

I am not supposed to play minecraft as it is addicting. It has come to my attention, however, that I play too many games regardless. So, why not have some fun with hard minecraft? :) What I'm saying is this may be a one off thing so don't expect many updates and whatnot.

I will be making this for the latest version of 1.8 because that's all I know how to work with. New minecraft is fun but I'm not about to spend *that* much time researching.

The idea behind the modifications are to make the game much harder and, well, different. I want the experience to revolve around interactions with enemies being more common and difficult.

Features in super hard minecraft:

### **Epic mobs:**

Every hour a random spider, zombie, skeleton, or creeper will be chosen to be epic. This mob is very strong and drops epic loot. Epic mobs do not despawn.

Creeper:

NOTE: Make sure default commands no longer run on the creeper

/summon Creeper ~ ~1 ~ {CustomName:"Epic

Creeper",CustomNameVisible:1,powered:1,ExplosionRadius:6,Fuse:50,Equipment:[{id:skull,Damage:1,Count:1},{id:diamond\_leggings,Count:1,tag:{AttributeModifiers:[{AttributeName:"generic.maxHealth",Name:"generic.maxHealth",Amount:4,Operation:2,UUIDLeast:546044,UUIDMost:283159},{AttributeName:"generic.followRange",Name:"generic.followRange",Amount:1,Operation:2,UUIDLeast:217142,UUIDMost:450251},{AttributeName:"generic.knockbackResistance",Name:"generic.knockbackResistance",Amount:0.35,Operation:0,UUIDLeast:674209,UUIDMost:755998},{AttributeName:"generic.movementSpeed",Name:"generic.movementSpeed",Amount:0.5,Operation:2,UUIDLeast:3634,UUIDMost:506609}]}},{id:diamond\_block,Count:1},{id:golden\_apple,Damage:1,Count:1},{id:nether\_star,Count:1}],DropChances:[0.3F,0.0F,0.25F,0.25F,0.2F],PersistenceRequired:1,Silent:0b,HealF:80,Attributes:[{Name:generic.maxHealth,Base:80}]}

Zombie:

Causes hunger and weakness 2 for 5 minutes and slowness for 1 minute when it hits you.

execute @e[type=Zombie,score\_epic\_min=1] ~ ~ ~ summon Zombie ~ ~ ~ {CustomName:"Epic Zombie",CustomNameVisible:1,CanBreakDoors:1,Equipment:[{id:skull,Damage:3,Count:1,tag:{AttributeModifiers:[{AttributeName:"generic.maxHealth",Name:"generic.maxHealth",Amount:0,Operation:2,UUIDLeast:98031,UUIDMost:345957},{AttributeName:"generic.knockbackResistance",Name:"generic.knockbackResistance",Amount:1,Operation:0,UUIDLeast:805663,UUIDMost:186613},{AttributeName:"generic.movementSpeed",Name:"generic.movementSpeed",Amount:0.2,Operation:2,UUIDLeast:273779,UUIDMost:501042},{AttributeName:"generic.attackDamage",Name:"generic.attackDamage",Amount:0.6,Operation:2,UUIDLeast:635150,UUIDMost:352183}],SkullOwner:\_link\_2012\_},{id:diamond\_boots,Count:1,tag:{ench:[{id:0,lvl:5}]}},{id:diamond\_leggings,Count:1,tag:{ench:[{id:1,lvl:5}]}},{id:diamond\_chestplate,Count:1,tag:{ench:[{id:3,lvl:5}]}},{id:diamond\_helmet,Count:1,tag:{ench:[{id:4,lvl:5}]}],DropChances:[0.0F,0.25F,0.25F,0.25F,0.25F],PersistenceRequired:1,HealF:30,Attributes:[{Name:generic.maxHealth,Base:30}]}

Spiders:

These guys are fast, have lots of health, and pack a punch. They have some of the best swords in the game (bane 6 or smite 6)

```
entitydata @e[type=Spider,score_epic_min=1] {CustomName:"Epic Spider",CustomNameVisible:1,Equipment:[{id:wooden_sword,Count:1,tag:{AttributeModifiers:[{AttributeName:"generic.maxHealth",Name:"generic.maxHealth",Amount:0,Operation:2,UUIDLeast:71832,UUIDMost:748112},{AttributeName:"generic.movementSpeed",Name:"generic.movementSpeed",Amount:.2,Operation:2,UUIDLeast:154309,UUIDMost:453204},{AttributeName:"generic.attackDamage",Name:"generic.attackDamage",Amount:0.5,Operation:2,UUIDLeast:283035,UUIDMost:698322}],ench:[{id:20,lvl:3}]}},{id:golden_apple,Damage:1,Count:1},{id:enchanted_book,Count:1,tag:{StoredEnchantments:[{id:8,lvl:3},{id:21,lvl:3}]}},{id:diamond_sword,Count:1,tag:{ench:[{id:18,lvl:6}]}},{id:diamond_sword,Count:1,tag:{ench:[{id:17,lvl:6}]}},DropChances:[0.0F,0.1F,0.2F,0.3F,0.4F],PersistenceRequired:1,HealF:100},Attributes:[{Name:generic.maxHealth,Base:100}]}
```

**Skeleton:**

These guys ride a fast skeleton horse. They are the only source of a power 6 bow.

```
/summon Skeleton ~ ~1 ~ {CustomName:"Epic Skeleton",CustomNameVisible:1,Equipment:[{id:bow,Count:1,tag:{ench:[{id:48,lvl:6},{id:49,lvl:1}]}},{id:diamond_boots,Count:1,tag:{ench:[{id:4,lvl:4}]}},{id:diamond_leggings,Count:1,tag:{ench:[{id:4,lvl:4}]}},{id:diamond_chestplate,Count:1,tag:{ench:[{id:7,lvl:4}]}},{id:diamond_helmet,Count:1,tag:{ench:[{id:4,lvl:4}]}},DropChances:[0.35F,0.1F,0.1F,0.2F,0.2F],Attributes:[{Name:generic.maxHealth,Base:50}],HealF:50,PersistenceRequired:1,Riding:{id:"EntityHorse",Type:2,SaddleItem:{id:saddle},SkeletonTrap:1b,Attributes:[{Name:generic.maxHealth,Base:40},{Name:generic.movementSpeed,Base:0.33}],HealF:40}]}
```

### **General\***

Natural regen rate is halved

Mining stone gives level 2 mining fatigue for 5 seconds to discourage strip mining

Items despawn after 2 minutes rather than 5

Soul sand will cause players to be withered

All mobs have regen 1 and resistance 2

You have speed 1 slowness 1 in water but retain slowness for 10 seconds when exiting

### **Bats\***

Give players within 7 blocks blindness and wither 1 for 5 seconds, every 5 seconds

### **Cats/Ocelots\***

Cats are one of the only improved mobs in the game, granting the player resistance 1 and strength 1 when within 20 blocks. Ocelots do not grant these buffs.

### **Chickens\***

I played lots of zelda. Hitting a chicken has a ~10% chance to spawn 5 chicken jockeys.

### **Cows\***

Cows teleport all skeletons, zombies, spiders, and creepers within 15 blocks to themselves if hit.

### **Mushrooms\***

Mushrooms are part of the island and have no AI.

### **Horses\***

Horses all have slowness 2, making them tough to use

**Pigs\***

Have a ~20% chance to summon a lightning bolt when hit, turning them into pigmen

**Rabbits\***

All rabbits are killer rabbits.

**Sheep\***

Sheep have fire resistance.

Sheep leave a fire trail if the player is nearby. This makes getting that wool difficult.

**Squid\***

All players within 12 blocks get nausea.

**Villager\***

Trading is exhausting. Gain weakness 8 for a minute whenever within 6 blocks of a villager.

**Wolfs\***

Drop steak, sometimes golden apples, and very rarely 10 diamonds.

Wolfs try their best to stay in packs and have strength

**Cave spiders\***

Completely heal if the player takes damage. This makes defeating them nearly impossible if you are taking poison damage.

**Spiders\***

Spiders are invisible unless they are within 10 blocks of a player. Spiders often spawn silverfish when hit.

**Endermen\***

When damaged, endermen teleport the player 4 blocks in a random cardinal direction and 1 block upwards. No more hiding under blocks ;)

Endermen always carry soul sand.

**Zombie Pigmen\***

Zombie pigmen are always angry.

Their swords now have knockback 1.

**Blaze\***

Blazes are invisible.

Their fireballs cause the screen to flash.

**Creepers\***

Creepers are now completely silent.

Their fuse has been reduced from 30 to 20.

**Guardians\***

Guardians will attempt to teleport away from the player when hit.

**Ghasts\***

Ghasts never despawn.

Ghasts are somewhat silent.

Ghasts have their explosion power doubled.

**Magma Cubes\***

Magma cubes are small at a distance and medium in person.

Magma cubes leave a trail of fire.

**Silverfish\***

Silverfish have strength 4 so they actually do damage.

### **Skeletons\***

Are an exception to the resistance rule. They gain resistance 3 when the player is within 10 blocks, making fighting them at a range easy.

Their bows have power 3, punch 1

Have fire resistance so they don't burn

### **Slimes\***

Slimes will always be small sized (size 1), causing them to multiply indefinitely if you keep killing them.

Slimes are fire resistant to account for this.

### **Witches\***

Witches give speed to all mobs within 10 blocks.

You will gain hunger 1 for 10 seconds when within 3 blocks of a witch.

### **Wither skeletons\***

Turn netherrack and nether bricks and grass into soul sand.

### **Zombies\***

Zombies are always small.

Zombies gain strength 1 if there is another zombie within 10 blocks.

### **Wither\***

The wither will spawn a wither skeleton, blaze, or pigman every 10 seconds.

### **Ender dragon\***

The ender dragon knows how to disable items and won't allow you to use arrows or water. Both items will be cleared from your inventory if there is a dragon present.

### **Iron golem\***

Iron golems are sanic. They have speed 5.

### **Snow golem \***

Snow golems are stationary.

Snow golems have resistance 3 and regeneration 3.