.1042709350586)

)

end

function TweenTempleLegit()

AllNPCS = getnilinstances()

for r, v in pairs(game:GetService("Workspace").NPCs:GetChildren()) do

table.insert(AllNPCS, v)

end

for r, v in pairs(AllNPCS) do

if v.Name == "Mysterious Force" then

TempleMysteriousNPC1 = v

end

if v.Name == "Mysterious Force3" then

TempleMysteriousNPC2 = v

end

end

topos(TempleMysteriousNPC2.HumanoidRootPart.CFrame)

wait(0.5)

if

(TempleMysteriousNPC2.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <

15

then

game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("RaceV4Progress", "TeleportBack")

end

if

(TempleMysteriousNPC1.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <

15

then

game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("RaceV4Progress", "Teleport")

end

end

function CheckAndTweenTemple()

if (TempleOfTimeCFrame.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 1200 then

TweenTemple()

end

if (TempleOfTimeCFrame.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 1200 then

TweenTemple()

end

end

function MoonTextureId()

if Sea1 then

return game:GetService("Lighting").FantasySky.MoonTextureId

elseif Sea2 then

return game:GetService("Lighting").FantasySky.MoonTextureId

elseif Sea3 then

return game:GetService("Lighting").Sky.MoonTextureId

end

end

function CheckMoon()

moon8 = "http://www.roblox.com/asset/?id=9709150401"

moon7 = "http://www.roblox.com/asset/?id=9709150086"

moon6 = "http://www.roblox.com/asset/?id=9709149680"

moon5 = "http://www.roblox.com/asset/?id=9709149431"

moon4 = "http://www.roblox.com/asset/?id=9709149052"

moon3 = "http://www.roblox.com/asset/?id=9709143733"

moon2 = "http://www.roblox.com/asset/?id=9709139597"

moon1 = "http://www.roblox.com/asset/?id=9709135895"

moonreal = MoonTextureId()

cofullmoonkothangbeo = "Bad Moon"

if moonreal == moon5 or moonreal == moon4 then

if moonreal == moon5 then

cofullmoonkothangbeo = "Full Moon"

elseif moonreal == moon4 then

cofullmoonkothangbeo = "Next Night"

end

end

return cofullmoonkothangbeo

end

function getBlueGear()

if game.workspace.Map:FindFirstChild("MysticIsland") then

for r, v in pairs(game.workspace.Map.MysticIsland:GetChildren()) do

if v:IsA("MeshPart") and v.MeshId == "rbxassetid://10153114969" then

return v

end

end

end

end

function getHighestPoint()

if not game.workspace.Map:FindFirstChild("MysticIsland") then

return nil

end

for r, v in pairs(game:GetService("Workspace").Map.MysticIsland:GetDescendants()) do

if v:IsA("MeshPart") then

if v.MeshId == "rbxassetid://6745037796" then

return v

end

end

end

end

spawn(function()

if TwenetoHighestPoint then

HighestPoint = getHighestPoint()

if HighestPoint then

topos(HighestPoint.CFrame \* CFrame.new(0, 211.88, 0))

end

end

end)

function MoveCamtoMoon()

workspace.CurrentCamera.CFrame =

CFrame.new(

workspace.CurrentCamera.CFrame.Position,

game:GetService("Lighting"):GetMoonDirection() + workspace.CurrentCamera.CFrame.Position

)

end

spawn(function()

if TweentoBlueGear then

BlueGear = getBlueGear()

if BlueGear then

topos(BlueGear.CFrame)

end

end

end)

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 \_G.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").LocalPlayer.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").LocalPlayer.PlayerScripts.CombatFramework))

local CmrFwLib = CombatFrameworkLib[2]

local plr = game.Players.LocalPlayer

for i = 1, 1 do

local bladehit = require(game.ReplicatedStorage.CombatFramework.RigLib).getBladeHits(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 = 120

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 \_G.FastAttack then

pcall(function()

repeat task.wait(\_G.FastAttackDelay)

AttackHit()

until not \_G.FastAttack

end)

end

end

end)

local CamShake = require(game.ReplicatedStorage.Util.CameraShaker)

CamShake:Stop()

HttpService = game:GetService("HttpService")

local i = "Sla Hub"

local j = "-BloxFruit.json"

local l = game.Players.LocalPlayer.Name .. j

if Adel then

HttpService = game:GetService("HttpService")

local i = "Sla Hub"

local j = "-BloxFruit.json"

local l = game.Players.LocalPlayer.Name .. j

end

function SaveSettings(m, n)

if m ~= nil then

h[m] = n

end

HttpService = game:GetService("HttpService")

if not isfolder(i) then

makefolder(i)

end

writefile(i .. "/" .. l, HttpService:JSONEncode(h))

end

function ReadSetting()

local s, o =

pcall(

function()

HttpService = game:GetService("HttpService")

if not isfolder(i) then

makefolder(i)

end

return HttpService:JSONDecode(readfile(i .. "/" .. l))

end

)

if s then

return o

else

SaveSettings()

return ReadSetting()

end

end

function MoonTextureId()

if Sea1 then

return game:GetService("Lighting").FantasySky.MoonTextureId

elseif Sea2 then

return game:GetService("Lighting").FantasySky.MoonTextureId

elseif Sea3 then

return game:GetService("Lighting").Sky.MoonTextureId

end

end

function CheckMoon()

moon8 = "http://www.roblox.com/asset/?id=9709150401"

moon7 = "http://www.roblox.com/asset/?id=9709150086"

moon6 = "http://www.roblox.com/asset/?id=9709149680"

moon5 = "http://www.roblox.com/asset/?id=9709149431"

moon4 = "http://www.roblox.com/asset/?id=9709149052"

moon3 = "http://www.roblox.com/asset/?id=9709143733"

moon2 = "http://www.roblox.com/asset/?id=9709139597"

moon1 = "http://www.roblox.com/asset/?id=9709135895"

moonreal = MoonTextureId()

cofullmoonkothangbeo = "Bad Moon"

if moonreal == moon5 or moonreal == moon4 then

if moonreal == moon5 then

cofullmoonkothangbeo = "Full Moon"

elseif moonreal == moon4 then

cofullmoonkothangbeo = "Next Night"

end

end

return cofullmoonkothangbeo

end

function function7()

GameTime = "Error"

local c = game.Lighting

local ao = c.ClockTime

if ao >= 18 or ao < 5 then

GameTime = "Night"

else

GameTime = "Day"

end

return GameTime

end

function function6()

return math.floor(game.Lighting.ClockTime)

end

function getServerTime()

RealTime = tostring(math.floor(game.Lighting.ClockTime \* 100) / 100)

RealTime = tostring(game.Lighting.ClockTime)

RealTimeTable = RealTime:split(".")

Minute, Second = RealTimeTable[1], tonumber(0 + tonumber(RealTimeTable[2] / 100)) \* 60

return Minute, Second

end

function function8()

local c = game.Lighting

local ao = c.ClockTime

if CheckMoon() == "Full Moon" and ao <= 5 then

return tostring(function6()) .. " ( Will End Moon In " .. math.floor(5 - ao) .. " Minutes )"

elseif CheckMoon() == "Full Moon" and (ao > 5 and ao < 12) then

return tostring(function6()) .. " ( Fake Moon )"

elseif CheckMoon() == "Full Moon" and (ao > 12 and ao < 18) then

return tostring(function6()) .. " ( Will Full Moon In " .. math.floor(18 - ao) .. " Minutes )"

elseif CheckMoon() == "Full Moon" and (ao > 18 and ao <= 24) then

return tostring(function6()) .. " ( Will End Moon In " .. math.floor(24 + 6 - ao) .. " Minutes )"

end

if CheckMoon() == "Next Night" and ao < 12 then

return tostring(function6()) .. " ( Will Full Moon In " .. math.floor(18 - ao) .. " Minutes )"

elseif CheckMoon() == "Next Night" and ao > 12 then

return tostring(function6()) .. " ( Will Full Moon In " .. math.floor(18 + 12 - ao) .. " Minutes )"

end

return tostring(function6())

end

function CheckAcientOneStatus()

if not game.Players.LocalPlayer.Character:FindFirstChild("RaceTransformed") then

return "You have yet to achieve greatness"

end

local v227 = nil

local v228 = nil

local v229 = nil

v229, v228, v227 = game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("UpgradeRace", "Check")

if v229 == 1 then

return "Required Train More"

elseif v229 == 2 or v229 == 4 or v229 == 7 then

return "Can Buy Gear With " .. v227 .. " Fragments"

elseif v229 == 3 then

return "Required Train More"

elseif v229 == 5 then

return "You Are Done Your Race."

elseif v229 == 6 then

return "Upgrades completed: " .. v228 - 2 .. "/3, Need Trains More"

end

if v229 ~= 8 then

if v229 == 0 then

return "Ready For Trial"

else

return "You have yet to achieve greatness"

end

end

return "Remaining " .. 10 - v228 .. " training sessions."

end

local OrionLib = loadstring(game:HttpGet(('https://raw.githubusercontent.com/shlexware/Orion/main/source')))()

local Window = OrionLib:MakeWindow({Name = "Sla Hub", HidePremium = false, IntroText = "", SaveConfig = true, ConfigFolder = "Sla Hub"})

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Choose Teams Bro?",

Image = "rbxassetid://119980140458596",

Time = 7

})

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Sla Hub",

Image = "rbxassetid://119980140458596",

Time = 25

})

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Please Wait loading script...,Do not enable any function",

Image = "rbxassetid://119980140458596",

Time = 5

})

-------------Tab-----------------------

local W = Window:MakeTab({

Name = "Welcome",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local M = Window:MakeTab({

Name = "General",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local ST = Window:MakeTab({

Name = "Setting",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local IQ = Window:MakeTab({

Name = "Item & Quest",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local S = Window:MakeTab({

Name = "Stats",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local E = Window:MakeTab({

Name = "ESP",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local RA = Window:MakeTab({

Name = "Raid",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local LC = Window:MakeTab({

Name = "Local Players",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local Wld = Window:MakeTab({

Name = "World Teleport",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local SV = Window:MakeTab({

Name = "Status Sever",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local D = Window:MakeTab({

Name = "Devil Fruit",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local R = Window:MakeTab({

Name = "Race V4",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local SH = Window:MakeTab({

Name = "Shop",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

local C = Window:MakeTab({

Name = "Misc",

Icon = "rbxassetid://119980140458596",

PremiumOnly = false

})

-----Label--------------------

local Section = W:AddSection({

Name = "Update"

})

W:AddLabel("[+] Sla Hub is HERE!")

W:AddLabel("[+] Best AutoFarm!")

W:AddLabel("[+] Up and Growing")

W:AddLabel("[+] Smooth")

local Section = W:AddSection({

Name = "Status"

})

local locallv = W:AddLabel("Level")

spawn(function()

while wait() do

pcall(function()

locallv:Set("Level :".." "..game:GetService("Players").LocalPlayer.Data.Level.Value)

end)

end

end)

local localrace = W:AddLabel("Race")

spawn(function()

while wait() do

pcall(function()

localrace:Set("Race :".." "..game:GetService("Players").LocalPlayer.Data.Race.Value)

end)

end

end)

local localbeli = W:AddLabel("Beli")

spawn(function()

while wait() do

pcall(function()

localbeli:Set("Beli :".." "..game:GetService("Players").LocalPlayer.Data.Beli.Value)

end)

end

end)

local localfrag = W:AddLabel("Fragment")

spawn(function()

while wait() do

pcall(function()

localfrag:Set("Fragments :".." "..game:GetService("Players").LocalPlayer.Data.Fragments.Value)

end)

end

end)

local localexp = W:AddLabel("ExP")

spawn(function()

while wait() do

pcall(function()

localexp:Set("ExP Points :".." "..game:GetService("Players").LocalPlayer.Data.Exp.Value)

end)

end

end)

local localstat = W:AddLabel("Stats Points")

spawn(function()

while wait() do

pcall(function()

localstat:Set("Stats Points :".." "..game:GetService("Players").LocalPlayer.Data.Points.Value)

end)

end

end)

local localbountyhornor = W:AddLabel("Bounty")

spawn(function()

while wait() do

pcall(function()

localbountyhornor:Set("Bounty / Honor :".." "..game:GetService("Players").LocalPlayer.leaderstats["Bounty/Honor"].Value)

end)

end

end)

local localDevil = W:AddLabel("Devil Fruit")

spawn(function()

while wait() do

pcall(function()

if game:GetService("Players").LocalPlayer.Character:FindFirstChild(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value) or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value) then

localDevil:Set("Devil Fruit :".." "..game:GetService("Players").LocalPlayer.Data.DevilFruit.Value)

else

localDevil:Set("Not Have Devil Fruit")

end

end)

end

end)

local Section = W:AddSection({

Name = "Status Hack"

})

local LevelFarmFarm W:AddLabel("Kaitun: Coming Soon")

W:AddLabel("Config Save : Comming Son...")

local Farmfast = W:AddLabel("Farm Fast : ❌")

local Bypass = W:AddLabel("Bypass ❌")

local Section = W:AddSection({

Name = "World"

})

local WolrdSet3 = W:AddLabel("World 1 ❌ ")

local WolrdSet = W:AddLabel("Wolrd : 2 ❌")

local WolrdSet1 = W:AddLabel("Wolrd : 3 ❌")

local Section = W:AddSection({

Name = "Stats Point"

})

local StastMelee = W:AddLabel("")

local StastDefense = W:AddLabel("")

local StastSword = W:AddLabel("")

local StastGun = W:AddLabel("")

local StastDevilFruit = W:AddLabel("")

local PointsStast = W:AddLabel("")

local Section = W:AddSection({

Name = "Melee Check"

})

local Superhuman = W:AddLabel("❌ : Superhuman")

local DeathStep = W:AddLabel("❌ : Sharkman Karate")

local ElectricClaw = W:AddLabel("❌ : Electric Claw")

local DragonTalon = W:AddLabel("❌ : Dragon Talon")

local GodHuman = W:AddLabel("❌ : God Human")

local Section = W:AddSection({

Name = "Sword Legend Check"

})

local Shisui = W:AddLabel("❌ : Shisui")

local Saddi = W:AddLabel("❌ : Saddi")

local Wando = W:AddLabel("❌ : Wando")

local TrueTripleKatana W:AddLabel("❌ : True Triple Katana")

local Section = W:AddSection({

Name = "World 1 Weapon"

})

local Saber = W:AddLabel("❌ : Saber")

local Section = W:AddSection({

Name = "World 2 Weapon"

})

local Rengoku = W:AddLabel("❌ : Rengoku")

local MidnightBlade = W:AddLabel("❌ : Midnight Blade")

local DragonTrident = W:AddLabel("❌ : DragonTrident")

local Section = W:AddSection({

Name = "World 3 Weapon"

})

local Yama = W:AddLabel("❌ : Yama")

local BuddySword = W:AddLabel("❌ : Buddy Sword")

local Canvander = W:AddLabel("❌ : Canvander")

local TwinHooks = W:AddLabel("❌ : Twin Hooks")

local SpikeyTrident = W:AddLabel("❌ : Spikey Trident")

local HallowScythe = W:AddLabel("❌ : Hallow Scythe")

local DarkDagger = W:AddLabel("❌ : Dark Dagger")

local Tushita W:AddLabel("❌ : Tushita")

local Section = W:AddSection({

Name = "Gun"

})

local Kabucha = W:AddLabel("❌ : Kabucha")

local AcidumRifle = W:AddLabel("❌ : Acidum Rifle")

local BizarreRifle = W:AddLabel("❌ : Bizarre Rifle")

local Section = W:AddSection({

Name = "Quest"

})

local BartiloQuest = W:AddLabel("❌ : Bartilo Quest")

local DonSwanQuest = W:AddLabel("❌ : Don Swan Quest")

local KillDonSwan = W:AddLabel("❌ : Kill Don Swan")

local Section = W:AddSection({

Name = "Acessory"

})

local Dark\_Coat = W:AddLabel("❌: Dark Coat")

local Ghoul\_Mask = W:AddLabel("❌: Ghoul Mask")

local Swan\_Glass = W:AddLabel("❌: Swan Glass")

local Pale\_Scarf = W:AddLabel("❌: Pale Scarf")

local Valkyrie\_Helm = W:AddLabel("❌: Valkyrie Helm")

spawn(function()

while task.wait() do

pcall(function()

for i,v in pairs(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventoryWeapons")) do

if v.Name == "Saber" then

Dark\_Coat:Set("✅: Dark Coat")

end

if v.Name == "Ghoul Mask" then

Ghoul\_Mask:Set("✅: Ghoul Mask")

end

if v.Name == "Swan Glasses" then

Swan\_Glass:Set("✅: Swan Glass")

end

if v.Name == "Pale Scarf" then

Pale\_Scarf:Set("✅: Pale Scarf")

end

if v.Name == "Valkyrie Helmet" then

Valkyrie\_Helm:Set("✅: Valkyrie Helmet")

end

end

end)

end

end)

local Section = M:AddSection({

Name = "Select Weapon"

})

M:AddParagraph("Select Weapon","Please Select Weapon")

local WeaponList = {"Melee","Sword","Fruit","Gun"}

\_G.SelectWeapon = "Melee"

M:AddDropdown({

Name = "Select Weapon",

Default = "",

Options = WeaponList,

Flag = "Select Weapon",

Save = true,

Callback = function(Value)

\_G.SelectWeapon = Value

end

})

task.spawn(function()

while wait() do

pcall(function()

if \_G.SelectWeapon == "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.Name)) then

\_G.SelectWeapon = v.Name

end

end

end

elseif \_G.SelectWeapon == "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.Name)) then

\_G.SelectWeapon = v.Name

end

end

end

elseif \_G.SelectWeapon == "Gun" then

for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Gun" then

if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Name)) then

\_G.SelectWeapon = v.Name

end

end

end

elseif \_G.SelectWeapon == "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.Name)) then

\_G.SelectWeapon = v.Name

end

end

end

end

end)

end

end)

if World2 and World1 then

local Section = M:AddSection({

Name = "BOOTS"

})

M:AddButton({

Name = "BOOST FPS",

Callback = function()

pcall(function()

game:GetService("Lighting").FantasySky:Destroy()

local g = game

local w = g.Workspace

local l = g.Lighting

local t = w.Terrain

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") 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

for i, v in pairs(game:GetService("Workspace").Camera:GetDescendants()) do

if v.Name == ("Water;") then

v.Transparency = 1

v.Material = "Plastic"

end

end

end)

end

})

end

local Section = M:AddSection({

Name = "Other Farm"

})

M:AddParagraph("Redeem Code","Click to Button to Reddem All Code In Blox Fruits.")

local x2Code = {

"JULYUPDATE\_RESET",

"staffbattle",

"Sub2CaptainMaui",

"SUB2GAMERROBOT\_RESET1",

"KittGaming",

"Sub2Fer999",

"Enyu\_is\_Pro",

"Magicbus",

"ENYU\_IS\_PRO",

"FUDD10",

"BIGNEWS",

"THEGREATACE",

"SUB2GAMERROBOT\_EXP1",

"STRAWHATMAIME",

"SUB2OFFICIALNOOBIE",

"SUB2NOOBMASTER123",

"SUB2DAIGROCK",

"AXIORE",

"TANTAIGAMIMG",

"STRAWHATMAINE",

"JCWK",

"FUDD10\_V2",

"SUB2FER999",

"MAGICBIS",

"TY\_FOR\_WATCHING",

"STARCODEHEO"

}

M:AddButton({

Name = "Redeem all code",

Callback = function()

function RedeemCode(value)

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(value)

end

for i,v in pairs(x2Code) do

RedeemCode(v)

end

end

})

local Section = M:AddSection({

Name = "Auto Farm Level"

})

M:AddParagraph("Main Farm","Click to Box to Farm, I ready update new mob farm!.")

ToggleFarm = M:AddToggle({

Name = "Auto Farm",

Default = false,

Flag = "LevelFarm",

Save = true,

Callback = function(Value)

\_G.AutoFarm = Value

StopTween(\_G.AutoFarm)

end

})

local Section = M:AddSection({

Name = "Mastery Menu"

})

M:AddParagraph("Mastery Menu","Click To Box to Start Farm Mastery")

M:AddToggle({

Name = "Auto Farm BF Mastery",

Default = false,

Flag = "Mastery",

Save = true,

Callback = function(Value)

\_G.AutoFarmFruitMastery = Value

StopTween(\_G.AutoFarmFruitMastery)

if \_G.AutoFarmFruitMastery == false then

UseSkill = false

end

end

})

M:AddToggle({

Name = "Auto Farm Gun Mastery",

Default = false,

Flag = "Gun Mastery",

Save = true,

Callback = function(Value)

\_G.AutoFarmGunMastery = Value

StopTween(\_G.AutoFarmGunMastery)

end

})

M:AddSlider({

Name = "Health Mob",

Min = 0,

Max = 100,

Default = 25,

Color = Color3.fromRGB(255,255,255),

Increment = 1,

ValueName = "Health",

Flag = "Health Mob",

Save = true,

Callback = function(Value)

\_G.Kill\_At = Value

end

})

M:AddToggle({

Name = "Skill Z",

Default = false,

Flag = "Skill Z",

Save = true,

Callback = function(Value)

\_G.SkillZ = Value

end

})

M:AddToggle({

Name = "Skill! X",

Default = false,

Default = false,

Flag = "Skill X",

Save = true,

Callback = function(Value)

\_G.SkillX = Value

end

})

M:AddToggle({

Name = "Skill C",

Default = false,

Default = false,

Flag = "Skill C",

Save = true,

Callback = function(Value)

\_G.SkillC = Value

end

})

M:AddToggle({

Name = "Skill V",

Default = false,

Default = false,

Flag = "Skill V",

Save = true,

Callback = function(Value)

\_G.SkillV = Value

end

})

M:AddToggle({

Name = "Skill F",

Default = false,

Default = false,

Flag = "Skill F",

Save = true,

Callback = function(Value)

\_G.SkillF = Value

end

})

local Section = M:AddSection({

Name = "Bring Mob"

})

M:AddToggle({

Name = "Bring Mobs[Fix]",

Default = true,

Flag = "Bring Mobs",

Save = false,

Callback = function(Value)

\_G.BringMonster = Value

end

})

local Bring = {"Low", "Normal", "Super Bring"}

\_G.BringMode = "Normal"

M:AddDropdown({

Name = "Bring Mode",

Default = "Normal",

Options = Bring,

Default = false,

Flag = "Bring Mode",

Save = true,

Callback = function(Value)

\_G.BringMode = Value

end

})

spawn(function()

while wait(.1) do

if \_G.BringMode then

pcall(function()

if \_G.BringMode == "Low" then

\_G.BringMode = 300

elseif \_G.BringMode == "Normal" then

\_G.BringMode = 375

elseif \_G.BringMode == "Super Bring" then

\_G.BringMode = 450

end

end)

end

end

end)

local Section = M:AddSection({

Name = "FastAttack :"

})

M:AddToggle({

Name = "FastAttack",

Default = true,

Flag = "FastAttack",

Save = false,

Callback = function(Value)

\_G.FastAttack = Value

end

})

local CameraShaker = require(game.ReplicatedStorage.Util.CameraShaker)

CombatFrameworkR = require(game:GetService("Players").LocalPlayer.PlayerScripts.CombatFramework)

y = debug.getupvalues(CombatFrameworkR)[2]

spawn(function()

game:GetService("RunService").RenderStepped:Connect(function()

if \_G.FastAttack then

if typeof(y) == "table" then

pcall(function()

CameraShaker:Stop()

y.activeController.timeToNextAttack = (math.huge^math.huge^math.huge)

y.activeController.timeToNextAttack = 0

y.activeController.hitboxMagnitude = 60

y.activeController.active = false

y.activeController.timeToNextBlock = 0

y.activeController.focusStart = 1655503339.0980349

y.activeController.increment = 1

y.activeController.blocking = false

y.activeController.attacking = false

y.activeController.humanoid.AutoRotate = true

end)

end

end

end)

end)

spawn(function()

game:GetService("RunService").RenderStepped:Connect(function()

if \_G.FastAttack == true then

game.Players.LocalPlayer.Character.Stun.Value = 0

game.Players.LocalPlayer.Character.Busy.Value = false

end

end)

end)

local AttackList = {"0", "0.1", "0.175", "0.2", "0.25", "0.3", "0.35", "0.4", "0.45", "0.5", "0.55", "0.6", "0.65", "0.7", "0.75", "0.8", "0.85", "0.9", "0.95", "0.1"}

M:AddDropdown({

Name = "FastAttack Delay",

Default = "0.5",

Options = AttackList,

Flag = "FastAttack Delay",

Save = true,

Callback = function(Value)

\_G.FastAttackDelay = Value

end

})

spawn(function()

while wait(.1) do

if \_G.FastAttackDelay then

pcall(function()

if \_G.FastAttackDelay == "0" then

\_G.FastAttackDelay = 0

elseif \_G.FastAttackDelay == "0.1" then

\_G.FastAttackDelay = 0.1

elseif \_G.FastAttackDelay == "0.175" then

\_G.FastAttackDelay = 0.175

elseif \_G.FastAttackDelay == "0.2" then

\_G.FastAttackDelay = 0.2

elseif \_G.FastAttackDelay == "0.25" then

\_G.FastAttackDelay = 0.25

elseif \_G.FastAttackDelay == "0.3" then

\_G.FastAttackDelay = 0.3

elseif \_G.FastAttackDelay == "0.35" then

\_G.FastAttackDelay = 0.35

elseif \_G.FastAttackDelay == "0.4" then

\_G.FastAttackDelay = 0.5

elseif \_G.FastAttackDelay == "0.45" then

\_G.FastAttackDelay = 0.45

elseif \_G.FastAttackDelay == "0.5" then

\_G.FastAttackDelay = 0.5

elseif \_G.FastAttackDelay == "0.55" then

\_G.FastAttackDelay = 0.55

elseif \_G.FastAttackDelay == "0.6" then

\_G.FastAttackDelay = 0.6

elseif \_G.FastAttackDelay == "0.65" then

\_G.FastAttackDelay = 0.65

elseif \_G.FastAttackDelay == "0.7" then

\_G.FastAttackDelay = 0.7

elseif \_G.FastAttackDelay == "0.75" then

\_G.FastAttackDelay = 0.75

elseif \_G.FastAttackDelay == "0.8" then

\_G.FastAttackDelay = 0.8

elseif \_G.FastAttackDelay == "0.85" then

\_G.FastAttackDelay = 0.85

elseif \_G.FastAttackDelay == "0.9" then

\_G.FastAttackDelay = 0.9

elseif \_G.FastAttackDelay == "0.95" then

\_G.FastAttackDelay = 0.95

elseif \_G.FastAttackDelay == "1" then

\_G.FastAttackDelay = 1

end

end)

end

end

end)

local Section = M:AddSection({

Name = "Bypass Teleport"

})

M:AddToggle({

Name = "Bypass TP[BETA]",

Default = false,

Flag = "Bypass TP",

Save = true,

Callback = function(Value)

BypassTP = true

end

})

local Section = M:AddSection({

Name = "Distance Mobs"

})

PosY = 30

M:AddSlider({

Name = "Distance Mob",

Min = 0,

Max = 65,

Default = PosY,

Color = Color3.fromRGB(255,255,255),

Increment = 1,

ValueName = "Distance",

Default = false,

Flag = "Distance",

Save = true,

Callback = function(Value)

PosY = Value

end

})

local Section = M:AddSection({

Name = "Farm Fast : Lv 10 => 120"

})

Farmfasttoggle = M:AddToggle({

Name = "Auto Farm Fast",

Default = false,

Flag = "Farm Fast",

Save = true,

Callback = function(Value)

\_G.Farmfast = Value

StopTween(\_G.Farmfast)

end

})

local Section = M:AddSection({

Name = "Kaitun Met Vaiz"

})

M:AddParagraph("Kaitun/Cantay","Kaitun bản này đell khác gì bản kia.")

M:AddToggle({

Name = "Kaitun[Ko có kill players]",

Default = false,

Flag = "Kaitun",

Save = true,

Callback = function(Value)

\_G.RedeemCode = Value

\_G.AutoFarm = Value

\_G.Farmfast = Value

\_G.SelectWeapon = "Combat"

\_G.AutoPlayerHunter = Value

\_G.Auto\_Stats\_Kaitun = Value

\_G.Auto\_Saber = Value

\_G.AutoSuperhuman = Value

\_G.AutoBartilo = Value

\_G.AutoBuyLegendarySword = Value

\_G.BuyAllAib = Value

StopTween(\_G.AutoFarm)

StopTween(\_G.Hunter)

StopTween(\_G.Farmfast)

StopTween(\_G.Auto\_Saber)

end

})

M:AddToggle({

Name = "Auto Click[Kick]",

Default = false,

Flag = "Auto Click",

Save = true,

Callback = function(Value)

\_G.AutoClick = Value

end

})

spawn(function()

game:GetService("RunService").RenderStepped:Connect(function()

if \_G.AutoClick or Fastattack then

pcall(function()

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(0,1,0,1))

end)

end

end)

end)

spawn(function()

while wait() do

if \_G.RedeemCode then

if MyLevel >= 10 then

function RedeemCode(value)

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(value)

end

for i,v in pairs(x2Code) do

RedeemCode(v)

end

end

end

end

end)

local Section = M:AddSection({

Name = "Mob & Boss Farm"

})

if World1 then

M:AddDropdown({

Name = "Select Mobs",

Default = "",

Options = {"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"},

Callback = function(Value)

SelectMonster = Value

end

})

end

if World2 then

M:AddDropdown({

Name = "Select Mobs",

Default = "",

Options = {"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 Engineer","Ship Steward","Ship Officer","Arctic Warrior","Snow Lurker","Sea Soldier","Water Fighter"},

Callback = function(Value)

SelectMonster = Value

end

})

end

if World3 then

M:AddDropdown({

Name = "Select Mobs",

Default = "",

Options = {"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"},

Callback = function(Value)

SelectMonster = Value

end

})

end

M:AddToggle({

Name = "Farm Mob",

Default = false,

Callback = function(Value)

\_G.AutoFarmSelectMonster = Value

end

})

local Section = M:AddSection({

Name = "Nearest Farm"

})

M:AddToggle({

Name = "Auto Farm Nearest",

Default = false,

Flag = "Auto Farm Nearest",

Save = true,

Callback = function(Value)

\_G.AutoFarmNearest = Value

StopTween(\_G.AutoFarmNearest)

end

})

local Section = M:AddSection({

Name = "Chest Farm"

})

TweenChest = M:AddToggle({

Name = "Auto Chest [MUP]",

Default = false,

Flag = "Auto Chest",

Save = true,

Callback = function(Value)

AutoFarmChest = Value

StopTween(AutoFarmChest)

end

})

M:AddToggle({

Name = "Auto Chest[Bypass]",

Default = false,

Flag = "Auto Chest[Bypass]",

Save = true,

Callback = function(Value)

\_G.ChestBypass = Value

end

})

M:AddToggle({

Name = "Stop Only Dark Key or God's Chalice",

Default = false,

Flag = "Stop Only Dark Key or God's Chalice",

Save = true,

Callback = function(Value)

\_G.StopChest = Value

end

})

spawn(function()

while wait() do

if \_G.StopChest then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Fist of Darkness") or game.Players.LocalPlayer.Character:FindFirstChild("Fist of Darkness") or game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice") or game.Players.LocalPlayer.Character:FindFirstChild("God's Chalice") then

AutoFarmChest = false

StopTween(AutoFarmChest)

TweenChest:Set(false)

end

end

end

end)

local Section = M:AddSection({

Name = "Bone Menu"

})

local Bone = M:AddLabel("Bone : ")

spawn(function()

while wait() do

pcall(function()

Bone:Set("Bone You Have : "..(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones","Check")))

end)

end

end)

ToggleBone = M:AddToggle({

Name = "Auto Farm Bone",

Default = false,

Flag = "Auto Farm Bone",

Save = true,

Callback = function(Value)

\_G.Auto\_Bone = Value

StopTween(\_G.Auto\_Bone)

end

})

ToggleRandom = M:AddToggle({

Name = "Auto Random Bone",

Default = false,

Flag = "Auto Random Bone",

Save = true,

Callback = function(Value)

\_G.Auto\_Random\_Bone = Value

end

})

spawn(function()

pcall(function()

while wait(.1) do

if \_G.Auto\_Random\_Bone then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones","Buy",1,1)

end

end

end)

end)

local Section = M:AddSection({

Name = "Other Menu"

})

local EliteProgress = M:AddLabel("")

spawn(function()

pcall(function()

while wait() do

EliteProgress:Set("Elite Progress : "..game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter","Progress"))

end

end)

end)

M:AddToggle({

Name = "Auto Elite",

Default = false,

Flag = "Auto Elite",

Save = true,

Callback = function(Value)

\_G.AutoElitehunter = Value

StopTween(\_G.AutoElitehunter)

end

})

M:AddToggle({

Name = "Auto Factory",

Default = false,

Flag = "Auto Factory",

Save = true,

Callback = function(Value)

\_G.AutoFactory = Value

StopTween(\_G.AutoFactory)

end

})

M:AddToggle({

Name = "Raid Castle",

Default = false,

Flag = "Auto Castle",

Save = true,

Callback = function(Value)

\_G.RaidPirate = Value

StopTween(\_G.RaidPirate)

end

})

local Section = M:AddSection({

Name = "Dough King Menu"

})

M:AddToggle({

Name = "Auto Katakuri",

Default = false,

Flag = "Auto Katakuri",

Save = true,

Callback = function(Value)

\_G.AutoDoughtBoss = Value

StopTween(\_G.AutoDoughtBoss)

end

})

M:AddToggle({

Name = "Auto Spawn Katakuri",

Default = true,

Callback = function(Value)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner",Value)

end

})

M:AddToggle({

Name = "Auto Katakuri v2",

Default = false,

Flag = "Auto Katakuri v2",

Save = true,

Callback = function(Value)

\_G.Autodoughking = Value

StopTween(\_G.Autodoughking)

end

})

M:AddToggle({

Name = "Auto Katakuri v2[HOP]",

Default = false,

Flag = "Auto Katakuri v2[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = M:AddSection({

Name = "Boss"

})

M:AddParagraph("Auto Farm Boss :","Chờ Update thôi ae!!!")

local Section = M:AddSection({

Name = "Observation Haki"

})

M:AddToggle({

Name = "Auto Farm Observation Haki",

Default = false,

Flag = "Auto Farm Observation Haki",

Save = true,

Callback = function(Value)

\_G.AutoObservation = Value

StopTween(\_G.AutoObservation)

end

})

M:AddToggle({

Name = "Auto Farm Observation Haki[HOP]",

Default = false,

Flag = "Auto Farm Observation Haki[HOP]",

Save = true,

Callback = function(Value)

\_G.AutoObservation\_Hop = Value

end

})

local Section = M:AddSection({

Name = "Melee v2"

})

M:AddToggle({

Name = "Auto Death Step",

Default = false,

Flag = "Auto Death Step",

Save = true,

Callback = function(Value)

\_G.AutoDeathStep = Value

end

})

M:AddToggle({

Name = "Auto SharkMan Karate",

Default = false,

Flag = "Auto SharkMan",

Save = true,

Callback = function(Value)

\_G.AutoSharkman = Value

StopTween(\_G.AutoSharkman)

end

})

M:AddToggle({

Name = "Auto Electric Claw",

Default = false,

Flag = "Auto Electric Claw",

Save = true,

Callback = function(Value)

\_G.AutoElectricClaw = Value

StopTween(\_G.AutoElectricClaw)

end

})

M:AddToggle({

Name = "Auto Dragon Talon",

Default = false,

Flag = "Auto Dragon Talon",

Save = true,

Callback = function(Value)

\_G.AutoDragonTalon = Value

end

})

M:AddToggle({

Name = "Auto GodHuman",

Default = false,

Flag = "Auto GodHuman",

Save = true,

Callback = function(Value)

\_G.Auto\_God\_Human = Value

end

})

ST:AddToggle({

Name = "Auto Haki",

Default = true,

Callback = function(Value)

\_G.AUTOHAKI = Value

end

})

spawn(function()

while wait(.1) do

if \_G.AUTOHAKI then

if not game.Players.LocalPlayer.Character:FindFirstChild("HasBuso") then

local args = {

[1] = "Buso"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

end

end

end)

ST:AddToggle({

Name = "Anti Afk",

Default = true,

Callback = function(Value)

local vu = game:GetService("VirtualUser")

repeat wait() until game:IsLoaded()

game:GetService("Players").LocalPlayer.Idled:connect(function()

game:GetService("VirtualUser"):ClickButton2(Vector2.new())

vu:Button2Down(Vector2.new(0,0),workspace.CurrentCamera.CFrame)

wait(1)

vu:Button2Up(Vector2.new(0,0),workspace.CurrentCamera.CFrame)

end)

end

})

ST:AddToggle({

Name = "White screen",

Default = false,

Flag = "White screen",

Save = true,

Callback = function(Value)

\_G.WhiteScreen = Value

if \_G.WhiteScreen == true then

game:GetService("RunService"):Set3dRenderingEnabled(false)

elseif \_G.WhiteScreen == false then

game:GetService("RunService"):Set3dRenderingEnabled(true)

end

end

})

function CheckAntiCheatBypass()

for i,v in pairs(game:GetService("Players").LocalPlayer.Character:GetDescendants()) do

if v:IsA("LocalScript") then

if v.Name == "General" or v.Name == "Shiftlock" or v.Name == "FallDamage" or v.Name == "4444" or v.Name == "CamBob" or v.Name == "JumpCD" or v.Name == "Looking" or v.Name == "Run" then

v:Destroy()

end

end

end

for i,v in pairs(game:GetService("Players").LocalPlayer.PlayerScripts:GetDescendants()) do

if v:IsA("LocalScript") then

if v.Name == "RobloxMotor6DBugFix" or v.Name == "Clans" or v.Name == "Codes" or v.Name == "CustomForceField" or v.Name == "MenuBloodSp" or v.Name == "PlayerList" then

v:Destroy()

end

end

end

end

CheckAntiCheatBypass()

ST:AddToggle({

Name = "Antiban",

Default = true,

Callback = function(Value)

\_G.AntiCheat = Value

CheckAntiCheatBypass()

end

})

local Section = IQ:AddSection({

Name = "Saber Menu"

})

local SaberBoss = IQ:AddLabel("Boss Saber : ")

spawn(function()

while wait() do

pcall(function()

if game:GetService("ReplicatedStorage"):FindFirstChild("Saber Expert") or game:GetService("ReplicatedStorage"):FindFirstChild("Saber Expert") or game:GetService("ReplicatedStorage"):FindFirstChild("Saber Expert") or game:GetService("Workspace").Enemies:FindFirstChild("Saber Expert") or game:GetService("Workspace").Enemies:FindFirstChild("Saber Expert") or game:GetService("Workspace").Enemies:FindFirstChild("Saber Expert") then

SaberBoss:Set("Boss Saber : ✅ Spawn")

else

SaberBoss:Set("Boss Saber : ❌ Not Spawn")

end

end)

end

end)

IQ:AddToggle({

Name = "Auto Saber",

Default = false,

Flag = "Auto Saber",

Save = true,

Callback = function(Value)

\_G.Auto\_Saber = Value

StopTween(\_G.Auto\_Saber)

end

})

IQ:AddToggle({

Name = "Auto Saber[HOP]",

Default = false,

Flag = "Auto Saber[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "Pole V.1"

})

local PoleBoss = IQ:AddLabel("Boss Thunder God : ")

spawn(function()

while wait() do

pcall(function()

if game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God") or game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God") or game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God") or game:GetService("Workspace").Enemies:FindFirstChild("Thunder God") or game:GetService("Workspace").Enemies:FindFirstChild("Thunder God") or game:GetService("Workspace").Enemies:FindFirstChild("Thunder God") then

PoleBoss:Set("Boss Thunder : ✅ Spawn")

else

PoleBoss:Set("Boss Thunder : ❌ Not Spawn")

end

end)

end

end)

TogglePolev1 = IQ:AddToggle({

Name = "Auto Pole V.1",

Default = false,

Flag = "Auto Pole",

Save = true,

Callback = function(Value)

\_G.Autopole = Value

StopTween(\_G.AutoPole)

end

})

TogglePolev1Hop = IQ:AddToggle({

Name = "Auto Pole V.1[HOP]",

Default = false,

Flag = "Auto Pole[HOP]",

Save = true,

Callback = function(Value)

\_G.AutopoleHop = Value

end

})

local Section = IQ:AddSection({

Name = "Second Sea"

})

IQ:AddToggle({

Name = "Auto Second Sea",

Default = false,

Flag = "Auto Second",

Save = true,

Callback = function(Value)

\_G.AutoSecondSea = Value

StopTween(\_G.AutoSecondSea)

end

})

local Section = IQ:AddSection({

Name = "Vampire"

})

IQ:AddToggle({

Name = "Auto Vampire",

Default = false,

Flag = "Auto Vampire",

Save = true,

Callback = function(Value)

\_G.AutoVampire = Value

StopTween(\_G.AutoVampire)

end

})

local Section = IQ:AddSection({

Name = "SuperHuman"

})

IQ:AddToggle({

Name = "Auto SuperHuman",

Default = false,

Flag = "Auto SuperHuman",

Save = true,

Callback = function(Value)

\_G.AutoSuperhuman = Value

StopTween(\_G.AutoSuperhuman)

end

})

local Section = IQ:AddSection({

Name = "Bartilo"

})

BartiloToggle = IQ:AddToggle({

Name = "Auto Bartilo Quest",

Default = false,

Flag = "Auto Bartilo",

Save = true,

Callback = function(Value)

\_G.AutoBartilo = Value

StopTween(\_G.AutoBartilo)

StopTween(\_G.AutoFarm)

end

})

local Section = IQ:AddSection({

Name = "Next Sea Third"

})

IQ:AddToggle({

Name = "Auto Third Sea",

Default = false,

Flag = "Auto Third",

Save = true,

Callback = function(Value)

\_G.AutoThirdSea = Value

StopTween(\_G.AutoThirdSea)

end

})

IQ:AddToggle({

Name = "Auto Buy Legend Sword",

Default = false,

Flag = "Auto Legend",

Save = true,

Callback = function(Value)

\_G.AutoBuyLegendarySword = Value

end

})

local Section = IQ:AddSection({

Name = "Buddy Sword"

})

IQ:AddToggle({

Name = "Auto Buddy Sword",

Default = false,

Flag = "Auto Buddy",

Save = true,

Callback = function(Value)

\_G.AutoBudySword = Value

StopTween(\_G.AutoBudySword)

end

})

IQ:AddToggle({

Name = "Auto Buddy Sword[HOP]",

Default = false,

Flag = "Auto Buddy[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "Soul Guita"

})

IQ:AddToggle({

Name = "Auto Soul Guita",

Default = false,

Flag = "Auto Soul",

Save = true,

Callback = function(Value)

\_G.AutoNevaSoulGuitar = Value

StopTween(\_G.AutoNevaSoulGuitar)

end

})

IQ:AddToggle({

Name = "Auto Soul Guita[HOP]",

Default = false,

Flag = "Auto Soul[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

IQ:AddToggle({

Name = "Auto Auto Observation V2",

Default = false,

Flag = "Auto ObservationV2",

Save = true,

Callback = function(Value)

\_G.AutoObservationHakiV2 = Value

StopTween(\_G.AutoObservationHakiV2)

end

})

local Section = IQ:AddSection({

Name = "Auto Dual Curset Katana[Not Work]"

})

IQ:AddToggle({

Name = "Auto Dual Curset Katana",

Default = false,

Flag = "Auto DualCursetKatana",

Save = true,

Callback = function(Value)

Auto\_Cursed\_Dual\_Katana = Value

StopTween(Auto\_Cursed\_Dual\_Katana)

end

})

local Section = IQ:AddSection({

Name = "Tushita"

})

IQ:AddToggle({

Name = "Auto Tushita",

Default = false,

Flag = "Auto Tushita",

Save = true,

Callback = function(Value)

\_G.Autotushita = Value

StopTween( \_G.Autotushita)

end

})

IQ:AddToggle({

Name = "Auto Tushita[HOP]",

Default = false,

Flag = "Auto Tushita[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "Cavander"

})

IQ:AddToggle({

Name = "Auto Cavander",

Default = false,

Flag = "Auto Cavander",

Save = true,

Callback = function(Value)

\_G.AutoCarvender = Value

StopTween( \_G.AutoCarvender)

end

})

IQ:AddToggle({

Name = "Auto Cavander[HOP]",

Default = false,

Flag = "Auto Cavander[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "Twin Hook"

})

IQ:AddToggle({

Name = "Auto Twin Hook",

Default = false,

Flag = "Auto Twin",

Save = true,

Callback = function(Value)

\_G.AutoTwinHook = Value

StopTween( \_G.AutoTwinHook)

end

})

IQ:AddToggle({

Name = "Auto Twin Hook[HOP]",

Default = false,

Flag = "Auto Twin[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "ArenaTrainer"

})

IQ:AddLabel("Cho thằng nào đell hiểu thì đây là tự động đánh hình nộm")

IQ:AddToggle({

Name = "Automatically hit the dummy",

Default = false,

Flag = "Auto dummy",

Save = true,

Callback = function(Value)

\_G.Namfon = Value

StopTween(\_G.Namfon)

end

})

IQ:AddToggle({

Name = "Automatically hit the dummy[HOP]",

Default = false,

Flag = "Auto dummy[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "Seperator Hallow Scythe"

})

IQ:AddToggle({

Name = "Auto Hallow Scythe",

Default = false,

Flag = "Auto Hallow",

Save = true,

Callback = function(Value)

\_G.AutoFarmBossHallow = Value

StopTween(\_G.AutoFarmBossHallow)

end

})

ToggleHallow = IQ:AddToggle({

Name = "Auto Hallow Scythe[HOP]",

Default = false,

Flag = "Auto Hallow[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = IQ:AddSection({

Name = "Dark Dragger"

})

IQ:AddToggle({

Name = "Auto Dark Dragger",

Default = false,

Flag = "Auto Dark",

Save = true,

Callback = function(Value)

\_G.AutoDarkDagger = Value

StopTween(\_G.AutoDarkDagger)

end

})

IQ:AddToggle({

Name = "Auto Dark Dragger[HOP]",

Default = false,

Flag = "Auto Dark[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

spawn(function()

pcall(function()

while wait() do

if (\_G.AutoDarkDagger\_Hop and \_G.AutoDarkDagger) and World3 and not game:GetService("ReplicatedStorage"):FindFirstChild("rip\_indra True Form") and not game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra True Form") then

Hop()

end

end

end)

end)

function EquipAllWeapon()

pcall(function()

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v:IsA('Tool') and not (v.Name == "Summon Sea Beast" or v.Name == "Water Body" or v.Name == "Awakening") then

local ToolHumanoid = game.Players.LocalPlayer.Backpack:FindFirstChild(v.Name)

game.Players.LocalPlayer.Character.Humanoid:EquipTool(ToolHumanoid)

wait(1)

end

end

end)

end

local Section = IQ:AddSection({

Name = "SeaBeast"

})

IQ:AddToggle({

Name = "Auto Seabeast",

Default = false,

Flag = "Auto Seabeast",

Save = true,

Callback = function(Value)

\_G.AutoSeaBest = Value

StopTween(\_G.AutoSeaBest)

end

})

IQ:AddToggle({

Name = "Auto Seabeast[HOP]",

Default = false,

Flag = "Auto Seabeast[HOP]",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

spawn(function()

pcall(function()

while wait() do

if \_G.Hop == true then

Hop()

elseif \_G.Hop == false then

end

end

end)

end)

local Section = IQ:AddSection({

Name = "Mirrage Menu"

})

IQ:AddToggle({

Name = "Auto Summon and Find Mirrage Island",

Default = false,

Flag = "Auto Mirrage",

Save = true,

Callback = function(Value)

\_G.dao = Value

if Value 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\_:InvokeServer(unpack(args))

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-5411.22021, 778.609863, -2682.27759, 0.927179396, 0, 0.374617696, 0, 1, 0, -0.374617696, 0, 0.927179396)

wait(0)

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "BuyBoat",

[2] = "PirateBrigade"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(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["HumanoidRootPart"], 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.PirateBrigade:GetDescendants() do

if v.Name:find("VehicleSeat") then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

topos(game:GetService("Workspace").Map:FindFirstChild("MysticIsland").HumanoidRootPart.CFrame \* CFrame.new(0,500,-100))

end

end

end

end

end

})

IQ:AddToggle({

Name = "Find Mirrage[HOP]",

Default = false,

Flag = "Auto Mirrage2",

Save = true,

Callback = function(Value)

\_G.Hop = Value

end

})

local Section = S:AddSection({

Name = "Stats Select"

})

spawn(function()

while wait() do

local count10 = 0

local count = 0

for i,v in pairs(game.workspace:GetChildren()) do

if string.find(v.Name,"Chest") and v:IsA("Part") then

count10 = count10 + 1

end

end

for i,v in pairs(game.Workspace:GetChildren()) do

if v.Name == "Blox Fruit Dealer" then

else

if string.find(v.Name, "Fruit") and v:IsA("Tool") then

count = count + 1

end

if string.find(v.Name, "Fruit") and v:IsA("Model") then

count = count + 1

end

end

end

Fruit:Set("Fruit : "..count)

Chest:Set("Chest : "..count10)

wait(5)

end

end)

Chest = S:AddLabel("Chest")

Fruit = S:AddLabel("Fruit")

local Pointstat = S:AddLabel("Stat Points")

spawn(function()

while wait() do

pcall(function()

Pointstat:Set("Stat Points : "..tostring(game:GetService("Players")["LocalPlayer"].Data.Points.Value))

end)

end

end)

local Melee = S:AddLabel("Melee : ")

local Defense = S:AddLabel("Defense : ")

local Sword = S:AddLabel("Sword : ")

local Gun = S:AddLabel("Gun : ")

local Fruit = S:AddLabel("Fruit : ")

spawn(function()

while wait() do

pcall(function()

Melee:Set("Melee : "..game.Players.localPlayer.Data.Stats.Melee.Level.Value)

end)

end

end)

spawn(function()

while wait() do

pcall(function()

Defense:Set("Defense : "..game.Players.localPlayer.Data.Stats.Defense.Level.Value)

end)

end

end)

spawn(function()

while wait() do

pcall(function()

Sword:Set("Sword : "..game.Players.localPlayer.Data.Stats.Sword.Level.Value)

end)

end

end)

spawn(function()

while wait() do

pcall(function()

Gun:Set("Gun : "..game.Players.localPlayer.Data.Stats.Gun.Level.Value)

end)

end

end)

spawn(function()

while wait() do

pcall(function()

Fruit:Set("Fruit : "..game.Players.localPlayer.Data.Stats["Demon Fruit"].Level.Value)

end)

end

end)

S:AddToggle({

Name = "Auto Stats Kaitun",

Default = false,

Flag = "Auto Kaitun",

Save = true,

Callback = function(Value)

\_G.Auto\_Stats\_Kaitun = Value

end

})

S:AddToggle({

Name = "Melee",

Default = false,

Flag = "Auto Melee",

Save = true,

Callback = function(Value)

melee = Value

end

})

S:AddToggle({

Name = "Defense",

Default = false,

Flag = "Auto Defense",

Save = true,

Callback = function(Value)

defense = Value

end

})

S:AddToggle({

Name = "Sword",

Default = false,

Flag = "Auto Sword",

Save = true,

Callback = function(Value)

sword = Value

end

})

S:AddToggle({

Name = "Gun",

Default = false,

Flag = "Auto Gun",

Save = true,

Callback = function(Value)

gun = Value

end

})

S:AddToggle({

Name = "Devil Fruit",

Default = false,

Flag = "Auto Fruit",

Save = true,

Callback = function(Value)

demonfruit = Value

end

})

PointStats = 1

S:AddSlider({

Name = "Point",

Min = 1,

Max = 2450,

Default = 1,

Color = Color3.fromRGB(255,255,255),

Increment = 1,

ValueName = "Point",

Flag = "Auto Point",

Save = true,

Callback = function(Value)

PointStats = Value

end

})

local Section = E:AddSection({

Name = "ESP MENU"

})

E:AddToggle({

Name = "ESP Players",

Default = false,

Flag = "ESP Players",

Save = true,

Callback = function(a)

ESPPlayer = a

UpdatePlayerChams()

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.Position - 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.Position - 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

E:AddToggle({

Name = "ESP Fruits",

Default = false,

Flag = "ESP Fruits",

Save = true,

Callback = function(b)

DevilFruitESP = b

while DevilFruitESP do wait()

UpdateDevilChams()

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.Position - 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

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)

E:AddToggle({

Name = "ESP Island",

Default = false,

Flag = "ESP Island",

Save = true,

Callback = function(Value)

IslandESP = Value

while IslandESP do wait()

UpdateIslandESP()

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

E:AddToggle({

Name = "ESP Flower",

Default = false,

Flag = "ESP Flower",

Save = true,

Callback = function(Value)

FlowerESP = Value

UpdateFlowerChams()

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.Position - 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.Position - 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.Position - v.Position).Magnitude/3) ..' Distance')

end

else

if v:FindFirstChild('NameEsp'..Number) then

v:FindFirstChild('NameEsp'..Number):Destroy()

end

end

end

end)

end

end

local TimeRaid = RA:AddLabel("Wait For Dungeon")

local checkisland = RA:AddLabel("Island : Not Raid")

\_G.SelectChip = selectraids or ""

Raidslist = {}

RaidsModule = require(game.ReplicatedStorage.Raids)

for i,v in pairs(RaidsModule.raids) do

table.insert(Raidslist,v)

end

for i,v in pairs(RaidsModule.advancedRaids) do

table.insert(Raidslist,v)

end

RA:AddDropdown({

Name = "Select Chips",

Default = "",

Options = Raidslist,

Flag = "Select Chips",

Save = true,

Callback = function(Value)

\_G.SelectChip = Value

end

})

RA:AddButton({

Name = "Buy Chip",

Callback = function()

\_G.AutoBuyChip = value

end

})

RA:AddButton({

Name = "Buy Chips Select",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("RaidsNpc","Select",\_G.SelectChip)

end

})

RA:AddToggle({

Name = "Auto Start Raid",

Default = false,

Flag = "Auto Start",

Save = true,

Callback = function(Value)

\_G.Auto\_StartRaid = Value

end

})

local Section = RA:AddSection({

Name = "Raid Menu"

})

RA:AddToggle({

Name = "KillAura",

Default = false,

Flag = "Auto KillAura",

Save = true,

Callback = function(Value)

\_G.Kill\_Aura = Value

end

})

RA:AddToggle({

Name = "Next Island",

Default = false,

Flag = "Auto NextIsland",

Save = true,

Callback = function(Value)

\_G.Auto\_Dungeon = Value

StopTween(\_G.Auto\_Dungeon)

end

})

RA:AddToggle({

Name = "Auto Awakener",

Default = false,

Flag = "Auto Awakener",

Save = true,

Callback = function(Value)

\_G.Auto\_Awakener = Value

end

})

local Section = RA:AddSection({

Name = "Raid Law Menu"

})

RA:AddToggle({

Name = "Auto Buy Chips Law[Raid]",

Default = false,

Flag = "Auto Chips Law",

Save = true,

Callback = function(Value)

\_G.Auto\_Buy\_Law\_Chip = Value

end

})

RA:AddToggle({

Name = "Start Raid Law",

Default = false,

Flag = "Auto Start Raid Law",

Save = true,

Callback = function(Value)

\_G.Auto\_Start\_Law\_Dungeon = Value

end

})

RA:AddToggle({

Name = "Auto Kill Law",

Default = false,

Flag = "Auto Kill Law",

Save = true,

Callback = function(Value)

\_G.Auto\_Kill\_Law = Value

StopTween(\_G.Auto\_Kill\_Law)

end

})

local Section = LC:AddSection({

Name = "Teleport Island"

})

if World1 then

LC:AddDropdown({

Name = "Select Island",

Default = "",

Options = {"WindMill",

"Marine",

"Middle Town",

"Jungle",

"Pirate Village",

"Desert",

"Snow Island",

"MarineFord",

"Colosseum",

"Sky Island 1",

"Sky Island 2",

"Sky Island 3",

"Prison",

"Magma Village",

"Under Water Island",

"Fountain City",

"Shank Room",

"Mob Island",},

Flag = "Select Island",

Save = true,

Callback = function(Value)

\_G.SelectIsland = Value

end

})

end

if World2 then

LC:AddDropdown({

Name = "Select Island",

Default = "",

Options = {"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"},

Flag = "Select Island",

Save = true,

Callback = function(Value)

\_G.SelectIsland = Value

end

})

end

if World3 then

LC:AddDropdown({

Name = "Select Island",

Default = "",

Options = {"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",

"Tiki Outpost New",

"Candy Island New⛄"},

Flag = "Select Island",

Save = true,

Callback = function(Value)

\_G.SelectIsland = Value

end

})

end

LC:AddToggle({

Name = "Teleport To Island",

Default = false,

Callback = function(Value)

\_G.TeleportIsland = Value

if \_G.TeleportIsland == true then

repeat wait()

if \_G.SelectIsland == "WindMill" then

topos(CFrame.new(979.79895019531, 16.516613006592, 1429.0466308594))

elseif \_G.SelectIsland == "Marine" then

topos(CFrame.new(-2566.4296875, 6.8556680679321, 2045.2561035156))

elseif \_G.SelectIsland == "Middle Town" then

topos(CFrame.new(-690.33081054688, 15.09425163269, 1582.2380371094))

elseif \_G.SelectIsland == "Jungle" then

topos(CFrame.new(-1612.7957763672, 36.852081298828, 149.12843322754))

elseif \_G.SelectIsland == "Pirate Village" then

topos(CFrame.new(-1181.3093261719, 4.7514905929565, 3803.5456542969))

elseif \_G.SelectIsland == "Desert" then

topos(CFrame.new(944.15789794922, 20.919729232788, 4373.3002929688))

elseif \_G.SelectIsland == "Snow Island" then

topos(CFrame.new(1347.8067626953, 104.66806030273, -1319.7370605469))

elseif \_G.SelectIsland == "MarineFord" then

topos(CFrame.new(-4914.8212890625, 50.963626861572, 4281.0278320313))

elseif \_G.SelectIsland == "Colosseum" then

topos( CFrame.new(-1427.6203613281, 7.2881078720093, -2792.7722167969))

elseif \_G.SelectIsland == "Sky Island 1" then

topos(CFrame.new(-4869.1025390625, 733.46051025391, -2667.0180664063))

elseif \_G.SelectIsland == "Sky Island 2" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-4607.82275, 872.54248, -1667.55688))

elseif \_G.SelectIsland == "Sky Island 3" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))

elseif \_G.SelectIsland == "Prison" then

topos( CFrame.new(4875.330078125, 5.6519818305969, 734.85021972656))

elseif \_G.SelectIsland == "Magma Village" then

topos(CFrame.new(-5247.7163085938, 12.883934020996, 8504.96875))

elseif \_G.SelectIsland == "Under Water Island" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))

elseif \_G.SelectIsland == "Fountain City" then

topos(CFrame.new(5127.1284179688, 59.501365661621, 4105.4458007813))

elseif \_G.SelectIsland == "Shank Room" then

topos(CFrame.new(-1442.16553, 29.8788261, -28.3547478))

elseif \_G.SelectIsland == "Mob Island" then

topos(CFrame.new(-2850.20068, 7.39224768, 5354.99268))

elseif \_G.SelectIsland == "The Cafe" then

topos(CFrame.new(-380.47927856445, 77.220390319824, 255.82550048828))

elseif \_G.SelectIsland == "Frist Spot" then

topos(CFrame.new(-11.311455726624, 29.276733398438, 2771.5224609375))

elseif \_G.SelectIsland == "Dark Area" then

topos(CFrame.new(3780.0302734375, 22.652164459229, -3498.5859375))

elseif \_G.SelectIsland == "Flamingo Mansion" then

topos(CFrame.new(-483.73370361328, 332.0383605957, 595.32708740234))

elseif \_G.SelectIsland == "Flamingo Room" then

topos(CFrame.new(2284.4140625, 15.152037620544, 875.72534179688))

elseif \_G.SelectIsland == "Green Zone" then

topos( CFrame.new(-2448.5300292969, 73.016105651855, -3210.6306152344))

elseif \_G.SelectIsland == "Factory" then

topos(CFrame.new(424.12698364258, 211.16171264648, -427.54049682617))

elseif \_G.SelectIsland == "Colossuim" then

topos( CFrame.new(-1503.6224365234, 219.7956237793, 1369.3101806641))

elseif \_G.SelectIsland == "Zombie Island" then

topos(CFrame.new(-5622.033203125, 492.19604492188, -781.78552246094))

elseif \_G.SelectIsland == "Two Snow Mountain" then

topos(CFrame.new(753.14288330078, 408.23559570313, -5274.6147460938))

elseif \_G.SelectIsland == "Punk Hazard" then

topos(CFrame.new(-6127.654296875, 15.951762199402, -5040.2861328125))

elseif \_G.SelectIsland == "Cursed Ship" then

topos(CFrame.new(923.40197753906, 125.05712890625, 32885.875))

elseif \_G.SelectIsland == "Ice Castle" then

topos(CFrame.new(6148.4116210938, 294.38687133789, -6741.1166992188))

elseif \_G.SelectIsland == "Forgotten Island" then

topos(CFrame.new(-3032.7641601563, 317.89672851563, -10075.373046875))

elseif \_G.SelectIsland == "Ussop Island" then

topos(CFrame.new(4816.8618164063, 8.4599885940552, 2863.8195800781))

elseif \_G.SelectIsland == "Mini Sky Island" then

topos(CFrame.new(-288.74060058594, 49326.31640625, -35248.59375))

elseif \_G.SelectIsland == "Great Tree" then

topos(CFrame.new(2681.2736816406, 1682.8092041016, -7190.9853515625))

elseif \_G.SelectIsland == "Castle On The Sea" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-5071.82324, 314.858734, -3150.69922, -0.392243683, -1.68831065e-08, -0.919861317, 2.14809548e-09, 1, -1.9269951e-08, 0.919861317, -9.53446655e-09, -0.392243683))

elseif \_G.SelectIsland == "MiniSky" then

topos(CFrame.new(-260.65557861328, 49325.8046875, -35253.5703125))

elseif \_G.SelectIsland == "Port Town" then

topos(CFrame.new(-290.7376708984375, 6.729952812194824, 5343.5537109375))

elseif \_G.SelectIsland == "Hydra Island" then

topos(CFrame.new(5228.8842773438, 604.23400878906, 345.0400390625))

elseif \_G.SelectIsland == "Floating Turtle" then

topos(CFrame.new(-13274.528320313, 531.82073974609, -7579.22265625))

elseif \_G.SelectIsland == "Mansion" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-12471.169921875, 374.94024658203, -7551.677734375))

elseif \_G.SelectIsland == "Haunted Castle" then

topos(CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562))

elseif \_G.SelectIsland == "Ice Cream Island" then

topos(CFrame.new(-902.56817626953, 79.93204498291, -10988.84765625))

elseif \_G.SelectIsland == "Peanut Island" then

topos(CFrame.new(-2062.7475585938, 50.473892211914, -10232.568359375))

elseif \_G.SelectIsland == "Cake Island" then

topos(CFrame.new(-1884.7747802734375, 19.327526092529297, -11666.8974609375))

elseif \_G.SelectIsland == "Cocoa Island" then

topos(CFrame.new(87.94276428222656, 73.55451202392578, -12319.46484375))

elseif \_G.SelectIsland == "Candy Island New⛄" then

topos(CFrame.new(-1014.4241943359375, 149.11068725585938, -14555.962890625))

elseif \_G.SelectIsland == "Tiki Outpost New" then

topos(CFrame.new(-16101.1885, 12.8422165, 380.942291, 0.194113985, 1.39194061e-08, -0.980978966, -9.82904691e-09, 1, 1.22443504e-08, 0.980978966, 7.26528837e-09, 0.194113985))

else

\_G.TeleportIsland = false

StopTween(\_G.TeleportIsland)

end

until not \_G.TeleportIsland

end

StopTween(\_G.TeleportIsland)

end

})

local Section = LC:AddSection({

Name = "Teleport NPC"

})

NPC1 = {

"Random Devil Fruit",

"Blox Fruits Dealer",

"Remove Devil Fruit",

"Ability Teacher",

"Dark Step",

"Electro",

"Fishman Karate"

}

NPC2 = {

"Dargon Berath",

"Mtsterious Man",

"Mysterious Scientist",

"Awakening Expert",

"Nerd",

"Bar Manager",

"Blox Fruits Dealer",

"Trevor",

"Enhancement Editor",

"Pirate Recruiter",

"Marines Recruiter",

"Chemist",

"Cyborg",

"Ghoul Mark",

"Guashiem",

"El Admin",

"El Rodolfo",

"Arowe"

}

NPC3 = {

"Blox Fruits Dealer",

"Remove Devil Fruit",

"Horned Man",

"Hungey Man",

"Previous Hero",

"Butler",

"Lunoven",

"Trevor",

"Elite Hunter",

"Player Hunter",

"Uzoth",

"Spy",

"Beast Hunter",

"Shafi"

}

if World1 then

LC:AddDropdown({

Name = "Select NPC",

Default = "",

Options = NPC1,

Flag = "Select NPC",

Save = true,

Callback = function(Value)

\_G.SelectNPC = Value

end

})

end

if World2 then

LC:AddDropdown({

Name = "Select NPC",

Default = "",

Options = NPC2,

Flag = "Select NPC",

Save = true,

Callback = function(Value)

\_G.SelectNPC = Value

end

})

end

if World3 then

LC:AddDropdown({

Name = "Select NPC",

Default = "",

Options = NPC3,

Flag = "Select NPC",

Save = true,

Callback = function(Value)

\_G.SelectNPC = Value

end

})

end

LC:AddToggle({

Name = "Teleport To NPC",

Default = false,

Callback = function(Value)

\_G.TeleportNPC = Value

if \_G.TeleportNPC == true then

repeat wait()

if \_G.SelectNPC == "Dargon Berath" then

topos(CFrame.new(703.372986, 186.985519, 654.522034, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Mtsterious Man" then

topos(CFrame.new(-2574.43335, 1627.92371, -3739.35767, 0.378697902, -9.06400288e-09, 0.92552036, -8.95582009e-09, 1, 1.34578926e-08, -0.92552036, -1.33852689e-08, 0.378697902))

elseif \_G.SelectNPC == "Mysterious Scientist" then

topos(CFrame.new(-6437.87793, 250.645355, -4498.92773, 0.502376854, -1.01223634e-08, -0.864648759, 2.34106086e-08, 1, 1.89508653e-09, 0.864648759, -2.11940012e-08, 0.502376854))

elseif \_G.SelectNPC == "Awakening Expert" then

topos(CFrame.new(-408.098846, 16.0459061, 247.432846, 0.028394036, 6.17599138e-10, 0.999596894, -5.57905944e-09, 1, -4.59372484e-10, -0.999596894, -5.56376767e-09, 0.028394036))

elseif \_G.SelectNPC == "Nerd" then

topos(CFrame.new(-401.783722, 73.0859299, 262.306702, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Bar Manager" then

topos(CFrame.new(-385.84726, 73.0458984, 316.088806, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Blox Fruits Dealer" then

topos(CFrame.new(-450.725464, 73.0458984, 355.636902, -0.780352175, -2.7266168e-08, 0.625340283, 9.78516468e-09, 1, 5.58128797e-08, -0.625340283, 4.96727601e-08, -0.780352175))

elseif \_G.SelectNPC == "Trevor" then

topos(CFrame.new(-341.498322, 331.886444, 643.024963, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Plokster" then

topos( CFrame.new(-1885.16016, 88.3838196, -1912.28723, -0.513468027, 0, 0.858108759, 0, 1, 0, -0.858108759, 0, -0.513468027))

elseif \_G.SelectNPC == "Enhancement Editor" then

topos(CFrame.new(-346.820221, 72.9856339, 1194.36218, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Pirate Recruiter" then

topos(CFrame.new(-428.072998, 72.9495239, 1445.32422, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Marines Recruiter" then

topos(CFrame.new(-1349.77295, 72.9853363, -1045.12964, 0.866493046, 0, -0.499189168, 0, 1, 0, 0.499189168, 0, 0.866493046))

elseif \_G.SelectNPC == "Chemist" then

topos( CFrame.new(-2777.45288, 72.9919434, -3572.25732, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Ghoul Mark" then

topos(CFrame.new(635.172546, 125.976357, 33219.832, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Cyborg" then

topos(CFrame.new(629.146851, 312.307373, -531.624146, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Guashiem" then

topos(CFrame.new(937.953003, 181.083359, 33277.9297, 1, -8.60126406e-08, 3.81773896e-17, 8.60126406e-08, 1, -1.89969598e-16, -3.8177373e-17, 1.89969598e-16, 1))

elseif \_G.SelectNPC == "El Admin" then

topos(CFrame.new(1322.80835, 126.345039, 33135.8789, 0.988783717, -8.69797603e-08, -0.149354503, 8.62223786e-08, 1, -1.15461916e-08, 0.149354503, -1.46101409e-09, 0.988783717))

elseif \_G.SelectNPC == "El Rodolfo" then

topos(CFrame.new(941.228699, 40.4686775, 32778.9922, -0.818029106, -1.19524382e-08, 0.575176775, -1.28741648e-08, 1, 2.47053866e-09, -0.575176775, -5.38394795e-09, -0.818029106))

elseif \_G.SelectNPC == "Arowe" then

topos(CFrame.new(-1994.51038, 125.519142, -72.2622986, -0.16715166, -6.55417338e-08, -0.985931218, -7.13315558e-08, 1, -5.43836585e-08, 0.985931218, 6.12376851e-08, -0.16715166))

elseif \_G.SelectNPC == "Random Devil Fruit" then

topos(CFrame.new(-1436.19727, 61.8777695, 4.75247526, -0.557794094, 2.74216543e-08, 0.829979479, 5.83273234e-08, 1, 6.16037932e-09, -0.829979479, 5.18467118e-08, -0.557794094))

elseif \_G.SelectNPC == "Blox Fruits Dealer" then

topos(CFrame.new(-923.255066, 7.67800522, 1608.61011, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Remove Devil Fruit" then

topos(CFrame.new(5664.80469, 64.677681, 867.85907, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Ability Teacher" then

topos(CFrame.new(-1057.67822, 9.65220833, 1799.49146, -0.865874112, -9.26330159e-08, 0.500262439, -7.33759435e-08, 1, 5.816689e-08, -0.500262439, 1.36579752e-08, -0.865874112))

elseif \_G.SelectNPC == "Dark Step" then

topos( CFrame.new(-987.873047, 13.7778397, 3989.4978, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Electro" then

topos(CFrame.new(-5389.49561, 13.283, -2149.80151, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Fishman Karate" then

topos( CFrame.new(61581.8047, 18.8965912, 987.832703, 1, 0, 0, 0, 1, 0, 0, 0, 1))

elseif \_G.SelectNPC == "Random Devil Fruit" then

topos(CFrame.new(-12491, 337, -7449))

elseif \_G.SelectNPC == "Blox Fruits Dealer" then

topos(CFrame.new(-12511, 337, -7448))

elseif \_G.SelectNPC == "Remove Devil Fruit" then

topos(CFrame.new(-5571, 1089, -2661))

elseif \_G.SelectNPC == "Horned Man" then

topos(CFrame.new(-11890, 931, -8760))

elseif \_G.SelectNPC == "Hungey Man" then

topos(CFrame.new(-10919, 624, -10268))

elseif \_G.SelectNPC == "Previous Hero" then

topos(CFrame.new(-10368, 332, -10128))

elseif \_G.SelectNPC == "Butler" then

topos(CFrame.new(-5125, 316, -3130))

elseif \_G.SelectNPC == "Lunoven" then

topos(CFrame.new(-5117, 316, -3093))

elseif \_G.SelectNPC == "Elite Hunter" then

topos(CFrame.new(-5420, 314, -2828))

elseif \_G.SelectNPC == "Player Hunter" then

topos(CFrame.new(-5559, 314, -2840))

elseif \_G.SelectNPC == "Uzoth" then

topos(CFrame.new(-9785, 852, 6667))

elseif \_G.SelectNPC == "Spy" then

topos(CFrame.new(-16467.9727, 527.77948, 537.789185, -0.0820864514, -8.05455471e-08, 0.996625185, 7.25887404e-08, 1, 8.67970158e-08, -0.996625185, 7.94686343e-08, -0.0820864514))

elseif \_G.SelectNPC == "Beast Hunter" then

topos(CFrame.new(-16283.6279, 72.7846222, 261.499695, 0.997676075, 8.0908265e-08, 0.0681359023, -7.95997366e-08, 1, -2.19196554e-08, -0.0681359023, 1.64451155e-08, 0.997676075))

elseif \_G.SelectNPC == "Shafi" then

topos(CFrame.new(-16516.3965, 23.1659603, -190.191513, -0.978645384, 2.56767185e-09, -0.205555975, 8.21029023e-10, 1, 8.58245919e-09, 0.205555975, 8.23041635e-09, -0.978645384))

end

until not \_G.TeleportNPC

end

StopTween(\_G.TeleportNPC)

end

})

local Section = LC:AddSection({

Name = "Teleport SeSeabeast"

})

LC:AddToggle({

Name = "Teleport to Seabeast",

Default = false,

Flag = "Teleport to Seabeast",

Save = true,

Callback = function(Value)

for i,v in pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do

if v:FindFirstChild("HumanoidRootPart") then

topos(v.HumanoidRootPart.CFrame\*CFrame.new(0,100,0))

end

end

end

})

local Section = LC:AddSection({

Name = "Teleport Mirrage"

})

LC:AddButton({

Name = "Revome Frog",

Callback = function()

game:GetService("Lighting").LightingLayers:Destroy()

game:GetService("Lighting").Sky:Destroy()

end

})

LC:AddToggle({

Name = "Teleport To Mirage Island",

Default = false,

Flag = "Teleport to Mirage",

Save = true,

Callback = function(Value)

\_G.AutoMysticIsland = Value

StopTween(\_G.AutoMysticIsland)

end

})

local Section = LC:AddSection({

Name = "Players"

})

spawn(function()

while wait() do

pcall(function()

for i,v in pairs(game:GetService("Players"):GetPlayers()) do

if i == 12 then

plyserv:Set("Players :".." "..i.." ".."/".." ".."12".." ".."(Max)")

elseif i == 1 then

plyserv:Set("Player :".." "..i.." ".."/".." ".."12")

else

plyserv:Set("Players :".." "..i.." ".."/".." ".."12")

end

end

end)

end

end)

Playerslist = {}

for i,v in pairs(game:GetService("Players"):GetChildren()) do

table.insert(Playerslist,v.Name)

end

local SelectedPly = LC:AddDropdown({

Name = "Select Players",

Default = "",

Options = Playerslist,

Callback = function(Value)

\_G.SelectPly = Value

end

})

LC:AddButton({

Name = "Refresh Players",

Callback = function()

NewPlayerList = {}

for i,v in pairs(game.Players:GetChildren()) do

table.insert(Playerslist ,v.Name)

end

SelectedPly:Refresh(NewPlayerList)

end

})

LC:AddToggle({

Name = "Teleport To Players",

Default = false,

Callback = function(Value)

\_G.TeleportPly = Value

pcall(function()

if \_G.TeleportPly then

repeat topos(game:GetService("Players")[\_G.SelectPly].Character.HumanoidRootPart.CFrame) wait() until \_G.TeleportPly == false

end

StopTween(\_G.TeleportPly)

end)

end

})

LC:AddToggle({

Name = "Auto Kill Players",

Default = false,

Callback = function(Value)

\_G.Auto\_Kill\_Ply = Value

StopTween(\_G.Auto\_Kill\_Ply)

end

})

local Section = LC:AddSection({

Name = "AimBot"

})

LC:AddToggle({

Name = "AimBot",

Default = false,

Callback = function(Value)

\_G.Aimbot\_Gun = Value

\_G.Aimbot\_Skill = Value

end

})

LC:AddToggle({

Name = "Aimbot Skill Nearest",

Default = false,

Flag = "Aimbot Skill Nearest",

Save = true,

Callback = function(Value)

AimSkillNearest = Value

end

})

local Section = Wld:AddSection({

Name = "World Menu"

})

Wld:AddButton({

Name = "Old World",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelMain")

end

})

Wld:AddButton({

Name = "Second World",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelDressrosa")

end

})

Wld:AddButton({

Name = "Third World",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelZou")

end

})

local Section = SV:AddSection({

Name = "FullMoon Check"

})

local FM = SV:AddLabel("Server Time : " .. function8() .. " | ".. CheckMoon() .. " | " .. function7())

spawn(function()

while wait() do

SV:Set("Server Time : " .. function8() .. " | ".. CheckMoon() .. " | " .. function7())

end

end)

local Section = SV:AddSection({

Name = "Anclient One Check"

})

local bL = SV:AddLabel("Anclient One Status : " .. tostring(CheckAcientOneStatus()))

local Section = SV:AddSection({

Name = "Elite Check"

})

local Elite\_Hunter\_Status = SV:AddLabel("Only Third Sea")

spawn(function()

while wait() do

pcall(function()

if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") or game:GetService("ReplicatedStorage"):FindFirstChild("Deandre") or game:GetService("ReplicatedStorage"):FindFirstChild("Urban") or game:GetService("Workspace").Enemies:FindFirstChild("Diablo") or game:GetService("Workspace").Enemies:FindFirstChild("Deandre") or game:GetService("Workspace").Enemies:FindFirstChild("Urban") then

Elite\_Hunter\_Status:Set("Elite : ✅ Spawn")

else

Elite\_Hunter\_Status:Set("Elite : ❌ not Spawn")

end

end)

end

end)

local Section = SV:AddSection({

Name = "Elite Hunter"

})

local EliteProgress = SV:AddLabel("")

spawn(function()

pcall(function()

while wait() do

EliteProgress:Set("Elite Progress : "..game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter","Progress"))

end

end)

end)

local Section = SV:AddSection({

Name = "Mirage Check"

})

if World3 then

spawn(function()

pcall(function()

while wait() do

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild('Mirage Island') then

Mirragecheck:Set('Mirrage: ✅')

else

Mirragecheck:Set('Mirrage: ❌ ' )end

end

end)

end)

end

Mirragecheck = SV:AddLabel("Only Third Sea")

local Section = SV:AddSection({

Name = "Dough King Check"

})

local MobKilled = SV:AddLabel("Only Third Sea")

spawn(function()

while wait() do

pcall(function()

if string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 88 then

MobKilled:Set("Defeat : "..string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,41))

elseif string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 87 then

MobKilled:Set("Defeat : "..string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,40))

elseif string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 86 then

MobKilled:Set("Defeat : "..string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,39))

else

MobKilled:Set("Dough King V1 : ✅")

end

end)

end

end)

local Section = SV:AddSection({

Name = "Hop Find"

})

SV:AddToggle({

Name = "Hop Find Moon 3/4 or 4/4",

Default = false,

Flag = "FindFM",

Save = true,

Callback = function(Value)

\_G.Hopfindmoon = Value

end

})

SV:AddToggle({

Name = "Hop Find Mirrage",

Default = false,

Flag = "FindMrg",

Save = true,

Callback = function(Value)

\_G.Hopfinddao = Value

end

})

local Section = SV:AddSection({

Name = "Misc Sever"

})

SV:AddTextbox({

Name = "Job Id Placed",

Default = "",

TextDisappear = true,

Callback = function(Value)

\_G.Job = Value

end

})

SV:AddButton({

Name = "Join Id",

Callback = function()

\_G.AutoRejoin = false

game:GetService("TeleportService"):TeleportToPlaceInstance(game.placeId,\_G.Job, game.Players.LocalPlayer)

end

})

SV:AddButton({

Name = "Copy Job Id",

Callback = function()

setclipboard(tostring(game.JobId))

end

})

SV:AddButton({

Name = "Hop Sever",

Callback = function()

\_G.AutoRejoin = false

Hop()

end

})

SV:AddButton({

Name = "Rejoin Sever",

Callback = function()

game:GetService("TeleportService"):Teleport(game.PlaceId, game:GetService("Players").LocalPlayer)

end

})

SV:AddButton({

Name = "Hop Sever Low Players",

Callback = function()

\_G.AutoRejoin = false

getgenv().AutoTeleport = true

getgenv().DontTeleportTheSameNumber = true

getgenv().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:HttpGetAsync(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:HttpGetAsync(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(game.PlaceId, goodserver)

end

end

})

D:AddButton({

Name = "Random Fruits",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Cousin","Buy")

end

})

D:AddToggle({

Name = "Auto Random Fruits",

Default = false,

Flag = "Auto Random Fruits",

Save = true,

Callback = function(Value)

\_G.Random\_Auto = Value

end

})

spawn(function()

pcall(function()

while wait(.1) do

if \_G.Random\_Auto then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Cousin","Buy")

end

end

end)

end)

FruitList = {

"Rocket-Rocket",

"Spike-Spike",

"Chop-Chop",

"Spring-Spring",

"Kilo-Kilo",

"Spin-Spin",

"Bird: Falcon",

"Smoke-Smoke",

"Flame-Flame",

"Ice-Ice",

"Sand-Sand",

"Dark-Dark",

"Revive-Revive",

"Diamond-Diamond",

"Light-Light",

"Rubber-Rubber",

"Barrier-Barrier",

"Magma-Magma",

"Quake-Quake",

"Human-Human: Buddha",

"Love-Love",

"String-String",

"Bird-Bird: Phoenix",

"Soul-Soul",

"Potal-Potal",

"Rumble-Rumble",

"Pain-Pain",

"Gravity-Gravity",

"Dough-Dough",

"Venom-Venom",

"Shadow-Shadow",

"Control-Control",

"Spirit-Spirit",

"Dragon-Dragon",

"Leopard-Leopard"

}

D:AddToggle({

Name = "Auto Store Fruits",

Default = false,

Flag = "Auto Store Fruits",

Save = true,

Callback = function(Value)

\_G.AutoStoreFruit = Value

end

})

function DropFruit()

pcall(function()

game.Players.LocalPlayer.PlayerGui.Main.FruitInventory.Position = UDim2.new(10.100, 0, 0.100, 0) -- HideUi

game.Players.LocalPlayer.PlayerGui.Main.FruitInventory.Visible = true -- เปิดไว้ถึงจะเช็คได้

local invenfruit = game.Players.LocalPlayer.PlayerGui.Main.FruitInventory.Container.Stored.ScrollingFrame.Frame

wait(.3)

for i,v in pairs(invenfruit:GetChildren()) do

if string.find(v.Name,"-") then

for \_,Backpack in pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do

FruitStoreF = string.split(Backpack.Name, " ")[1]

FruitStoreR = FruitStoreF.."-"..FruitStoreF

if v.Name == FruitStoreR then

game:GetService("Players").LocalPlayer.Backpack:FindFirstChild(Backpack.Name):Destroy()

end

end

end

end

for i,v in pairs(invenfruit:GetChildren()) do

if string.find(v.Name,"-") then

for \_,Character in pairs(game:GetService("Players").LocalPlayer.Character:GetChildren()) do

FruitStoreF = string.split(Character.Name, " ")[1]

FruitStoreR = FruitStoreF.."-"..FruitStoreF

if v.Name == FruitStoreR then

game:GetService("Players").LocalPlayer.Character:FindFirstChild(Character.Name):Destroy()

end

end

end

end

end)

end

D:AddToggle({

Name = "Teleport To Fruit Spawn",

Default = false,

Flag = "Teleport To Fruit Spawn",

Save = true,

Callback = function(Value)

\_G.Tweenfruit = Value

StopTween(\_G.Tweenfruit)

end

})

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

topos(v.Handle.CFrame)

end

end

end

end

end)

D:AddToggle({

Name = "Auto Drop Fruit",

Default = false,

Flag = "Auto Drop Fruit",

Save = true,

Callback = function(Value)

\_G.DropFruit = Value

end

})

spawn(function()

while wait() do

if \_G.DropFruit then

pcall(function()

for i,v in pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do

if string.find(v.Name, "Fruit") then

EquipWeapon(v.Name)

wait(.1)

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible == true then

game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible = false

end

EquipWeapon(v.Name)

game:GetService("Players").LocalPlayer.Character:FindFirstChild(SelectFruit).EatRemote:InvokeServer("Drop")

end

end

for i,v in pairs(game:GetService("Players").LocalPlayer.Character:GetChildren()) do

if string.find(v.Name, "Fruit") then

EquipWeapon(v.Name)

wait(.1)

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible == true then

game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible = false

end

EquipWeapon(v.Name)

game:GetService("Players").LocalPlayer.Character:FindFirstChild(SelectFruit).EatRemote:InvokeServer("Drop")

end

end

end)

end

end

end)

D:AddToggle({

Name = "Bring All Fruit[75% Kick]",

Default = false,

Flag = "Bring All Fruit[75% Kick]",

Save = true,

Callback = function(Value)

\_G.BringFruitBF = Value

end

})

spawn(function()

while wait() do

if \_G.BringFruitBF then

pcall(function()

for i,v in pairs(game.Workspace:GetChildren()) do

if v:IsA("Tool") then

v.Handle.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame

end

end

end)

end

end

end)

local Section = R:AddSection({

Name = "Race v2"

})

R:AddToggle({

Name = "Auto Race(V1 - V2 - V3)",

Default = false,

Flag = "Auto Race",

Save = true,

Callback = function(Value)

print("co con ckc")

end

})

local Section = R:AddSection({

Name = "Pull Lever"

})

AutoPullLever = R:AddToggle({

Name = "Auto Pull Lever",

Default = false,

Flag = "Auto Pull Lever",

Save = true,

Callback = function(Value)

\_G.AutoPullLever = Value

StopTween("AutoPullLever")

end

})

R:AddToggle({

Name = "Auto Turn On Race v3",

Default = false,

Flag = "Auto Turn On Race v3",

Save = true,

Callback = function(Value)

\_G.V3 = Value

end

})

spawn(function()

while wait() do

pcall(function()

if \_G.V3 then

game:GetService("VirtualInputManager"):SendKeyEvent(true,"T",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"T",false,game)

end

end)

end

end)

R:AddToggle({

Name = "Auto Turn On Race v4",

Default = false,

Flag = "Auto Turn On Race v4",

Save = true,

Callback = function(Value)

\_G.V4 = Value

end

})

spawn(function()

while wait() do

pcall(function()

if \_G.V4 then

game:GetService("VirtualInputManager"):SendKeyEvent(true,"Y",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"Y",false,game)

end

end)

end

end)

MoveCamTooMoonToggle = R:AddToggle({

Name = "Move Cam to Moon",

Default = false,

Flag = "Move Cam to Moon",

Save = true,

Callback = function(Value)

\_G.AutoDooHee = Value

end

})

spawn(function()

while wait() do

pcall(function()

if \_G.AutoDooHee then

local moonDir = game.Lighting:GetMoonDirection()

local lookAtPos = game.Workspace.CurrentCamera.CFrame.p + moonDir \* 100

game.Workspace.CurrentCamera.CFrame = CFrame.lookAt(game.Workspace.CurrentCamera.CFrame.p, lookAtPos)

end

end)

end

end)

R:AddButton({

Name = "Teleport to Gear",

Callback = function()

\_G.TweenMGear = Value

StopTween(\_G.TweenMGear)

end

})

local Section = R:AddSection({

Name = "Race v4"

})

R:AddToggle({

Name = "Auto Buy Gear",

Default = false,

Flag = "Auto Buy Gear",

Save = true,

Callback = function(Value)

\_G.Auto\_Farm\_Bone4 = Value

StopTween(\_G.Auto\_Farm\_Bone4)

end

})

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.Auto\_Farm\_Bone4 then

local args = {

[1] = true

}

local args = {

[1] = "UpgradeRace",

[2] = "Buy"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

end

end

end)

end)

R:AddToggle({

Name = "Auto Train Race",

Default = false,

Flag = "Auto Train Race",

Save = true,

Callback = function(Value)

\_G.AutoRace = Value

StardFarm = Value

StopTween(StardFarm)

StopTween(\_G.AutoRace)

end

})

local Section = R:AddSection({

Name = "Temple Of Time"

})

R:AddButton({

Name = "Teleport to Top On Great Tree",

Callback = function()

TweenTempleLegit()

end

})

R:AddButton({

Name = "Teleport to Temple of Time",

Callback = function()

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

end

})

R:AddButton({

Name = "Teleport to Lever Pull",

Callback = function()

PullLever()

end

})

R:AddButton({

Name = "Teleport to Anclient One",

Callback = function()

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

topos(CFrame.new(28973.0879, 14889.9756, -120.298691, -0.85230273, -9.83552173e-09, -0.523048818, -7.0291172e-08, 1, 9.5734535e-08, 0.523048818, 1.18360518e-07, -0.85230273))

end

})

R:AddButton({

Name = "Teleport to Clock",

Callback = function()

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

topos(CFrame.new(29551.9941, 15069.002, -85.5179291, 0.603725016, 4.74354529e-08, -0.797192633, -3.64676893e-08, 1, 3.18856408e-08, 0.797192633, 9.82161463e-09, 0.603725016))

end

})

R:AddButton({

Name = "Teleport to Trials Doors",

Callback = function()

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

if game:GetService("Players").LocalPlayer.Data.Race.Value == "Fishman" then

wait(1)

topos(CFrame.new(28224.056640625, 14889.4267578125, -210.5872039794922))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Human" then

wait(1)

topos(CFrame.new(29237.294921875, 14889.4267578125, -206.94955444335938))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Cyborg" then

wait(1)

topos(CFrame.new(28492.4140625, 14894.4267578125, -422.1100158691406))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Skypiea" then

wait(1)

topos(CFrame.new(28967.408203125, 14918.0751953125, 234.31198120117188))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Ghoul" then

wait(1)

topos(CFrame.new(28672.720703125, 14889.1279296875, 454.5961608886719))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink" then

wait(1)

topos(CFrame.new(29020.66015625, 14889.4267578125, -379.2682800292969))

end

end

})

local Section = R:AddSection({

Name = "Other Trials"

})

R:AddToggle({

Name = "Auto Complete Trials",

Default = false,

Flag = "Auto Complete Trials",

Save = true,

Callback = function(Value)

\_G.AutoQuestRace = Value

StopTween(\_G.AutoQuestRace)

end

})

R:AddToggle({

Name = "Auto Kill Players After Trials",

Default = false,

Flag = "KillTrials",

Save = true,

Callback = function(Value)

KillPlayer = Value

StopTween(KillPlayer)

\_G.TurnKen = Value

end

})

local Section = SH:AddSection({

Name = "Melee"

})

SH:AddButton({

Name = "Black Leg",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyBlackLeg")

end

})

SH:AddButton({

Name = "Electrol",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectro")

end

})

SH:AddButton({

Name = "FishMan Karate",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyFishmanKarate")

end

})

SH:AddButton({

Name = "Dragon Claw",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","2")

end

})

SH:AddButton({

Name = "SuperHuman",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman")

end

})

SH:AddButton({

Name = "Death Step",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep")

end

})

SH:AddButton({

Name = "Electric Claw",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw")

end

})

SH:AddButton({

Name = "SharkMan Karate",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate",true)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate")

end

})

SH:AddButton({

Name = "Dragon Talon",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon")

end

})

SH:AddButton({

Name = "Godhuman",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyGodhuman")

end

})

local Section = SH:AddSection({

Name = "Haki :"

})

SH:AddButton({

Name = "Buy Buso Haki",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki","Buso")

end

})

SH:AddButton({

Name = "Buy Geppo Haki",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki","Geppo")

end

})

SH:AddButton({

Name = "Buy Flash Step(Soru)",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki","Soru")

end

})

SH:AddButton({

Name = "Buy Observation(Ken) Haki",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk","Buy")

end

})

local Section = SH:AddSection({

Name = "Race :"

})

SH:AddButton({

Name = "Buy Ghoul Race :",

Callback = function()

local a = {

[1] = "Ectoplasm",

[2] = "BuyCheck",

[3] = 4

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(a))

local a = {

[1] = "Ectoplasm",

[2] = "Change",

[3] = 4

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(a))

end

})

SH:AddButton({

Name = "Buy Ghoul Race :",

Callback = function()

local a = {

[1] = "CyborgTrainer",

[2] = "Buy"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(a))

end

})

local Section = SH:AddSection({

Name = "Other"

})

SH:AddButton({

Name = "Cutlass Katana",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Cutlass")

end

})

SH:AddButton({

Name = "Katana",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Katana")

end

})

SH:AddButton({

Name = "Iron Mace",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Iron Mace")

end

})

SH:AddButton({

Name = "Dual Katana",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Duel Katana")

end

})

SH:AddButton({

Name = "Triple Katana",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Triple Katana")

end

})

SH:AddButton({

Name = "Pipe",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Pipe")

end

})

SH:AddButton({

Name = "Dual-Headed Blade ",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Dual-Headed Blade")

end

})

SH:AddButton({

Name = "Bisento",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Bisento")

end

})

SH:AddButton({

Name = "Soul Cane",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Soul Cane")

end

})

SH:AddButton({

Name = "Pole v.2 [ 5,000 Fragments ]",

Callback = function()

game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("ThunderGodTalk")

end

})

local Section = SH:AddSection({

Name = "Gun"

})

SH:AddButton({

Name = "Slingshot",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Slingshot")

end

})

SH:AddButton({

Name = "Musket",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Musket")

end

})

SH:AddButton({

Name = "Flintlock",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Flintlock")

end

})

SH:AddButton({

Name = "Refined Slingshot",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Refined Flintlock")

end

})

SH:AddButton({

Name = "Refined Flintlock",

Callback = function()

local args = {

[1] = "BuyItem",

[2] = "Refined Flintlock"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

})

SH:AddButton({

Name = "Cannon",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Cannon")

end

})

SH:AddButton({

Name = "Kabucha [ 1,500 Fragments]",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","Slingshot","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","Slingshot","2")

end

})

SH:AddButton({

Name = "Bizarre Rifle [ 250 Ectoplasm ]",

Callback = function()

local A\_1 = "Ectoplasm"

local A\_2 = "Buy"

local A\_3 = 1

local Event = game:GetService("ReplicatedStorage").Remotes["CommF\_"]

Event:InvokeServer(A\_1, A\_2, A\_3)

local A\_1 = "Ectoplasm"

local A\_2 = "Buy"

local A\_3 = 1

local Event = game:GetService("ReplicatedStorage").Remotes["CommF\_"]

Event:InvokeServer(A\_1, A\_2, A\_3)

end

})

SH:AddButton({

Name = "Refund Stats[2,500 fragment]",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","Refund","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","Refund","2")

end

})

SH:AddButton({

Name = "Race Random[3,000 fragment]",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","Reroll","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","Reroll","2")

end

})

local Section = C:AddSection({

Name = "Open Tab"

})

C:AddButton({

Name = "Open Devil Fruit Shop",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("GetFruits")

game:GetService("Players").LocalPlayer.PlayerGui.Main.FruitShop.Visible = true

end

})

C:AddButton({

Name = "Open Inventory[Old]",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventoryWeapons")

wait(1)

game:GetService("Players").LocalPlayer.PlayerGui.Main.Inventory.Visible = true

end

})

C:AddButton({

Name = "Title Tab",

Callback = function()

local args = {

[1] = "getTitles"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

game.Players.localPlayer.PlayerGui.Main.Titles.Visible = true

end

})

local Section = C:AddSection({

Name = "Color Haki"

})

C:AddButton({

Name = "Color Haki",

Callback = function()

game.Players.localPlayer.PlayerGui.Main.Colors.Visible = true

end

})

C:AddToggle({

Name = "Buy Haki Color(Random)",

Default = false,

Callback = function(Value)

\_G.AutoBuyEnchancementColour = Value

end

})

spawn(function()

while wait() do

if \_G.AutoBuyEnchancementColour then

local args = {

[1] = "ColorsDealer",

[2] = "2"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

if \_G.AutoBuyEnchancementColour\_Hop and \_G.AutoBuyEnchancementColour and not World1 then

wait(10)

Hop()

end

end

end

end)

local Section = C:AddSection({

Name = "Level Lock"

})

C:AddToggle({

Name = "Lock Level",

Default = false,

Flag = "Lock Level",

Save = true,

Callback = function(Value)

LockLevel = Value

end

})

LockLevelValue = 2450

OldLevel = game.Players.localPlayer.Data.Level.Value

C:AddSlider({

Name = "Level To Lock",

Min = 1,

Max = 2550,

Default = 2550,

Color = Color3.fromRGB(255,255,255),

Increment = 1,

ValueName = "Level",

Flag = "Level To Lock",

Save = true,

Callback = function(Value)

LockLevelValue = Value

end

})

spawn(function()

while wait(.1) do

if LockLevel then

if game.Players.localPlayer.Data.Level.Value >= LockLevelValue then

game.Players.localPlayer:Kick("Lock Level : Done[Đúng Level mày nói rồi!]")

end

end

end

end)

\_G.Remove\_Effect = true

spawn(function()

game:GetService('RunService').Stepped:Connect(function()

if \_G.Remove\_Effect then

for i, v in pairs(game:GetService("ReplicatedStorage").Effect.Container:GetChildren()) do

if v.Name == "Death" then

v:Destroy()

end

end

end

end)

end)

local Section = C:AddSection({

Name = "Rejoin"

})

C:AddToggle({

Name = "Auto Rejoin",

Default = false,

Callback = function(Value)

\_G.AutoRejoin = Value

end

})

spawn(function()

while wait() do

if \_G.AutoRejoin then

getgenv().rejoin = game:GetService("CoreGui").RobloxPromptGui.promptOverlay.ChildAdded:Connect(function(child)

if child.Name == 'ErrorPrompt' and child:FindFirstChild('MessageArea') and child.MessageArea:FindFirstChild("ErrorFrame") then

game:GetService("TeleportService"):Teleport(game.PlaceId)

end

end)

end

end

end)

local Section = C:AddSection({

Name = "Players"

})

C:AddToggle({

Name = "Walk On Water",

Default = true,

Callback = function(Value)

\_G.WalkWater = Value

end

})

spawn(function()

while task.wait() do

pcall(function()

if \_G.WalkWater then

game:GetService("Workspace").Map["WaterBase-Plane"].Size = Vector3.new(1000,112,1000)

else

game:GetService("Workspace").Map["WaterBase-Plane"].Size = Vector3.new(1000,80,1000)

end

end)

end

end)

local Section = C:AddSection({

Name = "Misc Players"

})

C:AddToggle({

Name = "Infinity Soru",

Default = false,

Callback = function(Value)

getgenv().InfSoru = Value

end

})

spawn(function()

while wait() do

pcall(function()

if getgenv().InfSoru and game:GetService("Players").LocalPlayer.Character:FindFirstChild("HumanoidRootPart") ~= nil then

for i,v in next, getgc() do

if game:GetService("Players").LocalPlayer.Character.Soru then

if typeof(v) == "function" and getfenv(v).script == game:GetService("Players").LocalPlayer.Character.Soru then

for i2,v2 in next, getupvalues(v) do

if typeof(v2) == "table" then

repeat wait(0.1)

v2.LastUse = 0

until not getgenv().InfSoru or game:GetService("Players").LocalPlayer.Character.Humanoid.Health <= 0

end

end

end

end

end

end

end)

end

end)

C:AddToggle({

Name = "No Clip",

Default = false,

Callback = function(Value)

\_G.NOCLIP = Value

end

})

spawn(function()

while wait() do

if sethiddenproperty then

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",100)

end

if setscriptable then

setscriptable(game.Players.LocalPlayer, "SimulationRadius", true)

game.Players.LocalPlayer.SimulationRadius = math.huge \* math.huge, math.huge \* math.huge \* 0 / 0 \* 0 / 0 \* 0 / 0 \* 0 / 0 \* 0 / 0

end

end

end)

C:AddButton({

Name = "Remove Lava",

Callback = function()

for i,v in pairs(game.Workspace:GetDescendants()) do

if v.Name == "Lava" then

v:Destroy()

end

end

for i,v in pairs(game.ReplicatedStorage:GetDescendants()) do

if v.Name == "Lava" then

v:Destroy()

end

end

end

})

C:AddToggle({

Name = "Infinity Geppo",

Default = false,

Callback = function(Value)

getgenv().InfGeppo = Value

end

})

spawn(function()

while wait() do

pcall(function()

if getgenv().InfGeppo then

for i,v in next, getgc() do

if game:GetService("Players").LocalPlayer.Character.Geppo then

if typeof(v) == "function" and getfenv(v).script == game:GetService("Players").LocalPlayer.Character.Geppo then

for i2,v2 in next, getupvalues(v) do

if tostring(i2) == "9" then

repeat wait(.1)

setupvalue(v,i2,0)

until not getgenv().InfGeppo or game:GetService("Players").LocalPlayer.Character.Humanoid.Health <= 0

end

end

end

end

end

end

end)

end

end)

spawn(function()

while wait() do

if \_G.AutoFarm then

pcall(function()

local QuestTitle = game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text

if not string.find(QuestTitle, NameMon) then

StartMagnet = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest")

end

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then

StartMagnet = false

CheckQuest()

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameQuest.Position).Magnitude > 1500 then

BTP(CFrameQuest)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameQuest.Position).Magnitude < 1500 then

topos(CFrameQuest)

end

else

topos(CFrameQuest)

end

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameQuest.Position).Magnitude <= 20 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest",NameQuest,LevelQuest)

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

if game:GetService("Workspace").Enemies:FindFirstChild(Mon) 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 == Mon then

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

repeat task.wait()

EquipWeapon(\_G.SelectWeapon)

AutoHaki()

PosMon = v.HumanoidRootPart.CFrame

TP1(v.HumanoidRootPart.CFrame \* Pos)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(100,100,100)

StartMagnet = true

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.AutoFarm or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

else

StartMagnet = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest")

end

end

end

end

else

TP1(CFrameMon)

StartMagnet = false

if game:GetService("ReplicatedStorage"):FindFirstChild(Mon) then

TP1(game:GetService("ReplicatedStorage"):FindFirstChild(Mon).HumanoidRootPart.CFrame \* CFrame.new(0,10,0))

end

end

end

end)

end

end

end)

spawn(function()

game:GetService("RunService").RenderStepped:Connect(function()

pcall(function()

if \_G.AutoFarm then

CheckQuest()

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then

local a = {

[1] = "StartQuest",

[2] = NameQuest,

[3] = LevelQuest

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(a))

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.AutoFarmFruitMastery then

pcall(function()

local QuestTitle = game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text

if not string.find(QuestTitle, NameMon) then

Magnet = false

UseSkill = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest")

end

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then

StartMasteryFruitMagnet = false

UseSkill = false

CheckQuest()

repeat wait()

TP1(CFrameQuest)

until (CFrameQuest.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.AutoFarmFruitMastery

if (CFrameQuest.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 5 then

wait(0.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest",NameQuest,LevelQuest)

wait(0.1)

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

if game:GetService("Workspace").Enemies:FindFirstChild(Mon) 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 == Mon then

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

HealthMs = v.Humanoid.MaxHealth \* \_G.Kill\_At/100

repeat task.wait()

if v.Humanoid.Health <= HealthMs then

AutoHaki()

EquipWeapon(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value)

TP1(v.HumanoidRootPart.CFrame \* CFrame.new(0,20,0))

v.HumanoidRootPart.CanCollide = false

PosMonMasteryFruit = v.HumanoidRootPart.CFrame

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

UseSkill = true

else

UseSkill = false

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

TP1(v.HumanoidRootPart.CFrame \* Pos)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(100,100,100)

PosMonMasteryFruit = v.HumanoidRootPart.CFrame

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

end

StartMasteryFruitMagnet = true

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.AutoFarmFruitMastery or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

else

UseSkill = false

StartMasteryFruitMagnet = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest")

end

end

end

end

else

TP1(CFrameMon)

StartMasteryFruitMagnet = false

UseSkill = false

local Mob = game:GetService("ReplicatedStorage"):FindFirstChild(Mon)

if Mob then

TP1(Mob.HumanoidRootPart.CFrame \* CFrame.new(0,0,10))

else

if game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame.Y <= 1 then

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = true

task.wait()

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = false

end

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if UseSkill then

pcall(function()

CheckQuest()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if game:GetService("Players").LocalPlayer.Character:FindFirstChild(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value) then

MasBF = game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Data.DevilFruit.Value].Level.Value

elseif game:GetService("Players").LocalPlayer.Backpack:FindFirstChild(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value) then

MasBF = game:GetService("Players").LocalPlayer.Backpack[game:GetService("Players").LocalPlayer.Data.DevilFruit.Value].Level.Value

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon-Dragon") then

if \_G.SkillZ then

local args = {

[1] = PosMonMasteryFruit.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 \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.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

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"C",false,game)

wait(2)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

elseif game:GetService("Players").LocalPlayer.Character:FindFirstChild("Venom-Venom") then

if \_G.SkillZ then

local args = {

[1] = PosMonMasteryFruit.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 \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.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

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"C",false,game)

wait(2)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

elseif game:GetService("Players").LocalPlayer.Character:FindFirstChild("Human-Human: Buddha") then

if \_G.SkillZ and game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Size == Vector3.new(2, 2.0199999809265, 1) then

local args = {

[1] = PosMonMasteryFruit.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 \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.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

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"C",false,game)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

if \_G.SkillV then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"V",false,game)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"V",false,game)

end

if \_G.SkillF then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"F",false,game)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"F",false,game)

end

elseif game:GetService("Players").LocalPlayer.Character:FindFirstChild(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value) then

if \_G.SkillZ then

local args = {

[1] = PosMonMasteryFruit.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 \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.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

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"C",false,game)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

if \_G.SkillV then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"V",false,game)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"V",false,game)

if \_G.SkillF then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

game:GetService("VirtualInputManager"):SendKeyEvent(true,"F",false,game)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"F",false,game)

end

end

end

end

end)

end

end

end)

spawn(function()

game:GetService("RunService").RenderStepped:Connect(function()

pcall(function()

if UseSkill then

for i,v in pairs(game:GetService("Players").LocalPlayer.PlayerGui.Notifications:GetChildren()) do

if v.Name == "NotificationTemplate" then

if string.find(v.Text,"Skill locked!") then

v:Destroy()

end

end

end

end

end)

end)

end)

spawn(function()

pcall(function()

game:GetService("RunService").RenderStepped:Connect(function()

if UseSkill then

local args = {

[1] = PosMonMasteryFruit.Position

}

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Data.DevilFruit.Value].RemoteEvent:FireServer(unpack(args))

end

end)

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoFarmGunMastery then

local QuestTitle = game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text

if not string.find(QuestTitle, NameMon) then

Magnet = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest")

end

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then

StartMasteryGunMagnet = false

CheckQuest()

TP1(CFrameQuest)

if (CFrameQuest.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 10 then

wait(0.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest", NameQuest, LevelQuest)

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

if game:GetService("Workspace").Enemies:FindFirstChild(Mon) then

pcall(function()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == Mon then

repeat task.wait()

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

HealthMin = v.Humanoid.MaxHealth \* \_G.Kill\_At/100

if v.Humanoid.Health <= HealthMin then

EquipWeapon(SelectWeaponGun)

TP1(v.HumanoidRootPart.CFrame \* CFrame.new(0,10,0))

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(2,2,1)

v.Head.CanCollide = false

local args = {

[1] = v.HumanoidRootPart.Position,

[2] = v.HumanoidRootPart

}

game:GetService("Players").LocalPlayer.Character[SelectWeaponGun].RemoteFunctionShoot:InvokeServer(unpack(args))

else

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

TP1(v.HumanoidRootPart.CFrame \* Pos)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

StartMasteryGunMagnet = true

PosMonMasteryGun = v.HumanoidRootPart.CFrame

else

StartMasteryGunMagnet = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest")

end

until v.Humanoid.Health <= 0 or \_G.AutoFarmGunMastery == false or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

StartMasteryGunMagnet = false

end

end

end)

else

TP1(CFrameMon)

AutoFarmNearestMagnet = false

local Mob = game:GetService("ReplicatedStorage"):FindFirstChild(Mon)

if Mob then

TP1(Mob.HumanoidRootPart.CFrame \* CFrame.new(0,0,10))

else

if game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame.Y <= 1 then

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = true

task.wait()

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = false

end

end

end

end

end

end

end)

end)

spawn(function()

while wait() do

if \_G.BuyAllSword then

pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Cutlass")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Katana")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Iron Mace")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Duel Katana")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Triple Katana")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Pipe")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Bisento")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Dual-Headed Blade")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem","Soul Cane")

if \_G.BuyHop then

wait(10)

Hop()

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.BuyAllAib then

pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk","Buy")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki","Geppo")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki","Buso")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki","Soru")

if \_G.HopBuy then

wait(10)

Hop()

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoSuperhuman then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Combat") or game.Players.LocalPlayer.Character:FindFirstChild("Combat") and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 150000 then

UnEquipWeapon("Combat")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyBlackLeg")

end

if game.Players.LocalPlayer.Character:FindFirstChild("Superhuman") or game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman") then

\_G.SelectWeapon = "Superhuman"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") or game.Players.LocalPlayer.Character:FindFirstChild("Black Leg") or game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") or game.Players.LocalPlayer.Character:FindFirstChild("Electro") or game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") or game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate") or game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw") or game.Players.LocalPlayer.Character:FindFirstChild("Dragon Claw") then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value <= 299 then

\_G.SelectWeapon = "Black Leg"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value <= 299 then

\_G.SelectWeapon = "Electro"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value <= 299 then

\_G.SelectWeapon = "Fishman Karate"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value <= 299 then

\_G.SelectWeapon = "Dragon Claw"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value >= 300 and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 300000 then

UnEquipWeapon("Black Leg")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectro")

end

if game.Players.LocalPlayer.Character:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Character:FindFirstChild("Black Leg").Level.Value >= 300 and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 300000 then

UnEquipWeapon("Black Leg")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectro")

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value >= 300 and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 750000 then

UnEquipWeapon("Electro")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyFishmanKarate")

end

if game.Players.LocalPlayer.Character:FindFirstChild("Electro") and game.Players.LocalPlayer.Character:FindFirstChild("Electro").Level.Value >= 300 and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 750000 then

UnEquipWeapon("Electro")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyFishmanKarate")

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 300 and game:GetService("Players")["Localplayer"].Data.Fragments.Value >= 1500 then

UnEquipWeapon("Fishman Karate")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","2")

end

if game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate").Level.Value >= 300 and game:GetService("Players")["Localplayer"].Data.Fragments.Value >= 1500 then

UnEquipWeapon("Fishman Karate")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","2")

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value >= 300 and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 3000000 then

UnEquipWeapon("Dragon Claw")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman")

end

if game.Players.LocalPlayer.Character:FindFirstChild("Dragon Claw") and game.Players.LocalPlayer.Character:FindFirstChild("Dragon Claw").Level.Value >= 300 and game:GetService("Players")["LocalPlayer"].Data.Beli.Value >= 3000000 then

UnEquipWeapon("Dragon Claw")

wait(.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman")

end

end

end

end

end)

end)

spawn(function()

while wait() do

if \_G.AutoSecondSea then

pcall(function()

if game.Players.LocalPlayer.Data.Level.Value >= 700 and World1 then

\_G.AutoFarm = false

if game.Workspace.Map.Ice.Door.CanCollide == true and game.Workspace.Map.Ice.Door.Transparency == 0 then

repeat wait() topos(CFrame.new(4851.8720703125, 5.6514348983765, 718.47094726563)) until (CFrame.new(4851.8720703125, 5.6514348983765, 718.47094726563).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.AutoSecondSea

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("DressrosaQuestProgress","Detective")

EquipWeapon("Key")

local pos2 = CFrame.new(1347.7124, 37.3751602, -1325.6488)

repeat wait() topos(pos2) until (pos2.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.AutoSecondSea

wait(3)

elseif game.Workspace.Map.Ice.Door.CanCollide == false and game.Workspace.Map.Ice.Door.Transparency == 1 then

if game:GetService("Workspace").Enemies:FindFirstChild("Ice Admiral") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Ice Admiral" and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(60,60,60)

v.HumanoidRootPart.Transparency = 1

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 870),workspace.CurrentCamera.CFrame)

until v.Humanoid.Health <= 0 or not v.Parent or not \_G.AutoSecondSea

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelDressrosa")

end

end

else

topos(CFrame.new(1347.7124, 37.3751602, -1325.6488))

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelDressrosa")

end

end

end)

end

end

end)

spawn(function()

while task.wait() do

pcall(function()

if \_G.BringMonster then

CheckQuest()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if \_G.AutoFarm and StartMagnet and v.Name == Mon and (Mon == "Factory Staff" or Mon == "Monkey" or Mon == "Dragon Crew Warrior" or Mon == "Dragon Crew Archer") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 220 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

elseif \_G.AutoFarm and StartMagnet and v.Name == Mon and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= \_G.BringMode then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

end

end

end

end)

end

end)

spawn(function()

while task.wait() do

pcall(function()

if \_G.BringMonster then

CheckQuest()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if \_G.AutoFarm and StartMagnet and v.Name == Mon and (Mon == "Factory Staff" or Mon == "Monkey" or Mon == "Dragon Crew Warrior" or Mon == "Dragon Crew Archer") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 250 then

v.HumanoidRootPart.Size = Vector3.new(150,150,150)

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

elseif \_G.AutoFarm and StartMagnet and v.Name == Mon and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= \_G.BringMode then

v.HumanoidRootPart.Size = Vector3.new(150,150,150)

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

end

if \_G.Farmfast and StardMag then

if (v.Name == "Shanda") and (v.HumanoidRootPart.Position - FastMon.Position).Magnitude <= 250 and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = FastMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

end

if \_G.AutoVampire and YouSkidder then

if (v.Name == "Vampire") and (v.HumanoidRootPart.Position - PosVui.Position).Magnitude <= 500 and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = PosVui

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

end

if \_G.AutoEctoplasm and StartEctoplasmMagnet then

if string.find(v.Name, "Ship") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - EctoplasmMon.Position).Magnitude <= \_G.BringMode then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = EctoplasmMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoRengoku and StartRengokuMagnet then

if (v.Name == "Snow Lurker" or v.Name == "Arctic Warrior") and (v.HumanoidRootPart.Position - RengokuMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(1500,1500,1500)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = RengokuMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoMusketeerHat and StartMagnetMusketeerhat then

if v.Name == "Forest Pirate" and (v.HumanoidRootPart.Position - MusketeerHatMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = MusketeerHatMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoObservationHakiV2 and Mangnetcitzenmon then

if v.Name == "Forest Pirate" and (v.HumanoidRootPart.Position - MusketeerHatMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosHee

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.Auto\_EvoRace and StartEvoMagnet then

if v.Name == "Zombie" and (v.HumanoidRootPart.Position - PosMonEvo.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonEvo

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoBartilo and AutoBartiloBring then

if v.Name == "Swan Pirate" and (v.HumanoidRootPart.Position - PosMonBarto.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonBarto

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoFarmFruitMastery and StartMasteryFruitMagnet then

if v.Name == "Monkey" then

if (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == "Factory Staff" then

if (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == Mon then

if (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

end

if \_G.AutoFarmGunMastery and StartMasteryGunMagnet then

if v.Name == "Monkey" then

if (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryGun

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == "Factory Staff" then

if (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryGun

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == Mon then

if (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryGun

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

end

if \_G.Auto\_Bone and StartMagnetBoneMon then

if (v.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or v.Name == "Demonic Soul" or v.Name == "Posessed Mummy") and (v.HumanoidRootPart.Position - PosMonBone.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonBone

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.Auto\_Bone2 and StartMagnetBoneMon2 then

if (v.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or v.Name == "Demonic Soul" or v.Name == "Posessed Mummy") and (v.HumanoidRootPart.Position - PosMonBone.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonBone

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoFarmCandy and StartCandyMagnet then

if (v.Name == "Ice Cream Chef" or v.Name == "Ice Cream Commander") and (v.HumanoidRootPart.Position - CandyMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = CandyMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoDoughtBoss and MagnetDought then

if (v.Name == "Cookie Crafter" or v.Name == "Cake Guard" or v.Name == "Baking Staff" or v.Name == "Head Baker") and (v.HumanoidRootPart.Position - PosMonDoughtOpenDoor.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonDoughtOpenDoor

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

if StardFarm and FarmMag then

if (v.Name == "Sweet Thief" or v.Name == "Candy Rebel" or v.Name == "Cocoa Warrior" or v.Name == "Chocolate Bar Battler") and (v.HumanoidRootPart.Position - PosMonDoughtOpenDoor.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosGG

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

end

end

end

end

end

end)

end

end)

function GetBladeHit()

local CombatFrameworkLib = debug.getupvalues(require(game:GetService("Players").LocalPlayer.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").LocalPlayer.PlayerScripts.CombatFramework))

local CmrFwLib = CombatFrameworkLib[2]

local plr = game.Players.LocalPlayer

for i = 1, 1 do

local bladehit = require(game.ReplicatedStorage.CombatFramework.RigLib).getBladeHits(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 = 120

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 \_G.FastAttack then

pcall(function()

repeat task.wait(\_G.FastAttackDelay)

AttackHit()

until not \_G.FastAttack

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.Farmfast and World1 then

if game.Players.LocalPlayer.Data.Level.Value >= 10 then

ToggleFarm:Set(false)

\_G.Farmfast = true

end

end

end

end)

end)

spawn(function()

while wait() do

if \_G.Farmfast and World1 then

pcall(function()

if game.Players.LocalPlayer.Data.Level.Value >= 10 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Shanda" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

StardMag = true

FastMon = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

TP1(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until not \_G.Farmfast or not v.Parent or v.Humanoid.Health <= 0

StardMag = false

TP1(CFrame.new(-7678.48974609375, 5566.40380859375, -497.2156066894531))

end

end

end

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Shanda") then

TP1(game:GetService("ReplicatedStorage"):FindFirstChild("Shanda").HumanoidRootPart.CFrame \* CFrame.new(5,10,2))

end

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.Farmfast and World1 then

if game.Players.LocalPlayer.Data.Level.Value >= 50 then

Farmfasttoggle:Set(false)

\_G.AutoPlayerHunter = true

end

end

end

end)

end)

spawn(function()

while wait(.1) do

if \_G.AutoFarmSelectMonster then

pcall(function()

CheckQuest(SelectMonster)

if game:GetService("Workspace").Enemies:FindFirstChild(SelectMonster) then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == SelectMonster then

if v:FindFirstChild("Humanoid") then

if v.Humanoid.Health > 0 then

repeat game:GetService("RunService").Heartbeat:wait()

EquipWeapon(\_G.SelectWeapon)

if not game.Players.LocalPlayer.Character:FindFirstChild("HasBuso") then

local args = {

[1] = "Buso"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,30,0))

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 672), game.Workspace.CurrentCamera.CFrame)

PosMonSelectMonster = v.HumanoidRootPart.CFrame

SelectMonsterMagnet = true

until not \_G.AutoFarmSelectMonster or not v.Parent or v.Humanoid.Health == 0 or not game:GetService("Workspace").Enemies:FindFirstChild(v.Name)

end

end

end

end

else

CheckQuest(SelectMonster)

SelectMonsterMagnet = false

topos(CFrameMon)

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.AutoFarmNearest then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name and v:FindFirstChild("Humanoid") then

if v.Humanoid.Health > 0 then

repeat wait()

EquipWeapon(\_G.SelectWeapon)

if not game.Players.LocalPlayer.Character:FindFirstChild("HasBuso") then

local args = {

[1] = "Buso"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

topos(v.HumanoidRootPart.CFrame \* Pos)

v.HumanoidRootPart.CanCollide = false

Fastattack = true

v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 672), game.Workspace.CurrentCamera.CFrame)

AutoFarmNearestMagnet = true

PosMon = v.HumanoidRootPart.CFrame

until not \_G.AutoFarmNearest or not v.Parent or v.Humanoid.Health <= 0

AutoFarmNearestMagnet = false

Fastattack = false

end

end

end

end

end

end)

\_G.MagnitudeAdd = 0

spawn(function()

while wait() do

if AutoFarmChest then

for i,v in pairs(game:GetService("Workspace"):GetChildren()) do

if v.Name:find("Chest") then

if game:GetService("Workspace"):FindFirstChild(v.Name) then

if (v.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 5000+\_G.MagnitudeAdd then

repeat wait()

if game:GetService("Workspace"):FindFirstChild(v.Name) then

topos(v.CFrame)

end

until AutoFarmChest == false or not v.Parent

topos(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame)

\_G.MagnitudeAdd = \_G.MagnitudeAdd+1500

break

end

end

end

end

end

end

end)

spawn(function()

while wait() do

if \_G.ChestBypass then

pcall(function()

for i,v in pairs(game:GetService("Workspace"):GetChildren()) do

if string.find(v.Name, "Chest") then

print(v.Name)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame

wait(.15)

end

end

game.Players.LocalPlayer.Character.Head:Destroy()

for \_,v in pairs(game:GetService("Workspace"):GetDescendants()) do

if string.find(v.Name, "Chest") and v:IsA("TouchTransmitter") then

firetouchinterest(game.Players.LocalPlayer.Character.HumanoidRootPart, v.Parent, 0) --0 is touch

wait()

firetouchinterest(game.Players.LocalPlayer.Character.HumanoidRootPart, v.Parent, 1) -- 1 is untouch

end

end

end)

end

end

end)

spawn(function()

while task.wait() do

if \_G.ChestBypass then

local ohString1 = "SetTeam"

local ohString2 = "Pirates"

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(ohString1, ohString2)

end

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoFactory and World2 then

if game:GetService("Workspace").Enemies:FindFirstChild("Core") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Core" and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

topos(CFrame.new(448.46756, 199.356781, -441.389252))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until v.Humanoid.Health <= 0 or \_G.AutoFactory == false

end

end

else

topos(CFrame.new(448.46756, 199.356781, -441.389252))

end

end

end)

end

end)

spawn(function()

while wait() do

if \_G.RaidPirate then

pcall(function()

local CFrameBoss = CFrame.new(-5496.17432, 313.768921, -2841.53027, 0.924894512, 7.37058015e-09, 0.380223751, 3.5881019e-08, 1, -1.06665446e-07, -0.380223751, 1.12297109e-07, 0.924894512)

if (CFrame.new(-5539.3115234375, 313.800537109375, -2972.372314453125).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 500 then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if \_G.RaidPirate and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2000 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

topos(v.HumanoidRootPart.CFrame \* Pos)

Click()

until v.Humanoid.Health <= 0 or not v.Parent or not \_G.RaidPirate

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameBoss.Position).Magnitude > 1500 then

BTP(CFrameBoss)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CFrameBoss.Position).Magnitude < 1500 then

topos(CFrameBoss)

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.AutoBuyLegendarySword then

pcall(function()

local args = {

[1] = "LegendarySwordDealer",

[2] = "1"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

local args = {

[1] = "LegendarySwordDealer",

[2] = "2"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

local args = {

[1] = "LegendarySwordDealer",

[2] = "3"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

if \_G.AutoBuyLegendarySword\_Hop and \_G.AutoBuyLegendarySword and World2 then

wait(10)

Hop()

end

end)

end

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_Stats\_Kaitun then

if World1 then

local args = {

[1] = "AddPoint",

[2] = "Melee",

[3] = \_G.Point

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

elseif World2 then

local args = {

[1] = "AddPoint",

[2] = "Melee",

[3] = \_G.Point

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

local args = {

[1] = "AddPoint",

[2] = "Defense",

[3] = \_G.Point

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

end

end)

end

end)

spawn(function()

while wait() do

if game.Players.localPlayer.Data.Points.Value >= PointStats then

if melee then

local args = {

[1] = "AddPoint",

[2] = "Melee",

[3] = PointStats

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

if defense then

local args = {

[1] = "AddPoint",

[2] = "Defense",

[3] = PointStats

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

if sword then

local args = {

[1] = "AddPoint",

[2] = "Sword",

[3] = PointStats

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

if gun then

local args = {

[1] = "AddPoint",

[2] = "Gun",

[3] = PointStats

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

if demonfruit then

local args = {

[1] = "AddPoint",

[2] = "Blox Fruit",

[3] = PointStats

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

end

end

end)

spawn(function()

pcall(function()

while wait() do

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild('Island 1') then

checkisland:Set(' Island : 1')

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild('Island 2') then

checkisland:Set('Island : 2')

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild('Island 3') then

checkisland:Set('Island : 3')

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild('Island 4') then

checkisland:Set('Island : 4')

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild('Island 5') then

checkisland:Set('Island : 5')

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Timer.Visible == true then

TimeRaid:Set(game:GetService("Players").LocalPlayer.PlayerGui.Main.Timer.Text)

else

TimeRaid:Set("Wait For Dungeon")

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoBuyChip then

if not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Special Microchip") or not game:GetService("Players").LocalPlayer.Character:FindFirstChild("Special Microchip") then

if not game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 1") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("RaidsNpc", "Select", \_G.SelectChip)

end

end

end

end

end)

end)

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 World2 then

fireclickdetector(game:GetService("Workspace").Map.CircleIsland.RaidSummon2.Button.Main.ClickDetector)

elseif World3 then

fireclickdetector(game:GetService("Workspace").Map["Boat Castle"].RaidSummon2.Button.Main.ClickDetector)

end

end

end

end

end)

end

end)

spawn(function()

while wait() do

if \_G.Kill\_Aura 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.Kill\_Aura or not v.Parent or v.Humanoid.Health <= 0

end)

end

end

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.Auto\_Dungeon then

if game:GetService("Players")["LocalPlayer"].PlayerGui.Main.Timer.Visible == true then

if game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 5") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 5").CFrame\*RaidPos)

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 4") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 4").CFrame\*RaidPos)

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 3") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 3").CFrame\*RaidPos)

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 2") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 2").CFrame\*RaidPos)

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 1") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 1").CFrame\*RaidPos)

end

end

end

end

end)

end)

Type = 1

spawn(function()

while wait(.1) do

if Type == 1 then

RaidPos = CFrame.new(0,25,0)

elseif Type == 2 then

RaidPos = CFrame.new(0,25,-40)

elseif Type == 3 then

RaidPos = CFrame.new(40,25,0)

elseif Type == 4 then

RaidPos = CFrame.new(0,25,40)

elseif Type == 5 then

RaidPos = CFrame.new(-40,25,0)

elseif Type == 6 then

RaidPos = CFrame.new(0,25,0)

end

end

end)

spawn(function()

while wait(.1) do

Type = 1

wait(0.9)

Type = 2

wait(0.9)

Type = 3

wait(0.9)

Type = 4

wait(0.9)

Type = 5

wait(0.9)

end

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.Auto\_Awakener then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Awakener","Check")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Awakener","Awaken")

end

end

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Buy\_Law\_Chip then

pcall(function()

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Microchip") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Microchip") or game:GetService("Workspace").Enemies:FindFirstChild("Order") or game:GetService("ReplicatedStorage"):FindFirstChild("Order") then

else

local args = {

[1] = "BlackbeardReward",

[2] = "Microchip",

[3] = "2"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.Auto\_Start\_Law\_Dungeon then

pcall(function()

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)

end

end

end)

spawn(function()

while wait() do

if \_G.Auto\_Kill\_Law then

pcall(function()

if game:GetService("ReplicatedStorage"):FindFirstChild("Order") or game:GetService("Workspace").Enemies:FindFirstChild("Order") then

for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

if \_G.Auto\_Kill\_Law and v.Name == "Order" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.Auto\_Kill\_Law or v.Humanoid.Health <= 0 or not v.Parent

end

end

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoMysticIsland then

repeat

wait()

until game:GetService("Workspace").Map:FindFirstChild("MysticIsland")

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

AllNPCS = getnilinstances()

for r, v in pairs(game:GetService("Workspace").NPCs:GetChildren()) do

table.insert(AllNPCS, v)

end

for r, v in pairs(AllNPCS) do

if v.Name == "Advanced Fruit Dealer" then

topos(v.HumanoidRootPart.CFrame)

end

end

end

end

end

end)

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.AutoStoreFruit then

for i,v in pairs(FruitList) do

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Store",v)

end

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.TweenMGear then

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

for i,v in pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do

if v:IsA("MeshPart")then

if v.Material == Enum.Material.Neon then

topos(v.CFrame)

end

end

end

end

end

end

end)

end)

spawn(function()

while wait() do

local boneframe = CFrame.new(-9508.5673828125, 142.1398468017578, 5737.3603515625)

if \_G.Auto\_Bone and World3 then

pcall(function()

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - boneframe.Position).Magnitude > 2000 then

BTP(boneframe)

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetSpawnPoint")

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetSpawnPoint")

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

wait(3)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - boneframe.Position).Magnitude < 2000 then

TP1(boneframe)

end

else

TP1(boneframe)

end

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.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or v.Name == "Demonic Soul" or v.Name == "Posessed Mummy" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

StartMagnetBoneMon = true

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until not \_G.Auto\_Bone or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon = false

topos(CFrame.new(-9506.234375, 172.130615234375, 6117.0771484375))

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Reborn Skeleton" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Living Zombie" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Demonic Soul" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Posessed Mummy" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.AutoElitehunter and World3 then

pcall(function()

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == 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.Name == "Diablo" or v.Name == "Deandre" or v.Name == "Urban" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

until \_G.AutoElitehunter == false or v.Humanoid.Health <= 0 or not v.Parent

end

end

end

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Deandre") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Urban") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Urban").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

end

end

end

else

if \_G.AutoEliteHunterHop and game:GetService("ReplicatedStorage").Remotes["CommF\_"]:InvokeServer("EliteHunter") == "I don't have anything for you right now. Come back later." then

hop()

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter")

end

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoEliteHunter then

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

OrionLib:MakeNotification({

Name = "Sla Hub(Noitification)",

Content = "[EN] : Please cancel the farrm level quest (if any)",

Image = "rbxassetid://119980140458596",

Time = 9

})

OrionLib:MakeNotification({

Name = "Sla Hub(Noitification)",

Content = "[VN] : Làm ơn hủy nhiệm vụ farrm level(nếu có)",

Image = "rbxassetid://119980140458596",

Time = 9

})

end

end

end

end)

end)

spawn(function()

while wait() do

pcall(function()

if string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 88 then

KillMob = (tonumber(string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,41)) - 500)

elseif string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 87 then

KillMob = (tonumber(string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),40,41)) - 500)

elseif string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 86 then

KillMob = (tonumber(string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),41,41)) - 500)

end

end)

end

end)

spawn(function()

while wait() do

if \_G.AutoDoughtBoss then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cake Prince" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.AutoDoughtBoss or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if KillMob == 0 then

end

if game:GetService("Workspace").Map.CakeLoaf.BigMirror.Other.Transparency == 1 then

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:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cookie Crafter" or v.Name == "Cake Guard" or v.Name == "Baking Staff" or v.Name == "Head Baker" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

MagnetDought = true

PosMonDoughtOpenDoor = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until not \_G.AutoDoughtBoss or not v.Parent or v.Humanoid.Health <= 0 or game:GetService("Workspace").Map.CakeLoaf.BigMirror.Other.Transparency == 0 or game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince") or game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince") or KillMob == 0

end

end

end

else

MagnetDought = false

topos(CFrame.new(-2091.911865234375, 70.00884246826172, -12142.8359375))

if game:GetService("ReplicatedStorage"):FindFirstChild("Cookie Crafter") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Cookie Crafter").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Cake Guard") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Cake Guard").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Baking Staff") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Baking Staff").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Head Baker") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Head Baker").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

end

end

end

end

end

else

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince") then

topos(game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

end

end

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.Autodoughking and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Dough King") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Dough King" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.Autodoughking or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

topos(CFrame.new(-2662.818603515625, 1062.3480224609375, -11853.6953125))

if game:GetService("ReplicatedStorage"):FindFirstChild("Dough King") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Dough King").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if \_G.AutodoughkingHop then

Hop()

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoObservation then

repeat task.wait()

if not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") then

game:GetService('VirtualUser'):CaptureController()

game:GetService('VirtualUser'):SetKeyDown('0x65')

wait(2)

game:GetService('VirtualUser'):SetKeyUp('0x65')

end

until game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") or not \_G.AutoObservation

end

end)

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoObservation then

if game:GetService("Players").LocalPlayer.VisionRadius.Value >= 3000 then

OrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "!!You Are Max Point!!",

Image = "rbxassetid://14919714384",

Time = 5

})

wait(2)

else

if World2 then

if game:GetService("Workspace").Enemies:FindFirstChild("Lava Pirate") then

if game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") then

repeat task.wait()

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Enemies:FindFirstChild("Lava Pirate").HumanoidRootPart.CFrame \* CFrame.new(3,0,0)

until \_G.AutoObservation == false or not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel")

else

repeat task.wait()

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Enemies:FindFirstChild("Lava Pirate").HumanoidRootPart.CFrame \* CFrame.new(0,50,0)+

wait(1)

if not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") and \_G.AutoObservation\_Hop == true then

game:GetService("TeleportService"):Teleport(game.PlaceId,game:GetService("Players").LocalPlayer)

end

until \_G.AutoObservation == false or game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel")

end

else

topos(CFrame.new(-5478.39209, 15.9775667, -5246.9126))

end

elseif World1 then

if game:GetService("Workspace").Enemies:FindFirstChild("Galley Captain") then

if game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") then

repeat task.wait()

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Enemies:FindFirstChild("Galley Captain").HumanoidRootPart.CFrame \* CFrame.new(3,0,0)

until \_G.AutoObservation == false or not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel")

else

repeat task.wait()

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Enemies:FindFirstChild("Galley Captain").HumanoidRootPart.CFrame \* CFrame.new(0,50,0)

wait(1)

if not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") and \_G.AutoObservation\_Hop == true then

game:GetService("TeleportService"):Teleport(game.PlaceId,game:GetService("Players").LocalPlayer)

end

until \_G.AutoObservation == false or game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel")

end

else

topos(CFrame.new(5533.29785, 88.1079102, 4852.3916))

end

elseif World3 then

if game:GetService("Workspace").Enemies:FindFirstChild("Giant Islander") then

if game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") then

repeat task.wait()

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Enemies:FindFirstChild("Giant Islander").HumanoidRootPart.CFrame \* CFrame.new(3,0,0)

until \_G.AutoObservation == false or not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel")

else

repeat task.wait()

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Enemies:FindFirstChild("Giant Islander").HumanoidRootPart.CFrame \* CFrame.new(0,50,0)

wait(1)

if not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") and \_G.AutoObservation\_Hop == true then

game:GetService("TeleportService"):Teleport(game.PlaceId,game:GetService("Players").LocalPlayer)

end

until \_G.AutoObservation == false or game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel")

end

else

topos(CFrame.new(4530.3540039063, 656.75695800781, -131.60952758789))

end

end

end

end

end

end)

end)

local PosVampire = CFrame.new(-6064.45459, 6.42848825, -1292.71606)

spawn(function()

while wait() do

if \_G.AutoVampire and World2 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Vampire") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Vampire" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

v.Head.CanCollide = false

YouSkidder = true

PosVui = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until not \_G.AutoVampire or not v.Parent or v.Humanoid.Health <= 0

YouSkidder = false

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - PosVampire.Position).Magnitude > 1500 then

BTP(PosVampire)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - PosVampire.Position).Magnitude < 1500 then

topos(PosVampire)

end

else

topos(PosVampire)

end

topos(CFrame.new(-6064.45459, 6.42848825, -1292.71606))

if game:GetService("ReplicatedStorage"):FindFirstChild("Vampire") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Vampire").HumanoidRootPart.CFrame \* CFrame.new(0,20,0))

else

if \_G.Vampire then

Hop()

end

end

end

end)

end

end

end)

spawn(function()

while wait() do wait()

if \_G.AutoDeathStep then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Death Step") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Death Step") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value >= 450 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep")

\_G.SelectWeapon = "Death Step"

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg") and game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg").Level.Value >= 450 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep")

\_G.SelectWeapon = "Death Step"

end

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value <= 449 then

\_G.SelectWeapon = "Black Leg"

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyBlackLeg")

end

end

end

end)

local MyFragment = game.Players.LocalPlayer.Data.Fragments.Value

local Mybeli = game.Players.LocalPlayer.Data.Beli.Value

spawn(function()

while wait() do

if \_G.AutoSharkman then

if Mybeli <= 2500000 or MyFragment <= 5000 then

wait(2.0)

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "You not have beli or fragment!",

Image = "rbxassetid://119980140458596",

Time = 5

})

end

end

end

end)

spawn(function()

while wait() do

if \_G.AutoSharkman then

pcall(function()

if not game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") or not game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyFishmanKarate")

end

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate"), "keys") then

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Water Key") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Water Key") then

repeat wait() getgenv().ToTarget(-2604.6958, 239.432526, -10315.1982, 0.0425701365, 0, -0.999093413, 0, 1, 0, 0.999093413, 0, 0.0425701365) until (CFrame.new(-2604.6958, 239.432526, -10315.1982, 0.0425701365, 0, -0.999093413, 0, 1, 0, 0.999093413, 0, 0.0425701365).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_Fully\_SharkMan\_Karate

if (CFrame.new(-2604.6958, 239.432526, -10315.1982, 0.0425701365, 0, -0.999093413, 0, 1, 0, 0.999093413, 0, 0.0425701365).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 then

wait(1.2)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate",true)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate")

wait(0.5)

end

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 400 or game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 400 then

if game:GetService("ReplicatedStorage"):FindFirstChild("Tide Keeper") or game:GetService("Workspace").Enemies:FindFirstChild("Tide Keeper") then

if game:GetService("Workspace").Enemies:FindFirstChild("Tide Keeper") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Tide Keeper" then

repeat wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.Head.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

getgenv().ToTarget(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

until not v.Parent or v.Humanoid.Health <= 0 or \_G.AutoSharkman == false or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Water Key") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Water Key")

end

end

else

repeat wait() getgenv().ToTarget(game:GetService("ReplicatedStorage"):FindFirstChild("Tide Keeper").HumanoidRootPart.CFrame) until game:GetService("Workspace").Enemies:FindFirstChild("Tide Keeper")

end

else

Hop()

end

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate")

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoElectricClaw then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electro") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electric Claw") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electric Claw") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw")

\_G.SelectWeapon = "Electric Claw"

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electro") and game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electro").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw")

\_G.SelectWeapon = "Electric Claw"

end

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value <= 399 then

\_G.SelectWeapon = "Electro"

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectro")

end

end

if \_G.AutoElectricClaw then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electro") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electro") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value >= 400 or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Electro").Level.Value >= 400 then

if \_G.AutoFarm == false then

repeat task.wait()

topos(CFrame.new(-10371.4717, 330.764496, -10131.4199))

until not \_G.AutoElectricClaw or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - CFrame.new(-10371.4717, 330.764496, -10131.4199).Position).Magnitude <= 10

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw","Start")

wait(2)

repeat task.wait()

topos(CFrame.new(-12550.532226563, 336.22631835938, -7510.4233398438))

until not \_G.AutoElectricClaw or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - CFrame.new(-12550.532226563, 336.22631835938, -7510.4233398438).Position).Magnitude <= 10

wait(1)

repeat task.wait()

topos(CFrame.new(-10371.4717, 330.764496, -10131.4199))

until not \_G.AutoElectricClaw or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - CFrame.new(-10371.4717, 330.764496, -10131.4199).Position).Magnitude <= 10

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw")

elseif \_G.AutoFarm == true then

\_G.AutoFarm = false

wait(1)

repeat task.wait()

topos(CFrame.new(-10371.4717, 330.764496, -10131.4199))

until not \_G.AutoElectricClaw or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - CFrame.new(-10371.4717, 330.764496, -10131.4199).Position).Magnitude <= 10

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw","Start")

wait(2)

repeat task.wait()

topos(CFrame.new(-12550.532226563, 336.22631835938, -7510.4233398438))

until not \_G.AutoElectricClaw or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - CFrame.new(-12550.532226563, 336.22631835938, -7510.4233398438).Position).Magnitude <= 10

wait(1)

repeat task.wait()

topos(CFrame.new(-10371.4717, 330.764496, -10131.4199))

until not \_G.AutoElectricClaw or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - CFrame.new(-10371.4717, 330.764496, -10131.4199).Position).Magnitude <= 10

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw")

\_G.SelectWeapon = "Electric Claw"

wait(.1)

\_G.AutoFarm = true

end

end

end

end

end

end)

end)

spawn(function()

while wait() do

if \_G.AutoDragonTalon then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Talon") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Talon") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon")

\_G.SelectWeapon = "Dragon Talon"

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw") and game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon")

\_G.SelectWeapon = "Dragon Talon"

end

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value <= 399 then

\_G.SelectWeapon = "Dragon Claw"

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","2")

end

end

end

end)

spawn(function()

while task.wait() do

if \_G.Auto\_God\_Human then

pcall(function()

if game.Players.LocalPlayer.Character:FindFirstChild("Superhuman") or game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Death Step") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Death Step") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Fishman Karate") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sharkman Karate") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Sharkman Karate") or game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") or game.Players.LocalPlayer.Character:FindFirstChild("Electro") or game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw") or game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Talon") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Talon") or game.Players.LocalPlayer.Character:FindFirstChild("Godhuman") or game.Players.LocalPlayer.Backpack:FindFirstChild("Godhuman") then

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman") and game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Superhuman") and game.Players.LocalPlayer.Character:FindFirstChild("Superhuman").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep")

end

else

OrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "Not Have Superhuman",

Image = "rbxassetid://14919714384",

Time = 5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Death Step") and game.Players.LocalPlayer.Backpack:FindFirstChild("Death Step").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Death Step") and game.Players.LocalPlayer.Character:FindFirstChild("Death Step").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate")

end

else

OrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "Not Have Death Step",

Image = "rbxassetid://14919714384",

Time = 5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Sharkman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Sharkman Karate").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Sharkman Karate") and game.Players.LocalPlayer.Character:FindFirstChild("Sharkman Karate").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw")

end

else

OrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "Not Have SharkMan Karate",

Image = "rbxassetid://14919714384",

Time = 5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw") and game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw").Level.Value >= 400 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon")

end

else

gOrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "Not Have Electric Claw",

Image = "rbxassetid://14919714384",

Time = 5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Talon") and game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Talon").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Dragon Talon") and game.Players.LocalPlayer.Character:FindFirstChild("Dragon Talon").Level.Value >= 400 then

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyGodhuman",true), "Bring") then

OrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "Not Have Enough Material",

Image = "rbxassetid://14919714384",

Time = 5

})

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyGodhuman")

end

end

else

OrionLib:MakeNotification({

Name = "Sla Hub BOT",

Content = "You Not Have Dragon Talon! ",

Image = "rbxassetid://14919714384",

Time = 5

})

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman")

end

end)

end

end

end)

spawn(function()

while task.wait() do

pcall(function()

if \_G.Auto\_Saber and game.Players.LocalPlayer.Data.Level.Value >= 200 and not Check\_Sword("Saber") and World1 then

ToggleFarm:Set(false)

\_G.Auto\_Saber = true

end

end)

end

end)

spawn(function()

while task.wait() do

if \_G.Auto\_Saber and game.Players.LocalPlayer.Data.Level.Value >= 200 and not Check\_Sword("Saber") and World1 then

pcall(function()

ToggleFarm:Set(false)

if game:GetService("Workspace").Map.Jungle.Final.Part.Transparency == 0 then

if game:GetService("Workspace").Map.Jungle.QuestPlates.Door.Transparency == 0 then

if (CFrame.new(-1612.55884, 36.9774132, 148.719543, 0.37091279, 3.0717151e-09, -0.928667724, 3.97099491e-08, 1, 1.91679348e-08, 0.928667724, -4.39869794e-08, 0.37091279).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 100 then

topos(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame)

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate1.Button.CFrame

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate2.Button.CFrame

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate3.Button.CFrame

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate4.Button.CFrame

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate5.Button.CFrame

wait(1)

else

topos(CFrame.new(-1612.55884, 36.9774132, 148.719543, 0.37091279, 3.0717151e-09, -0.928667724, 3.97099491e-08, 1, 1.91679348e-08, 0.928667724, -4.39869794e-08, 0.37091279))

end

else

if game:GetService("Workspace").Map.Desert.Burn.Part.Transparency == 0 then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Torch") or game.Players.LocalPlayer.Character:FindFirstChild("Torch") then

EquipWeapon("Torch")

topos(CFrame.new(1114.61475, 5.04679728, 4350.22803, -0.648466587, -1.28799094e-09, 0.761243105, -5.70652914e-10, 1, 1.20584542e-09, -0.761243105, 3.47544882e-10, -0.648466587))

else

topos(CFrame.new(-1610.00757, 11.5049858, 164.001587, 0.984807551, -0.167722285, -0.0449818149, 0.17364943, 0.951244235, 0.254912198, 3.42372805e-05, -0.258850515, 0.965917408))

end

else

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","SickMan") ~= 0 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","GetCup")

wait(0.5)

EquipWeapon("Cup")

wait(0.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","FillCup",game:GetService("Players").LocalPlayer.Character.Cup)

wait(0)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","SickMan")

else

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon") == nil then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon")

elseif game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon") == 0 then

if game:GetService("Workspace").Enemies:FindFirstChild("Mob Leader") or game:GetService("ReplicatedStorage"):FindFirstChild("Mob Leader [Lv. 120] [Boss]") then

topos(CFrame.new(-2967.59521, -4.91089821, 5328.70703, 0.342208564, -0.0227849055, 0.939347804, 0.0251603816, 0.999569714, 0.0150796166, -0.939287126, 0.0184739735, 0.342634559))

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Mob Leader" then

if game:GetService("Workspace").Enemies:FindFirstChild("Mob Leader") then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(80,80,80)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

until v.Humanoid.Health <= 0 or not \_G.Auto\_Saber

end

end

if game:GetService("ReplicatedStorage"):FindFirstChild("Mob Leader") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Mob Leader").HumanoidRootPart.CFrame \* Farm\_Mode)

end

end

end

end

elseif game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon") == 1 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon")

wait(0.5)

EquipWeapon("Relic")

wait(0.5)

topos(CFrame.new(-1404.91504, 29.9773273, 3.80598116, 0.876514494, 5.66906877e-09, 0.481375456, 2.53851997e-08, 1, -5.79995607e-08, -0.481375456, 6.30572643e-08, 0.876514494))

end

end

end

end

else

if game:GetService("Workspace").Enemies:FindFirstChild("Saber Expert") or game:GetService("ReplicatedStorage"):FindFirstChild("Saber Expert") then

topos(CFrame.new(-1401.85046, 29.9773273, 8.81916237))

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 == "Saber Expert" then

repeat task.wait()

EquipWeapon(\_G.SelectWeapon)

topos(v.HumanoidRootPart.CFrame \* Pos)

v.HumanoidRootPart.Size = Vector3.new(80, 80, 80)

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672),workspace.CurrentCamera.CFrame)

until v.Humanoid.Health <= 0 or not \_G.Auto\_Saber

if v.Humanoid.Health <= 0 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","PlaceRelic")

end

end

end

end

end

end

end)

end

end

end)

local PolePos = CFrame.new(-7748.0185546875, 5606.80615234375, -2305.898681640625)

spawn(function()

while wait() do

if \_G.Autopole and World1 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Thunder God") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Thunder God" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.Autopole or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - PolePos.Position).Magnitude > 1500 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - PolePos.Position).Magnitude < 1500 then

topos(PolePos)

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))

end

topos(CFrame.new(-7748.0185546875, 5606.80615234375, -2305.898681640625))

if game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God").HumanoidRootPart.CFrame \* CFrame.new(2,-9,2))

else

if not game:GetService("Workspace").Enemies:FindFirstChild("Thunder God") and \_G.Autopolehop then

Hop()

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.Autopolehop and \_G.Autopole then

if not string.find(game:GetService("Workspace").Enemies:FindFirstChild("Thunder God")) then

Hop()

end

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoBartilo then

if game.Players.LocalPlayer.Data.Level.Value >= 800 then

\_G.AutoBartilo = true

ToggleFarm:Set(false)

end

end

end

end)

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.AutoBartilo then

if game:GetService("Players").LocalPlayer.Data.Level.Value >= 800 and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 0 then

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Swan Pirates") and string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "50") and game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

if game:GetService("Workspace").Enemies:FindFirstChild("Swan Pirate") then

Ms = "Swan Pirate"

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == Ms then

pcall(function()

repeat task.wait()

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

EquipWeapon(\_G.SelectWeapon)

AutoHaki()

v.HumanoidRootPart.Transparency = 1

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

PosMonBarto = v.HumanoidRootPart.CFrame

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

AutoBartiloBring = true

until not v.Parent or v.Humanoid.Health <= 0 or \_G.AutoBartilo == false or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

AutoBartiloBring = false

end)

end

end

else

repeat topos(CFrame.new(932.624451, 156.106079, 1180.27466, -0.973085582, 4.55137119e-08, -0.230443969, 2.67024713e-08, 1, 8.47491108e-08, 0.230443969, 7.63147128e-08, -0.973085582)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(932.624451, 156.106079, 1180.27466, -0.973085582, 4.55137119e-08, -0.230443969, 2.67024713e-08, 1, 8.47491108e-08, 0.230443969, 7.63147128e-08, -0.973085582)).Magnitude <= 10

end

else

repeat topos(CFrame.new(-456.28952, 73.0200958, 299.895966)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-456.28952, 73.0200958, 299.895966)).Magnitude <= 10

wait(1.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest","BartiloQuest",1)

end

elseif game:GetService("Players").LocalPlayer.Data.Level.Value >= 800 and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 1 then

if game:GetService("Workspace").Enemies:FindFirstChild("Jeremy") then

Ms = "Jeremy"

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == Ms then

OldCFrameBartlio = v.HumanoidRootPart.CFrame

repeat task.wait()

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

EquipWeapon(\_G.SelectWeapon)

AutoHaki()

v.HumanoidRootPart.Transparency = 1

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = OldCFrameBartlio

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

until not v.Parent or v.Humanoid.Health <= 0 or \_G.AutoBartilo == false

end

end

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Jeremy") then

repeat topos(CFrame.new(-456.28952, 73.0200958, 299.895966)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-456.28952, 73.0200958, 299.895966)).Magnitude <= 10

wait(1.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo")

wait(1)

repeat topos(CFrame.new(2099.88159, 448.931, 648.997375)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(2099.88159, 448.931, 648.997375)).Magnitude <= 10

wait(2)

else

repeat topos(CFrame.new(2099.88159, 448.931, 648.997375)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(2099.88159, 448.931, 648.997375)).Magnitude <= 10

end

elseif game:GetService("Players").LocalPlayer.Data.Level.Value >= 800 and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 2 then

repeat topos(CFrame.new(-1850.49329, 13.1789551, 1750.89685)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1850.49329, 13.1789551, 1750.89685)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1858.87305, 19.3777466, 1712.01807)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1858.87305, 19.3777466, 1712.01807)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1803.94324, 16.5789185, 1750.89685)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1803.94324, 16.5789185, 1750.89685)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1858.55835, 16.8604317, 1724.79541)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1858.55835, 16.8604317, 1724.79541)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1869.54224, 15.987854, 1681.00659)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1869.54224, 15.987854, 1681.00659)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1800.0979, 16.4978027, 1684.52368)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1800.0979, 16.4978027, 1684.52368)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1819.26343, 14.795166, 1717.90625)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1819.26343, 14.795166, 1717.90625)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1813.51843, 14.8604736, 1724.79541)) wait() until not \_G.AutoBartilo or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1813.51843, 14.8604736, 1724.79541)).Magnitude <= 10

end

end

end

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoBartilo then

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 3 then

BartiloToggle:Set(false)

ToggleFarm:Set(true)

end

end

end

end)

end)

spawn(function()

while task.wait() do

pcall(function()

if \_G.BringMonster then

CheckQuest()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if \_G.AutoFarm and StartMagnet and v.Name == Mon and (Mon == "Factory Staff" or Mon == "Monkey" or Mon == "Dragon Crew Warrior" or Mon == "Dragon Crew Archer") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 250 then

v.HumanoidRootPart.Size = Vector3.new(150,150,150)

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

elseif \_G.AutoFarm and StartMagnet and v.Name == Mon and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= \_G.BringMode then

v.HumanoidRootPart.Size = Vector3.new(150,150,150)

v.HumanoidRootPart.CFrame = PosMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

end

if \_G.AutoEctoplasm and StartEctoplasmMagnet then

if string.find(v.Name, "Ship") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and (v.HumanoidRootPart.Position - EctoplasmMon.Position).Magnitude <= \_G.BringMode then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CFrame = EctoplasmMon

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoRengoku and StartRengokuMagnet then

if (v.Name == "Snow Lurker" or v.Name == "Arctic Warrior") and (v.HumanoidRootPart.Position - RengokuMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(1500,1500,1500)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = RengokuMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoMusketeerHat and StartMagnetMusketeerhat then

if v.Name == "Forest Pirate" and (v.HumanoidRootPart.Position - MusketeerHatMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = MusketeerHatMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoObservationHakiV2 and Mangnetcitzenmon then

if v.Name == "Forest Pirate" and (v.HumanoidRootPart.Position - MusketeerHatMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosHee

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.Auto\_EvoRace and StartEvoMagnet then

if v.Name == "Zombie" and (v.HumanoidRootPart.Position - PosMonEvo.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonEvo

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoBartilo and AutoBartiloBring then

if v.Name == "Swan Pirate" and (v.HumanoidRootPart.Position - PosMonBarto.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonBarto

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoFarmFruitMastery and StartMasteryFruitMagnet then

if v.Name == "Monkey" then

if (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == "Factory Staff" then

if (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == Mon then

if (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

end

if \_G.AutoFarmGunMastery and StartMasteryGunMagnet then

if v.Name == "Monkey" then

if (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryGun

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == "Factory Staff" then

if (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryGun

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

elseif v.Name == Mon then

if (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonMasteryGun

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

end

if \_G.Auto\_Bone and StartMagnetBoneMon then

if (v.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or v.Name == "Demonic Soul" or v.Name == "Posessed Mummy") and (v.HumanoidRootPart.Position - PosMonBone.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonBone

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoFarmCandy and StartCandyMagnet then

if (v.Name == "Ice Cream Chef" or v.Name == "Ice Cream Commander") and (v.HumanoidRootPart.Position - CandyMon.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = CandyMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

if \_G.AutoDoughtBoss and MagnetDought then

if (v.Name == "Cookie Crafter" or v.Name == "Cake Guard" or v.Name == "Baking Staff" or v.Name == "Head Baker") and (v.HumanoidRootPart.Position - PosMonDoughtOpenDoor.Position).Magnitude <= \_G.BringMode and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMonDoughtOpenDoor

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)

end

end

end

end

end)

end

end)

if World2 then

spawn(function()

while wait() do

if \_G.AutoThirdSea then

pcall(function()

if game:GetService("Players").LocalPlayer.Data.Level.Value >= 1500 and World2 then

\_G.AutoFarm = false

if game:GetService("ReplicatedStorage").Remotes["CommF\_"]:InvokeServer("ZQuestProgress", "General") == 0 then

topos(CFrame.new(-1926.3221435547, 12.819851875305, 1738.3092041016))

if (CFrame.new(-1926.3221435547, 12.819851875305, 1738.3092041016).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 10 then

wait(1.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ZQuestProgress","Begin")

end

wait(1.8)

if game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "rip\_indra" then

OldCFrameThird = v.HumanoidRootPart.CFrame

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

v.HumanoidRootPart.CFrame = OldCFrameThird

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelZou")

sethiddenproperty(game:GetService("Players").LocalPlayer,"SimulationRadius",math.huge)

until \_G.AutoThirdSea == false or v.Humanoid.Health <= 0 or not v.Parent

end

end

elseif not game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra") and (CFrame.new(-26880.93359375, 22.848554611206, 473.18951416016).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 1000 then

topos(CFrame.new(-26880.93359375, 22.848554611206, 473.18951416016))

end

end

end

end)

end

end

end)

end

local BigMomPos = CFrame.new(-731.2034301757812, 381.5658874511719, -11198.4951171875)

spawn(function()

while wait() do

if \_G.AutoBudySword and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cake Queen" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.AutoBudySword or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - BigMomPos.Position).Magnitude > 1500 then

BTP(BigMomPos)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - BigMomPos.Position).Magnitude < 1500 then

topos(BigMomPos)

end

else

topos(BigMomPos)

end

topos(CFrame.new(-731.2034301757812, 381.5658874511719, -11198.4951171875))

if game:GetService("ReplicatedStorage"):FindFirstChild("Cake Queen") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Cake Queen").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if \_G.AutoBudySwordHop then

Hop()

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoNevaSoulGuitar then

if GetWeaponInventory("Soul Guitar") == false then

if (CFrame.new(-9681.458984375, 6.139880657196045, 6341.3720703125).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 5000 then

if game:GetService("Workspace").NPCs:FindFirstChild("Skeleton Machine") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("soulGuitarBuy",true)

else

if game:GetService("Workspace").Map["Haunted Castle"].Candle1.Transparency == 0 then

if game:GetService("Workspace").Map["Haunted Castle"].Placard1.Left.Part.Transparency == 0 then

Quest2 = true

repeat wait() topos(CFrame.new(-8762.69140625, 176.84783935546875, 6171.3076171875)) until (CFrame.new(-8762.69140625, 176.84783935546875, 6171.3076171875).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.AutoNevaSoulGuitar

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard7.Left.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard6.Left.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard5.Left.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard4.Right.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard3.Left.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard2.Right.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard1.Right.ClickDetector)

wait(1)

elseif game:GetService("Workspace").Map["Haunted Castle"].Tablet.Segment1:FindFirstChild("ClickDetector") then

if game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part1:FindFirstChild("ClickDetector") then

Quest4 = true

repeat wait() topos(CFrame.new(-9553.5986328125, 65.62338256835938, 6041.58837890625)) until (CFrame.new(-9553.5986328125, 65.62338256835938, 6041.58837890625).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.AutoNevaSoulGuitar

wait(1)

topos(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part3.CFrame)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part3.ClickDetector)

wait(1)

topos(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.CFrame)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.ClickDetector)

wait(1)

topos(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part6.CFrame)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part6.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part6.ClickDetector)

wait(1)

topos(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part8.CFrame)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part8.ClickDetector)

wait(1)

topos(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.CFrame)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.ClickDetector)

wait(1)

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.ClickDetector)

else

Quest3 = true

--Not Work Yet

end

else

if game:GetService("Workspace").NPCs:FindFirstChild("Ghost") then

local args = {

[1] = "GuitarPuzzleProgress",

[2] = "Ghost"

}

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(args))

end

if game.Workspace.Enemies:FindFirstChild("Living Zombie") then

for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

if v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

if v.Name == "Living Zombie" then

EquipWeapon(\_G.SelectWeapon)

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.HumanoidRootPart.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0,20,0)

topos(CFrame.new(-10160.787109375, 138.6616973876953, 5955.03076171875))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

end

end

else

topos(CFrame.new(-10160.787109375, 138.6616973876953, 5955.03076171875))

end

end

else

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent",2), "Error") then

print("Go to Grave")

topos(CFrame.new(-8653.2060546875, 140.98487854003906, 6160.033203125))

elseif string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent",2), "Nothing") then

print("Wait Next Night")

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent",2,true)

end

end

end

else

topos(CFrame.new(-9681.458984375, 6.139880657196045, 6341.3720703125))

end

else

if \_G.soulGuitarhop then

hop()

end

end

end

end)

end

end)

spawn(function()

while wait() do

if \_G.AutoObservationHakiV2 then

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then

repeat

topos(CFrame.new(-12444.78515625, 332.40396118164, -7673.1806640625))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-12444.78515625, 332.40396118164, -7673.1806640625)).Magnitude <= 10

wait(.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress","Citizen")

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest","CitizenQuest",1)

else

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Defeat 50 Forest Pirates") then

if game:GetService("Workspace").Enemies:FindFirstChild("Forest Pirate") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Forest Pirate" then

repeat wait()

if not game.Players.LocalPlayer.Character:FindFirstChild("HasBuso") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buso")

end

EquipWeapon(\_G.SelectWeapon)

topos(v.HumanoidRootPart.CFrame \* Pos)

PosHee = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

Mangnetcitzenmon = true

until \_G.AutoObservationHakiV2 == false or v.Humanoid.Health <= 0

Mangnetcitzenmon = false

end

end

else

repeat

topos(CFrame.new(-13277.568359375, 370.34185791016, -7821.1572265625))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-13277.568359375, 370.34185791016, -7821.1572265625)).Magnitude <= 10

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text == "Defeat Captain Elephant (0/1)" then

if game:GetService("Workspace").Enemies:FindFirstChild("Captain Elephant") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Captain Elephant" then

repeat wait()

if not game.Players.LocalPlayer.Character:FindFirstChild("HasBuso") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buso")

end

EquipWeapon(\_G.SelectWeapon)

topos(v.HumanoidRootPart.CFrame \* Pos)

if sethiddenproperty then

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)

end

v.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.AutoObservationHakiV2 == false or v.Humanoid.Health <= 0

end

end

else

repeat

topos(CFrame.new(-13493.12890625, 318.89553833008, -8373.7919921875))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-13493.12890625, 318.89553833008, -8373.7919921875)).Magnitude <= 10

end

end

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Banana") and game.Players.LocalPlayer.Backpack:FindFirstChild("Apple") and game.Players.LocalPlayer.Backpack:FindFirstChild("Pineapple") then

repeat

topos(CFrame.new(-12444.78515625, 332.40396118164, -7673.1806640625))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-12444.78515625, 332.40396118164, -7673.1806640625)).Magnitude <= 10

wait(.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress","Citizen")

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Fruit Bowl") or game.Players.LocalPlayer.Character:FindFirstChild("Fruit Bowl") then

repeat

topos(CFrame.new(-10920.125, 624.20275878906, -10266.995117188))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-10920.125, 624.20275878906, -10266.995117188)).Magnitude <= 10

wait(.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk2","Start")

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk2","Buy")

else

for i,v in pairs(game.Workspace:GetDescendants()) do

if v.Name == "Apple" or v.Name == "Banana" or v.Name == "Pineapple" then

v.Handle.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0,1,10)

wait()

firetouchinterest(game.Players.LocalPlayer.Character.HumanoidRootPart,v.Handle,0)

wait()

end

end

end

end

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoObservationHakiV2 then

if sethiddenproperty then

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)

end

end

end)

game:GetService("RunService").Heartbeat:Wait()

end

end)

spawn(function()

game:GetService("RunService").Heartbeat:connect(function()

pcall(function()

if \_G.AutoObservationHakiV2 then

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Humanoid") then

game:GetService("Players").LocalPlayer.Character.Humanoid:ChangeState(11)

end

end

end)

end)

end)

spawn(function()

pcall(function()

game:GetService("RunService").Heartbeat:Connect(function()

game:GetService("RunService").Heartbeat:Wait()

if \_G.AutoObservationHakiV2 and StatrMagnet then

for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

if v.Name == "Forest Pirate" and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

if v.Name == "Forest Pirate" then

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

v.HumanoidRootPart.CFrame = PosHee

end

end

end

end

end)

end)

end)

spawn(function()

game:GetService("RunService").Heartbeat:connect(function()

game:GetService("RunService").Heartbeat:Wait()

pcall(function()

if \_G.AutoObservationHakiV2 and StatrMagnet then

CheckQuest()

for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

if v.Name == Ms then

v.Humanoid:ChangeState(11)

end

end

end

end)

game:GetService("RunService").Heartbeat:Wait()

end)

end)

spawn(function()

while wait() do

pcall(function()

if Auto\_Cursed\_Dual\_Katana then

if game.Players.LocalPlayer.Character:FindFirstChild("Tushita") or game.Players.LocalPlayer.Backpack:FindFirstChild("Tushita") or game.Players.LocalPlayer.Character:FindFirstChild("Yama") or game.Players.LocalPlayer.Backpack:FindFirstChild("Yama") then

if game.Players.LocalPlayer.Character:FindFirstChild("Tushita") or game.Players.LocalPlayer.Backpack:FindFirstChild("Tushita") then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Tushita") then

EquipWeapon("Tushita")

end

elseif game.Players.LocalPlayer.Character:FindFirstChild("Yama") or game.Players.LocalPlayer.Backpack:FindFirstChild("Yama") then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Yama") then

EquipWeapon("Yama")

end

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("LoadItem","Tushita")

end

end

end)

end

end)

spawn(function()

while wait() do

pcall(function()

if Auto\_Cursed\_Dual\_Katana then

if GetMaterial("Alucard Fragment") == 0 then

Auto\_Quest\_Yama\_1 = true

Auto\_Quest\_Yama\_2 = false

Auto\_Quest\_Yama\_3 = false

Auto\_Quest\_Tushita\_1 = false

Auto\_Quest\_Tushita\_2 = false

Auto\_Quest\_Tushita\_3 = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Evil")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Evil")

elseif GetMaterial("Alucard Fragment") == 1 then

Auto\_Quest\_Yama\_1 = false

Auto\_Quest\_Yama\_2 = true

Auto\_Quest\_Yama\_3 = false

Auto\_Quest\_Tushita\_1 = false

Auto\_Quest\_Tushita\_2 = false

Auto\_Quest\_Tushita\_3 = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Evil")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Evil")

elseif GetMaterial("Alucard Fragment") == 2 then

Auto\_Quest\_Yama\_1 = false

Auto\_Quest\_Yama\_2 = false

Auto\_Quest\_Yama\_3 = true

Auto\_Quest\_Tushita\_1 = false

Auto\_Quest\_Tushita\_2 = false

Auto\_Quest\_Tushita\_3 = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Evil")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Evil")

elseif GetMaterial("Alucard Fragment") == 3 then

Auto\_Quest\_Yama\_1 = false

Auto\_Quest\_Yama\_2 = false

Auto\_Quest\_Yama\_3 = false

Auto\_Quest\_Tushita\_1 = true

Auto\_Quest\_Tushita\_2 = false

Auto\_Quest\_Tushita\_3 = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Good")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Good")

elseif GetMaterial("Alucard Fragment") == 4 then

Auto\_Quest\_Yama\_1 = false

Auto\_Quest\_Yama\_2 = false

Auto\_Quest\_Yama\_3 = false

Auto\_Quest\_Tushita\_1 = false

Auto\_Quest\_Tushita\_2 = true

Auto\_Quest\_Tushita\_3 = false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Good")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Good")

elseif GetMaterial("Alucard Fragment") == 5 then

Auto\_Quest\_Yama\_1 = false

Auto\_Quest\_Yama\_2 = false

Auto\_Quest\_Yama\_3 = false

Auto\_Quest\_Tushita\_1 = false

Auto\_Quest\_Tushita\_2 = false

Auto\_Quest\_Tushita\_3 = true

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Good")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Good")

elseif GetMaterial("Alucard Fragment") == 6 then

if game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton Boss") or game:GetService("Workspace").ReplicatedStorage:FindFirstChild("Cursed Skeleton Boss") then

Auto\_Quest\_Yama\_1 = false

Auto\_Quest\_Yama\_2 = false

Auto\_Quest\_Yama\_3 = false

Auto\_Quest\_Tushita\_1 = false

Auto\_Quest\_Tushita\_2 = false

Auto\_Quest\_Tushita\_3 = false

if game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton Boss") or game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cursed Skeleton Boss" or v.Name == "Cursed Skeleton" then

if v.Humanoid.Health > 0 then

EquipWeapon(Sword)

topos(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)

PosMon = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

end

end

end

end

else

if (CFrame.new(-12361.7060546875, 603.3547973632812, -6550.5341796875).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 100 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Good")

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","Progress","Evil")

wait(1)

topos(CFrame.new(-12361.7060546875, 603.3547973632812, -6550.5341796875))

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(CFrame.new(-12253.5419921875, 598.8999633789062, -6546.8388671875))

else

topos(CFrame.new(-12361.7060546875, 603.3547973632812, -6550.5341796875))

end

end

end

end

end)

end

end)

spawn(function()

while wait() do

if Auto\_Quest\_Yama\_1 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Mythological Pirate") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Mythological Pirate" then

repeat wait()

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,0,-2))

until Auto\_Cursed\_Dual\_Katana == false or Auto\_Quest\_Yama\_1 == false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Evil")

end

end

else

topos(CFrame.new(-13451.46484375, 543.712890625, -6961.0029296875))

end

end)

end

end

end)

spawn(function()

while wait() do

pcall(function()

if Auto\_Quest\_Yama\_2 then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v:FindFirstChild("HazeESP") then

v.HazeESP.Size = UDim2.new(50,50,50,50)

v.HazeESP.MaxDistance = "inf"

end

end

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v:FindFirstChild("HazeESP") then

v.HazeESP.Size = UDim2.new(50,50,50,50)

v.HazeESP.MaxDistance = "inf"

end

end

end

end)

end

end)

spawn(function()

while wait() do

pcall(function()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if Auto\_Quest\_Yama\_2 and v:FindFirstChild("HazeESP") and (v.HumanoidRootPart.Position - PosMonsEsp.Position).magnitude <= 300 then

v.HumanoidRootPart.CFrame = PosMonsEsp

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

if not v.HumanoidRootPart:FindFirstChild("BodyVelocity") then

local vc = Instance.new("BodyVelocity", v.HumanoidRootPart)

vc.MaxForce = Vector3.new(1, 1, 1) \* math.huge

vc.Velocity = Vector3.new(0, 0, 0)

end

end

end

end)

end

end)

spawn(function()

while wait() do

if Auto\_Quest\_Yama\_2 then

pcall(function()

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v:FindFirstChild("HazeESP") then

repeat wait()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 2000 then

topos(v.HumanoidRootPart.CFrame \* Pos)

else

EquipWeapon(Sword)

topos(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)

PosMon = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

end

until Auto\_Cursed\_Dual\_Katana == false or Auto\_Quest\_Yama\_2 == false or not v.Parent or v.Humanoid.Health <= 0 or not v:FindFirstChild("HazeESP")

else

for x,y in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if y:FindFirstChild("HazeESP") then

if (y.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 2000 then

topos(y.HumanoidRootPart.CFrameMon\* Farm\_Mode)

else

topos(y.HumanoidRootPart.CFrame \* Farm\_Mode)

end

end

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if Auto\_Quest\_Yama\_3 then

pcall(function()

if game.Players.LocalPlayer.Backpack:FindFirstChild("Hallow Essence") then

topos(game:GetService("Workspace").Map["Haunted Castle"].Summoner.Detection.CFrame)

elseif game:GetService("Workspace").Map:FindFirstChild("HellDimension") then

repeat wait()

if game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton") or game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton") or game:GetService("Workspace").Enemies:FindFirstChild("Hell's Messenger") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cursed Skeleton" or v.Name == "Cursed Skeleton" or v.Name == "Hell's Messenger]" then

if v.Humanoid.Health > 0 then

repeat wait()

EquipWeapon(Sword)

topos(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)

PosMon = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until v.Humanoid.Health <= 0 or not v.Parent or Auto\_Quest\_Yama\_3 == false

end

end

end

else

wait(5)

topos(game:GetService("Workspace").Map.HellDimension.Torch1.CFrame)

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(game:GetService("Workspace").Map.HellDimension.Torch2.CFrame)

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(game:GetService("Workspace").Map.HellDimension.Torch3.CFrame)

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(game:GetService("Workspace").Map.HellDimension.Exit.CFrame)

end

until Auto\_Cursed\_Dual\_Katana == false or Auto\_Quest\_Yama\_3 == false or GetMaterial("Alucard Fragment") == 3

else

if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") or game.ReplicatedStorage:FindFirstChild("Soul Reaper") then

if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Soul Reaper" then

if v.Humanoid.Health > 0 then

repeat wait()

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

until Auto\_Cursed\_Dual\_Katana == false or Auto\_Quest\_Yama\_3 == false or game:GetService("Workspace").Map:FindFirstChild("HellDimension")

end

end

end

else

topos(CFrame.new(-9570.033203125, 315.9346923828125, 6726.89306640625))

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones","Buy",1,1)

end

end

end)

end

end

end)

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_1 then

topos(CFrame.new(-9546.990234375, 21.139892578125, 4686.1142578125))

wait(5)

topos(CFrame.new(-6120.0576171875, 16.455780029296875, -2250.697265625))

wait(5)

topos(CFrame.new(-9533.2392578125, 7.254445552825928, -8372.69921875))

end

end

end)

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_2 then

pcall(function()

if (CFrame.new(-5539.3115234375, 313.800537109375, -2972.372314453125).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 500 then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if Auto\_Quest\_Tushita\_2 and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2000 then

repeat wait()

EquipWeapon(Sword)

topos(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)

PosMon = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until v.Humanoid.Health <= 0 or not v.Parent or Auto\_Quest\_Tushita\_2 == false

end

end

end

else

topos(CFrame.new(-5545.1240234375, 313.800537109375, -2976.616455078125))

end

end)

end

end

end)

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen") or game.ReplicatedStorage:FindFirstChild("Cake Queen") then

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cake Queen" then

if v.Humanoid.Health > 0 then

repeat wait()

EquipWeapon(Sword)

topos(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)

PosMon = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until Auto\_Cursed\_Dual\_Katana == false or Auto\_Quest\_Tushita\_3 == false or game:GetService("Workspace").Map:FindFirstChild("HeavenlyDimension")

end

end

end

else

topos(CFrame.new(-709.3132934570312, 381.6005859375, -11011.396484375))

end

elseif game:GetService("Workspace").Map:FindFirstChild("HeavenlyDimension") then

repeat wait()

if game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton") or game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton") or game:GetService("Workspace").Enemies:FindFirstChild("Heaven's Guardian") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cursed Skeleton" or v.Name == "Cursed Skeleton" or v.Name == "Heaven's Guardian" then

if v.Humanoid.Health > 0 then

repeat wait()

EquipWeapon(Sword)

topos(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)

PosMon = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until v.Humanoid.Health <= 0 or not v.Parent or Auto\_Quest\_Tushita\_3 == false

end

end

end

else

wait(5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Torch1.CFrame)

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Torch2.CFrame)

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Torch3.CFrame)

wait(1.5)

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game)

wait(1.5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Exit.CFrame)

end

until not Auto\_Cursed\_Dual\_Katana or not Auto\_Quest\_Tushita\_3 or GetMaterial("Alucard Fragment") == 6

end

end)

end

end

end)

local TushitaPos = CFrame.new(-10238.875976563, 389.7912902832, -9549.7939453125)

spawn(function()

while wait() do

if \_G.Autotushita and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Longma") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Longma" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.Autotushita or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - TushitaPos.Position).Magnitude > 1500 then

BTP(TushitaPos)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - TushitaPos.Position).Magnitude < 1500 then

topos(TushitaPos)

end

else

topos(TushitaPos)

end

topos(CFrame.new(-10238.875976563, 389.7912902832, -9549.7939453125))

if game:GetService("ReplicatedStorage"):FindFirstChild("Longma") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Longma").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if \_G.Autotushitahop then

Hop()

end

end

end

end)

end

end

end)

local CavandisPos = CFrame.new(5314.58203, 22.8796749, -125.942276, 1, 1.69639192e-10, 1.5617945e-15, -1.69639192e-10, 1, 5.38001999e-08, -1.55266783e-15, -5.38001999e-08, 1)

spawn(function()

while wait() do

if \_G.AutoCarvender and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Beautiful Pirate") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Beautiful Pirate" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.AutoCarvender or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CavandisPos.Position).Magnitude > 1500 then

BTP(CavandisPos)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - CavandisPos.Position).Magnitude < 1500 then

topos(CavandisPos)

end

else

topos(CavandisPos)

end

topos(CFrame.new(5311.07421875, 426.0243835449219, 165.12762451171875))

if game:GetService("ReplicatedStorage"):FindFirstChild("Beautiful Pirate") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Beautiful Pirate").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if \_G.AutoCavanderhop then

Hop()

end

end

end

end)

end

end

end)

local ElephantPos = CFrame.new(-13348.0654296875, 405.8904113769531, -8570.62890625)

spawn(function()

while wait() do

if \_G.AutoTwinHook and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Captain Elephant") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Captain Elephant" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until not \_G.AutoTwinHook or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - ElephantPos.Position).Magnitude > 1500 then

BTP(ElephantPos)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - ElephantPos.Position).Magnitude < 1500 then

topos(ElephantPos)

end

else

topos(ElephantPos)

end

topos(CFrame.new(-13348.0654296875, 405.8904113769531, -8570.62890625))

if game:GetService("ReplicatedStorage"):FindFirstChild("Captain Elephant") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Captain Elephant").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if \_G.AutoTwinHook\_Hop then

Hop()

end

end

end

end)

end

end

end)

local GGPos = CFrame.new(3757.732421875, 91.99540710449219, 253.65066528320312)

spawn(function()

while wait() do

if \_G.Namfon and World3 then

pcall(function()

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Training Dummy") or string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Training Dummy") or string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Training Dummy") then

if game:GetService("Workspace").Enemies:FindFirstChild("Training Dummy") or game:GetService("Workspace").Enemies:FindFirstChild("Training Dummy") or game:GetService("Workspace").Enemies:FindFirstChild("Training Dummy") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Training Dummy" or v.Name == "Training Dummy" or v.Name == "Training Dummy" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

Fastattack = true

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until \_G.Namfon == false or v.Humanoid.Health <= 0 or not v.Parent

Fastattack = false

end

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - GGPos.Position).Magnitude > 1500 then

BTP(GGPos)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - GGPos.Position).Magnitude < 1500 then

topos(GGPos)

end

else

topos(GGPos)

end

topos(CFrame.new(3757.732421875, 91.99540710449219, 253.65066528320312))

if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Training Dummy").HumanoidRootPart.CFrame \* MethodFarm)

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Training Dummy") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Training Dummy").HumanoidRootPart.CFrame \* MethodFarm)

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Training Dummy") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Training Dummy").HumanoidRootPart.CFrame \* MethodFarm)

end

end

end

else

if \_G.AutoArenaTrainerHop and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ArenaTrainer") == "I don't have anything for you right now. Come back later." then

hop()

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ArenaTrainer")

end

end

end)

end

end

end)

spawn(function()

while wait() do

local boneframe = CFrame.new(-9508.5673828125, 142.1398468017578, 5737.3603515625)

if \_G.Auto\_Bone2 and World3 then

pcall(function()

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - boneframe.Position).Magnitude > 2000 then

BTP(boneframe)

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetSpawnPoint")

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetSpawnPoint")

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

wait(.1)

game.Players.localPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

wait(3)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - boneframe.Position).Magnitude < 2000 then

TP1(boneframe)

end

else

TP1(boneframe)

end

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.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or v.Name == "Demonic Soul" or v.Name == "Posessed Mummy" then

if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

StartMagnetBoneMon2 = true

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* CFrame.new(PosX,PosY,PosZ))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until not \_G.Auto\_Bone2 or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon = false

topos(CFrame.new(-9506.234375, 172.130615234375, 6117.0771484375))

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Reborn Skeleton" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Living Zombie" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Demonic Soul" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Posessed Mummy" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

end

end

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.Auto\_Random\_Bone2 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones","Buy",1,1)

end

end

end)

end)

spawn(function()

while wait() do

if \_G.AutoFarmBossHallow == true then

\_G.Auto\_Bone2 = true

\_G.Auto\_Random\_Bone2 = true

end

end

end)

spawn(function()

while wait() do

if \_G.AutoFarmBossHallow == false then

\_G.Auto\_Bone2 = false

\_G.Auto\_Random\_Bone2 = false

end

end

end)

spawn(function()

while wait() do

if \_G.AutoFarmBossHallow then

pcall(function()

if not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hallow Essence") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Hallow Essence") then

\_G.Auto\_Bone2 = true

\_G.Auto\_Random\_Bone2 = true

elseif 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()

EquipWeapon(\_G.SelectWeapon)

AutoHaki()

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame\*Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 670))

v.HumanoidRootPart.Transparency = 1

sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)

until v.Humanoid.Health <= 0 or \_G.AutoFarmBossHallow == false

end

end

elseif game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hallow Essence") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Hallow Essence") then

\_G.Auto\_Bone2 = false

StopTween(\_G.Auto\_Bone2)

\_G.Auto\_Random\_Bone2 = false

repeat topos(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

EquipWeapon("Hallow Essence")

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Soul Reaper") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Soul Reaper").HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

else

if CheckItem("Hallow Scythe") then

ToggleHallow:Set(false)

\_G.Auto\_Bone2 = false

StopTween(\_G.Auto\_Bone)

\_G.Auto\_Random\_Bone2 = false

end

end

end

end)

end

end

end)

local AdminPos = CFrame.new(-5344.822265625, 423.98541259766, -2725.0930175781)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoDarkDagger then

if game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra True Form") or game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra") then

for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == ("rip\_indra True Form" or v.Name == "rip\_indra") and v.Humanoid.Health > 0 and v:IsA("Model") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") then

repeat task.wait()

pcall(function()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(50,50,50)

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 670),workspace.CurrentCamera.CFrame)

end)

until \_G.AutoDarkDagger == false or v.Humanoid.Health <= 0

end

end

else

if BypassTP then

if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - AdminPos.Position).Magnitude > 1500 then

BTP(AdminPos)

elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - AdminPos.Position).Magnitude < 1500 then

topos(AdminPos)

end

else

topos(AdminPos)

end

topos(CFrame.new(-5344.822265625, 423.98541259766, -2725.0930175781))

end

end

end

end)

end)

spawn(function()

while wait() do

if \_G.AutoSeaBest then

pcall(function()

for i,v in pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do

if v:FindFirstChild("HumanoidRootPart") then

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

TP1(v.HumanoidRootPart.CFrame \* CFrame.new(0,300,0))

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

else

if \_G.AutoSeaBestHop then

Hop()

end

end

end

end)

end

end

end)

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.Auto\_Seabest then

if not game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then

if not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then

if not game:GetService("Workspace").Boats:FindFirstChild("PirateBasic") then

if not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then

buyb = TPP(CFrame.new(-11.78054428100586, 10.302456855773926, 2927.2255859375))

if (CFrame.new(-11.78054428100586, 10.302456855773926, 2927.2255859375).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\_:InvokeServer(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.Auto\_Seabest == 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 v:FindFirstChild("VehicleSeat") then

repeat wait()

game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false

TPP(vs.VehicleSeat.CFrame \* CFrame.new(0,30,0))

EquipAllWeapon()

AutoSkill = true

AimBotSkillPosition = vs.VehicleSeat

Skillaimbot = true

until not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or \_G.Auto\_Seabest == false

AutoSkill = false

Skillaimbot = false

end

end

end

end

elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then

for iss,vss in pairs(game:GetService("Workspace").Boats:GetChildren()) do

if vss.Name == "PirateBrigade" then

if v:FindFirstChild("VehicleSeat") then

repeat wait()

game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false

TPP(vss.VehicleSeat.CFrame \* CFrame.new(0,30,0))

EquipAllWeapon()

AutoSkill = true

AimBotSkillPosition = vss.VehicleSeat

Skillaimbot = true

until not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or \_G.Auto\_Seabest == false

AutoSkill = false

Skillaimbot = 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.Auto\_Seabest == false

AutoSkill = false

Skillaimbot = false

end

end

end

end

end)

end

end)

spawn(function()

while wait() do

if \_G.Auto\_Kill\_Ply then

pcall(function()

if \_G.SelectPly ~= nil then

if game.Players:FindFirstChild(\_G.SelectPly) then

if game.Players:FindFirstChild(\_G.SelectPly).Character.Humanoid.Health > 0 then

repeat task.wait()

EquipWeapon(\_G.SelectWeapon)

AutoHaki()

game.Players:FindFirstChild(\_G.SelectPly).Character.HumanoidRootPart.CanCollide = false

topos(game.Players:FindFirstChild(\_G.SelectPly).Character.HumanoidRootPart.CFrame \* CFrame.new(0,5,0))

spawn(function()

pcall(function()

if \_G.SelectWeapon == SelectWeaponGun then

local args = {

[1] = game.Players:FindFirstChild(\_G.SelectPly).Character.HumanoidRootPart.Position,

[2] = game.Players:FindFirstChild(\_G.SelectPly).Character.HumanoidRootPart

}

game:GetService("Players").LocalPlayer.Character[SelectWeaponGun].RemoteFunctionShoot:InvokeServer(unpack(args))

else

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

end

end)

end)

until game.Players:FindFirstChild(\_G.SelectPly).Character.Humanoid.Health <= 0 or not game.Players:FindFirstChild(\_G.SelectPly) or not \_G.Auto\_Kill\_Ply

else

if game.Players.LocalPlayer.Character.Humanoid.Health <= 3000 then

topos(game.Players:FindFirstChild(\_G.SelectPly).Character.HumanoidRootPart.CFrame \* CFrame.new(0,30,0))

end

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

pcall(function()

local MaxDistance = math.huge

for i,v in pairs(game:GetService("Players"):GetPlayers()) do

if v.Name ~= game:GetService("Players").LocalPlayer.Name then

local Distance = v:DistanceFromCharacter(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position)

if Distance < MaxDistance then

MaxDistance = Distance

PlayerSelectAimbot = v.Name

end

end

end

end)

end

end)

spawn(function()

while task.wait() do

if \_G.Aimbot\_Gun and game:GetService("Players").LocalPlayer.Character:FindFirstChild(SelectWeaponGun) then

pcall(function()

game:GetService("Players").LocalPlayer.Character[SelectWeaponGun].Cooldown.Value = 0

local args = {

[1] = game:GetService("Players"):FindFirstChild(PlayerSelectAimbot).Character.HumanoidRootPart.Position,

[2] = game:GetService("Players"):FindFirstChild(PlayerSelectAimbot).Character.HumanoidRootPart

}

game:GetService("Players").LocalPlayer.Character[SelectWeaponGun].RemoteFunctionShoot:InvokeServer(unpack(args))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end)

end

end

end)

spawn(function()

pcall(function()

while task.wait() do

if \_G.Aimbot\_Skill and PlayerSelectAimbot ~= nil and game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool") and game.Players.LocalPlayer.Character[game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool").Name]:FindFirstChild("MousePos") then

local args = {

[1] = game:GetService("Players"):FindFirstChild(PlayerSelectAimbot).Character.HumanoidRootPart.Position

}

game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool").Name).RemoteEvent:FireServer(unpack(args))

end

end

end)

end)

spawn(function()

while wait(.1) do

pcall(function()

local MaxDistance = math.huge

for i,v in pairs(game:GetService("Players"):GetPlayers()) do

if v.Name ~= game.Players.LocalPlayer.Name then

local Distance = v:DistanceFromCharacter(game.Players.LocalPlayer.Character.HumanoidRootPart.Position)

if Distance < MaxDistance then

MaxDistance = Distance

TargetPlayerAim = v.Name

end

end

end

end)

end

end)

spawn(function()

pcall(function()

game:GetService("RunService").RenderStepped:connect(function()

if AimSkillNearest and TargetPlayerAim ~= nil and game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool") and game.Players.LocalPlayer.Character[game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool").Name]:FindFirstChild("MousePos") then

local args = {

[1] = game:GetService("Players"):FindFirstChild(TargetPlayerAim).Character.HumanoidRootPart.Position

}

game:GetService("Players").LocalPlayer.Character[game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

end

end)

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.TweenMGear then

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

for i,v in pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do

if v:IsA("MeshPart")then

if v.Material == Enum.Material.Neon then

topos(v.CFrame)

end

end

end

end

end

end

end)

end)

dagatcanmemay = game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("CheckTempleDoor")

MirrorFractal = CheckItem("Mirror Fractal")

Valk = CheckItem("Valkyrie Helm")

spawn(function()

while wait() do

if World3 and \_G.AutoPullLever and not dagatcanmemay and IsMirageIsland2() then

if CheckSea(3) then

if not MirrorFractal then

MirrorFractal = CheckItem("Mirror Fractal")

end

if not Valk then

Valk = CheckItem("Valkyrie Helm")

end

if Valk and MirrorFractal then

local cz = game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("RaceV4Progress", "Check")

if cz == 1 then

game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("RaceV4Progress", "Begin")

elseif cz == 2 then

TweenTempleLegit()

elseif cz == 3 then

game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("RaceV4Progress", "Continue")

elseif

not DaGatCan and not game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("CheckTempleDoor") and

IsMirageIsland2()

then

if getBlueGear() then

pcall(

function()

HighestPointRealCFrame = getHighestPoint().CFrame \* CFrame.new(0, 211.88, 0)

end

)

BlueGear = getBlueGear()

if BlueGear and not BlueGear.CanCollide and BlueGear.Transparency ~= 1 then

repeat

wait()

\_G.TweenMGear = true

until not getBlueGear() or getBlueGear().Transparency == 1

if game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("CheckTempleDoor") then

DaGatCan = true

MoveCamTooMoonToggle:Set(false)

AutoPullLever:Set(false)

end

elseif BlueGear and BlueGear.Transparency == 1 then

if

HighestPointRealCFrame and

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -

HighestPointRealCFrame.Position).Magnitude > 10

then

topos(HighestPointRealCFrame)

elseif

HighestPointRealCFrame and

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -

HighestPointRealCFrame.Position).Magnitude <= 10

then

MoveCamTooMoonToggle:Set(true)

wait(.1)

game:service("VirtualInputManager"):SendKeyEvent(true, "T", false, game)

task.wait()

game:service("VirtualInputManager"):SendKeyEvent(false, "T", false, game)

task.wait(1.5)

end

end

end

end

elseif DaGatCan then

PullLever()

end

else

wait()

end

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoRace then

if game.Players.LocalPlayer.Character.RaceTransformed.Value == true then

StardFarm = false

topos(CFrame.new(216.211181640625, 126.9352035522461, -12599.0732421875))

end

end

end

end)

end)

spawn(function()

while wait() do

if StardFarm and World3 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()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

FarmMag = true

PosGG = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* Pos)

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until not StardFarm or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

FarmMag = false

topos(CFrame.new(216.211181640625, 126.9352035522461, -12599.0732421875))

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Cocoa Warrior" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Chocolate Bar Battler" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Sweet Thief" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

elseif v.Name == "Candy Rebel" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(2,20,2))

end

end

end

end)

end

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoRace then

if game.Players.LocalPlayer.Character.RaceTransformed.Value == false then

StardFarm = true

end

end

end

end)

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoRace then

game:GetService("VirtualInputManager"):SendKeyEvent(true,"Y",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"Y",false,game)

end

end)

end

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoQuestRace then

if game:GetService("Players")["LocalPlayer"].PlayerGui.Main.Timer.Visible == true 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

topos(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

topos(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,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,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,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,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,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,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,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 == "Sword" 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,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,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,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,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,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,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

end

end

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Cyborg" then

topos(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

topos(v.CFrame\* CFrame.new(0,3,0))

if game:GetService("Players")["LocalPlayer"].PlayerGui.Main.Timer.Visible == false then

\_G.AutoQuestRace = false

StopTween(\_G.AutoQuestRace)

end

end

end

end

end

end

end

end)

end)

local Delay = 1

spawn(function()

while wait() do

pcall(function()

if KillPlayer then

for i,v in pairs(game:GetService("Workspace").Characters:GetChildren()) do

if v.Name ~= game.Players.LocalPlayer.Name then

if v:WaitForChild("Humanoid").Health > 0 and (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v.HumanoidRootPart.Position).Magnitude <= 100 then

plyselecthunthelpold = v.Humanoid.Health

repeat task.wait()

NameTarget = v.Name

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

NameTarget = v.Name

TP1(v.HumanoidRootPart.CFrame \* CFrame.new(0,0,3))

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(100, 100, 100)

Click()

useskilltrial = true

if tostring(game.Players.LocalPlayer.Team) == "Pirates" then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,0,3))

elseif tostring(game.Players.LocalPlayer.Team) == "Marines" then

if game.Players[NameTarget].Team ~= game.Players.LocalPlayer.Team then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,0,3))

end

end

spawn(function()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 10 then

spawn(function()

Z()

X()

C()

end)

end

end)

v.HumanoidRootPart.CanCollide = false

TargetSelectHunt = v.Humanoid

until KillPlayer == false or v.Humanoid.Health == 0 or not v:FindFirstChild("HumanoidRootPart") or not v:FindFirstChild("Humanoid") or not v.Parent or NextplySelect == true

NextplySelect = false

StartCheckTarget = false

end

end

end

end

end)

end

end)

spawn(function()

while wait() do

pcall(function()

if KillPlayer then

if Distance < 10 then

if useskilltrial then

game:GetService("VirtualInputManager"):SendKeyEvent(true,"Z",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"Z",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(true,"X",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"X",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"V",false,game)

wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"V",false,game)

end

end

end

end)

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.TurnKen then

repeat task.wait()

if not game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") then

game:GetService('VirtualUser'):CaptureController()

game:GetService('VirtualUser'):SetKeyDown('0x65')

wait(2)

game:GetService('VirtualUser'):SetKeyUp('0x65')

end

until game:GetService("Players").LocalPlayer.PlayerGui.ScreenGui:FindFirstChild("ImageLabel") or not \_G.AutoObservation

end

end)

end

end)

spawn(function()

while wait() do

if \_G.Hopfinddao then

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") or game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

if HighestPointRealCFrame and (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - HighestPointRealCFrame.Position).Magnitude > 10 then

topos(getHighestPoint().CFrame \* CFrame.new(0, 211.88, 0))

end

elseif not game:GetService("Workspace").Map:FindFirstChild("MysticIsland") or not game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

Hop()

end

end

end

end)

spawn(function()

while wait() do

if \_G.Hopfindmoon then

if game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709149052" or game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709149431" then

wait(2.0)

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Turn Off Hop Find Moon Please",

Image = "rbxassetid://119980140458596",

Time = 5

})

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709143733" then

Hop()

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Hop Server",

Image = "rbxassetid://119980140458596",

Time = 5

})

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709150401" then

Hop()

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Hop Server",

Image = "rbxassetid://119980140458596",

Time = 5

})

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709149680" then

Hop()

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Hop Server",

Image = "rbxassetid://119980140458596",

Time = 5

})

else

Hop()

end

end

end

end)

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Loading script complete!, You can now enable the function!",

Image = "rbxassetid://119980140458596",

Time = 5

})

\_G.Remove\_Effect = true

spawn(function()

while wait() do

for i,v in pairs(game.Players:GetPlayers()) do

if v.Name == "red\_game43" or v.Name == "rip\_indra" or v.Name == "Axiore" or v.Name == "Polkster" or v.Name == "wenlocktoad" or v.Name == "Daigrock" or v.Name == "toilamvidamme" or v.Name == "oofficialnoobie" or v.Name == "Uzoth" or v.Name == "Azarth" or v.Name == "arlthmetic" or v.Name == "Death\_King" or v.Name == "Lunoven" or v.Name == "TheGreateAced" or v.Name == "rip\_fud" or v.Name == "drip\_mama" or v.Name == "layandikit12" or v.Name == "Hingoi" then

Hop()

end

end

end

end)

spawn(function()

game:GetService('RunService').Stepped:Connect(function()

if \_G.Remove\_Effect then

for i, v in pairs(game:GetService("ReplicatedStorage").Effect.Container:GetChildren()) do

if v.Name == "Death" then

v:Destroy()

end

end

end

end)

end)

spawn(function()

while wait() do

for i,v in pairs(game.Players.LocalPlayer:GetChildren()) do

if v.Name == "DataLoaded" or v.Name == "DataPreloaded" then

v:Destroy()

end

end

end

end)

OrionLib:Init()

OrionLib:MakeNotification({

Name = "Sla Hub",

Content = "Loading Config Complete!!",

Image = "rbxassetid://119980140458596",

Time = 5

})