

Event trigger - triggered by external call

or when (global trigger): Command executed

if Random [0,1) < 0.5

do Send to chat to all players: "Your New Bounty is a Bat"

if
do

else if Random [0,1) > 0.5

do Send to chat to all players: "Your New Bounty is a Bee"

Is Event/target entity (sub)type of EntityBat