

```

/setblock ~ ~ ~1 standing_sign 4 replace
{Text1:"{text:\"Click\",clickEvent:{action:\"run_command\",value:\"blockdata ~ ~ ~1 ~
{Command:/summon FallingSand ~ ~ ~1 ~
{Block:redstone_block,Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Co
mmand:fill ~ ~0 ~1 ~ ~-18 ~1
redstone_block},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command
:setblock ~ ~3 ~1
stone},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:setblock
~ ~4 ~ command_block 0 replace {Command:fill ~ ~2 ~ ~ ~-22 ~1
air}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboar
d objectives add LB_sneak
stat.crouchOneCm},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Comm
and:/scoreboard objectives add LB_cldwn
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_name
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_health
health},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scorebo
ard objectives add LB_feet
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_legs
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_chest
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_head
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_hand
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb
oard objectives add LB_rndm
dummy},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/summ
on FallingSand ~2 ~ ~-1 {Block:command_block,TileEntityData:{Command:/scoreboard players
add @e[score_LB_name_min=11,score_LB_name=11] LB_rndm
1},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect
@e[score_LB_name_min=11,score_LB_name=11] 12 1 0
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect
@e[score_LB_name_min=11,score_LB_name=11,score_LB_rndm_min=600] 5 1 2
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect
@e[score_LB_name_min=11,score_LB_name=11,score_LB_rndm=0] 5 30
4},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata
@e[score_LB_name_min=11,score_LB_name=11,score_LB_rndm=0]
{IsVillager:1,PersistenceRequired:1,Equipment:[{id:diamond_sword,Count:1,tag:{Unbreakable:1,
display:{Name:\u00a7r\u00a74\u00a7IHellbeam},ench:[{id:16,lvl:10},{id:17,lvl:10},{id:20,lvl:5},{id:
19,lvl:3}]}},{id:golden_boots,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7r\u0
0a7eSunwalkers,Lore:[\u00a7r\u00a77Shift to spread fire,\u00a7r\u00a77Strength

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III,\u00a7\u00a7Fire Resistance,Protection V,Thorns V]],ench:[{id:0,lvl:5},{id:7,lvl:5}]],{id:chainmail_leggings,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7\u00a7aPerfect Chaos,Lore:[\u00a7\u00a7Shift to summon random mobs,\u00a7\u00a7Speed III,\u00a7\u00a7Haste III,Protection V]],ench:[{id:0,lvl:5}]],{id:leather_chestplate,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{color:16777215,Name:\u00a7\u00a7cFire Mario Suit,Lore:[\u00a7\u00a7Regeneration III,\u00a7\u00a7Jump Boost III,\u00a7\u00a7Fire Resistance,Protection V]],ench:[{id:0,lvl:5}]],{id:iron_helmet,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7\u00a7IMetal Cap,Lore:[\u00a7\u00a7Resistance III,\u00a7\u00a7Fire Resistance,\u00a7\u00a7Water Breathing,Protection V,Aqua Affinity]],ench:[{id:0,lvl:5},{id:6,lvl:1}]]]],DropChances:[2.0f,2.0f,2.0f,2.0f,2.0f]],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @e[score_LB_name_min=10,score_LB_name=10,score_LB_rndm_min=2] ~ ~ ~ playsound mob.zombie.remedy @a},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[score_LB_name_min=10,score_LB_name=10] LB_rndm 2 {Offers:{Recipes:[{buy:{id:minecraft:potion},uses:2147483647},{buy:{id:minecraft:iron_helmet},uses:2147483647},{buy:{id:minecraft:leather_chestplate},uses:2147483647},{buy:{id:minecraft:chainmail_leggings},uses:2147483647},{buy:{id:minecraft:golden_boots},uses:2147483647},{buy:{id:minecraft:diamond_sword},uses:2147483647}]}]},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata @e[score_LB_name_min=9,score_LB_name=9,score_LB_rndm=0] {Profession:2,Career:1,CareerLevel:3,Offers:{Recipes:[{buy:{id:gold_ingot,Count:3},sell:{id:spawn_egg,Count:1,Damage:57,tag:{display:{Name:\u00a7\u00a7eSolar Knight}}}],{buy:{id:gold_ingot,Count:3},sell:{id:spawn_egg,Count:1,Damage:54,tag:{display:{Name:\u00a7\u00a7IMetal Zombie}}}],{buy:{id:gold_ingot,Count:3},sell:{id:spawn_egg,Count:1,Damage:51,tag:{display:{Name:\u00a7\u00a7cDry Bones}}}],{buy:{id:gold_ingot,Count:3},sell:{id:spawn_egg,Count:1,Damage:50,tag:{display:{Name:\u00a7\u00a7aChaos Creeper}}}],{buy:{id:gold_ingot,Count:6},sell:{id:spawn_egg,Count:1,Damage:57,tag:{display:{Name:\u00a7\u00a74\u00a7IHell Knight}}]}]},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata @e[score_LB_name_min=7,score_LB_name=7,score_LB_rndm=0] {Profession:0,Career:1,CareerLevel:4,Offers:{Recipes:[{buy:{id:diamond,Count:2},sell:{id:gold_ingot,Count:1}}, {buy:{id:emerald,Count:4},sell:{id:gold_ingot,Count:1}}, {buy:{id:gold_ingot,Count:1},sell:{id:cooked_beef,Count:1}}, {buy:{id:gold_ingot,Count:4},sell:{id:stick,Count:1}}, {buy:{id:gold_ingot,Count:8},sell:{id:crafting_table,Count:1}}, {maxUses:2147483647,uses:2147483646,buy:{id:gold_block,Count:2},sell:{id:diamond_sword,Count:1,tag:{display:{Name:\u00a7rHellbeam?},ench:[{id:20,lvl:1}]}]}]},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata @e[score_LB_name_min=6,score_LB_name=6,score_LB_rndm=0] {Equipment:[{id:diamond_sword,Count:1,tag:{Unbreakable:1,display:{Name:\u00a7\u00a74\u00a7IHellbeam},ench:[{id:16,lvl:10},{id:17,lvl:10},{id:20,lvl:5},{id:19,lvl:3}]}},{id:iron_boots,Count:1,tag:{display:{Name:\u00a7\u00a7IMetal

Boots,Lore:[\u00a7\u00a7Resistance,\u00a7\u00a7Fire Resistance]]],{id:iron_leggings,Count:1,tag:{display:{Name:\u00a7\u00a7Metal Leggings,Lore:[\u00a7\u00a7Resistance II,\u00a7\u00a7Slowness]]],{id:iron_chestplate,Count:1,tag:{display:{Name:\u00a7\u00a7Metal Chestplate,Lore:[\u00a7\u00a7Resistance,\u00a7\u00a7Strength]]],{id:iron_helmet,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7\u00a7Metal Cap,Lore:[\u00a7\u00a7Resistance III,\u00a7\u00a7Fire Resistance,\u00a7\u00a7Water Breathing,Protection V,Aqua Affinity]],ench:[{id:0,lvl:5},{id:6,lvl:1}]}},DropChances:[0.01f,0.05f,0.05f,0.05f,0.03f]},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name_min=5,score_LB_name=5] 1 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata @e[score_LB_name_min=4,score_LB_name=4,score_LB_rndm=0] {Fuse:20,ExplosionRadius:30,Equipment:{},{id:chainmail_boots,Count:1,tag:{display:{Name:\u00a7\u00a7a Sneakers,Lore:[\u00a7\u00a7Strength II,\u00a7\u00a7Invisibility]]},{id:chainmail_leggings,Count:1,tag:{HideFlags:1,Unbreakable:1, display:{Name:\u00a7\u00a7a Perfect Chaos,Lore:[\u00a7\u00a7Shift to summon random mobs,\u00a7\u00a7Speed III,\u00a7\u00a7Haste III,Protection V]],ench:[{id:0,lvl:5}]}},{id:chainmail_chestplate,Count:1,tag:{display:{Name:\u00a7\u00a7a Radi oactive Chestplate,Lore:[\u00a7\u00a7Strength III,\u00a7\u00a7Poison]]},{id:chainmail_helmet,Count:1,tag:{display:{Name:\u00a7\u00a7a M ade in Heaven,Lore:[\u00a7\u00a7Speeds up time,\u00a7\u00a7Speed X,\u00a7\u00a7Haste X]]}}},DropChances:[0.0f,0.3f,0.2f,0.3f,0.3f]},Time:1,Riding:{id:FallingSand,Block:command_blo ck,TileEntityData:{Command:/entitydata @e[score_LB_name_min=3,score_LB_name=3,score_LB_rndm=0] {Equipment:[{id:bow,Count:1,tag:{display:{Name:\u00a7\u00a7c Firebreather}},ench:[{id:48,lvl:5}, {id:49,lvl:3},{id:50,lvl:1},{id:51,lvl:1}]}},{id:leather_boots,Count:1,tag:{HideFlags:1,display:{color:1 6777215,Name:\u00a7\u00a7c Fire Mario Boots,Lore:[\u00a7\u00a7Jump Boost X,Feather Falling X]],ench:[{id:2,lvl:10}]}},{id:leather_leggings,Count:1,tag:{display:{color:16777215,Name:\u00a7r \u00a7c Fire Mario Pants,Lore:[\u00a7\u00a7Regeneration,\u00a7\u00a7Speed II]]},{id:leather_chestplate,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{color:16777215,Na me:\u00a7\u00a7c Fire Mario Suit,Lore:[\u00a7\u00a7Regeneration III,\u00a7\u00a7Jump Boost III,\u00a7\u00a7Fire Resistance,Protection V]],ench:[{id:0,lvl:5}]}},{id:leather_helmet,Count:1,tag:{display:{color:16777215,Name:\u00a7\u00a7r \u00a7c Fire Mario Cap,Lore:[\u00a7\u00a7Regeneration II,\u00a7\u00a7Fire Resistance]]}],DropChances:[0.5f,0.3f,0.3f,0.2f,0.3f]},Time:1,Riding:{id:FallingSand,Block:com mand_block,TileEntityData:{Command:/entitydata @e[score_LB_name_min=2,score_LB_name=2,score_LB_rndm=0] {Equipment:[{id:iron_sword,Count:1,tag:{HideFlags:1,display:{Name:\u00a7\u00a7Metal Bat,Lore:[\u00a7\u00a7Stronger at lower health,Knockback X]],ench:[{id:19,lvl:10}]}},{id:iron_boots,Count:1,tag:{display:{Name:\u00a7\u00a7Metal

Boots,Lore:[\u00a7\u00a7Resistance,\u00a7\u00a7Fire Resistance]]],{id:iron_leggings,Count:1,tag:{display:{Name:\u00a7\u00a7Metal Leggings,Lore:[\u00a7\u00a7Resistance II,\u00a7\u00a7Slowness]]],{id:iron_chestplate,Count:1,tag:{display:{Name:\u00a7\u00a7Metal Chestplate,Lore:[\u00a7\u00a7Resistance,\u00a7\u00a7Strength]]],{id:iron_helmet,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7\u00a7Metal Cap,Lore:[\u00a7\u00a7Resistance III,\u00a7\u00a7Fire Resistance,\u00a7\u00a7Water Breathing,Protection V,Aqua Affinity]],ench:[{id:0,lv:5},{id:6,lv:1}]}],DropChances:[0.5f,0.3f,0.3f,0.3f,0.2f]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name=1] 1 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players add @e[score_LB_name=11] LB_rndm 0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Villager] LB_name 10 {CustomName:\u00a72Villager?}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Villager] LB_name 8 {CustomName:\u00a7rVending Machine}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Zombie] LB_name 6 {CustomName:\u00a7\u00a7Metal Zombie Army}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Creeper] LB_name 4 {CustomName:\u00a7\u00a7aChaos Creeper}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Zombie] LB_name 2 {CustomName:\u00a7\u00a7Metal Zombie}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[score_LB_name=11] LB_name 0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_cldwn_min=200,score_LB_rndm_min=51] ~ ~ ~ execute @r ~ ~ ~ summon Villager ~-2 ~-2 {CustomName:\u00a7rVending Machine}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_cldwn_min=200,score_LB_rndm_min=31,score_LB_rndm=40] ~ ~ ~ execute @r ~ ~ ~ summon Creeper ~ ~ ~-5 {CustomName:\u00a7\u00a7aChaos Creeper}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_cldwn_min=200,score_LB_rndm_min=11,score_LB_rndm=20] ~ ~ ~ execute @r ~ ~ ~ summon Zombie ~ ~ ~-5 {CustomName:\u00a7\u00a7Metal Zombie}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_sneak 0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a[score_LB_legs_min=4,score_LB_cldwn=0,score_LB_sneak_min=1] LB_cldwn 200},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=4] 5 1 1 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=2,score_LB_feet=2] 12 1 0

true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=1,score_LB_feet=1] 12 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=4] 3 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=3,score_LB_legs=3] 1 1 1 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=2,score_LB_legs=2] 2 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=1,score_LB_legs=1] 8 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=4,score_LB_rndm=1] 19 4 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=3,score_LB_chest=3] 12 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=3,score_LB_chest=3,score_LB_rndm=1] 10 4 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=2,score_LB_chest=2] 11 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_head_min=4,score_LB_head=4] ~ ~ ~ time add 119},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=4,score_LB_head=4] 1 1 9 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=3,score_LB_head=3,score_LB_rndm=1] 10 4 1 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=2,score_LB_head=2] 12 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=1,score_LB_head=1] 16 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_hand_min=2,score_LB_hand=2,score_LB_health=4,score_LB_rndm=1] 10 4 1 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_hand_min=2,score_LB_hand=2,score_LB_health=10,score_LB_rndm=1] 10 4 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_hand_min=1,score_LB_hand=1] 17 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_feet 4 {Inventory:[{Slot:100b,tag:{display:{Name:\u00a7r\u00a7aSneakers}}}}}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_feet 2 {Inventory:[{Slot:100b,tag:{display:{Name:\u00a7r\u00a7aMetal Boots}}}}}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_legs 4 {Inventory:[{Slot:101b,tag:{display:{Name:\u00a7r\u00a7aPerfect Chaos}}}}}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_legs 2

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{Inventory:[{Slot:101b,tag:{display:{Name:\u00a7r\u00a7IMetal  
Leggings}}}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_chest 4  
{Inventory:[{Slot:102b,tag:{display:{Name:\u00a7r\u00a7aRadioactive  
Chestplate}}}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:  
/scoreboard players set @a LB_chest 2  
{Inventory:[{Slot:102b,tag:{display:{Name:\u00a7r\u00a7IMetal  
Chestplate}}}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:  
/scoreboard players set @a LB_head 4  
{Inventory:[{Slot:103b,tag:{display:{Name:\u00a7r\u00a7aMade in  
Heaven}}}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/sc  
oreboard players set @a LB_head 2  
{Inventory:[{Slot:103b,tag:{display:{Name:\u00a7r\u00a7IMetal  
Cap}}}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/score  
board players set @a LB_hand 2 {SelectedItem:{tag:{display:{Name:\u00a7r\u00a7IMetal  
Bat}}}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreb  
oard players set @a LB_feet  
0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard  
players set @a LB_chest  
0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard  
players set @a LB_hand  
0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard  
players add @a LB_cldwn  
0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard  
players add @a LB_rndm  
1},Time:1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,},Time:1,Riding:{id:FallingSand,Block:co  
mmand_block,TileEntityData:{Command:/summon FallingSand ~2 ~ ~1  
{Block:command_block,TileEntityData:{Command:/scoreboard players set  
@e[score_LB_name=10] LB_rndm  
1},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect  
@e[score_LB_name_min=11,score_LB_name=11,score_LB_rndm_min=600] 11 1 2  
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect  
@e[score_LB_name_min=11,score_LB_name=11] 1 1 2  
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect  
@e[score_LB_name_min=11,score_LB_name=11,score_LB_rndm=0] 11 30  
4},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/tp  
@e[score_LB_name_min=10,score_LB_name=10,score_LB_rndm_min=2] ~ ~~1000  
~},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute  
@e[score_LB_name_min=10,score_LB_name=10,score_LB_rndm_min=2] ~~~ summon  
Zombie ~~~  
{CustomName:\u00a70\u00a7ISurprise!}},Time:1,Riding:{id:FallingSand,Block:command_block,  
TileEntityData:{Command:/entitydata  
@e[score_LB_name_min=10,score_LB_name=10,score_LB_rndm=0]  
{Profession:3,Career:1,CareerLevel:4,Offers:[Recipes:[{maxUses:2147483647,uses:214748364
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6, buy: {id: potion, Count: 1, Damage: 8238, tag: {HideFlags: 32, display: {Name: "\u00a7\u00a7Metallix
Potion, Lore: [\"\\\" \u00a7\u00a7Resistance V (0:30)\", \"\\\" \u00a7\u00a7Strength V
(0:30)\", \"\\\" \u00a7\u00a7Fire Resistance
(0:30)\"]}}, CustomPotionEffects: [{Id: 11, Amplifier: 4, Duration: 600}, {Id: 5, Amplifier: 4, Duration: 600},
{Id: 12, Duration: 600}]], sell: {id: gold_ingot, Count: 4}, {maxUses: 2147483647, uses: 2147483646, b
uy: {id: iron_helmet, Count: 1, tag: {HideFlags: 1, Unbreakable: 1, display: {Name: "\u00a7\u00a7Metal
Cap, Lore: [\" \u00a7\u00a7Resistance III, \u00a7\u00a7Fire Resistance, \u00a7\u00a7Water
Breathing, Protection V, Aqua
Affinity]}, ench: [{id: 0, lvl: 5}, {id: 6, lvl: 1}]}], sell: {id: gold_block, Count: 1}, {maxUses: 2147483647, uses:
2147483646, buy: {id: leather_chestplate, Count: 1, tag: {HideFlags: 1, Unbreakable: 1, display: {color: 1
6777215, Name: "\u00a7\u00a7cFire Mario Suit, Lore: [\" \u00a7\u00a7Regeneration
III, \u00a7\u00a7Jump Boost III, \u00a7\u00a7Fire Resistance, Protection
V]}, ench: [{id: 0, lvl: 5}]}], sell: {id: gold_block, Count: 1}, {maxUses: 2147483647, uses: 2147483646, bu
y: {id: chainmail_leggings, Count: 1, tag: {HideFlags: 1, Unbreakable: 1, display: {Name: "\u00a7\u00a7aPerfect Chaos, Lore: [\" \u00a7\u00a7Shift to summon random mobs, \u00a7\u00a7Speed
III, \u00a7\u00a7Haste III, Protection
V]}, ench: [{id: 0, lvl: 5}]}], sell: {id: gold_block, Count: 1}, {maxUses: 2147483647, uses: 2147483646, bu
y: {id: golden_boots, Count: 1, tag: {HideFlags: 1, Unbreakable: 1, display: {Name: "\u00a7\u00a7eSun
walkers, Lore: [\" \u00a7\u00a7Shift to spread fire, \u00a7\u00a7Strength III, \u00a7\u00a7Fire
Resistance, Protection V, Thorns
V]}, ench: [{id: 0, lvl: 5}, {id: 7, lvl: 5}]}], sell: {id: gold_block, Count: 1}, {maxUses: 2147483647, uses: 2147
483646, buy: {id: diamond_sword, Count: 1, tag: {Unbreakable: 1, display: {Name: "\u00a7\u00a7aHellbeam}, ench: [{id: 16, lvl: 10}, {id: 17, lvl: 10}, {id: 20, lvl: 5}, {id: 19, lvl: 3}]}], sell: {id: gold_block, Count
: 2}]]], Time: 1, Riding: {id: FallingSand, Block: command_block, TileEntityData: {Command: /entitydat
a @e[score_LB_name_min=8, score_LB_name=8, score_LB_rndm=0]
{Profession: 1, Career: 1, CareerLevel: 6, Offers: {Recipes: [{buy: {id: emerald, Count: 3}, sell: {id: gold_in
got, Count: 1}, {buy: {id: gold_ingot, Count: 1}, sell: {id: apple, Count: 5}, {buy: {id: gold_ingot, Count: 1}, s
ell: {id: golden_sword, Count: 1, tag: {display: {Name: "\u00a7\u00a7eBanana, Lore: [\" \u00a7\u00a7Speed, \u00a7\u00a7Hunger]}]}, {buy: {id: gold_ingot, Count: 2}, sell: {id: potion, Count: 1, Damage: 8
261, tag: {HideFlags: 32, display: {Name: "\u00a7\u00a7cMedicine, Lore: [\"\\\" \u00a7\u00a7Regene
ration V (0:10)\", \"\\\" \u00a7\u00a7Nausea
(0:10)\"]}}, CustomPotionEffects: [{Id: 10, Amplifier: 4, Duration: 200}, {Id: 9, Duration: 200}]}], {buy: {id:
gold_ingot, Count: 3}, sell: {id: potion, Count: 1, Damage: 8227, tag: {HideFlags: 32, display: {Name: "\u00
a7\u00a76Mushroom Brew, Lore: [\"\\\" \u00a7\u00a7Absorption V
(2:00)\", \"\\\" \u00a7\u00a7Speed III (2:00)\", \"\\\" \u00a7\u00a7Jump Boost III
(2:00)\", \"\\\" \u00a7\u00a7Haste III
(2:00)\"]}}, CustomPotionEffects: [{Id: 22, Amplifier: 4, Duration: 2400}, {Id: 1, Amplifier: 2, Duration: 240
0}, {Id: 8, Amplifier: 2, Duration: 2400}, {Id: 3, Amplifier: 2, Duration: 2400}]}], {buy: {id: gold_ingot, Count:
6}, sell: {id: potion, Count: 1, Damage: 8203, tag: {HideFlags: 32, display: {Name: "\u00a7\u00a7aMelon
Soda, Lore: [\"\\\" \u00a7\u00a7Health Boost V (5:00)\", \"\\\" \u00a7\u00a7Regeneration
(5:00)\"]}}, CustomPotionEffects: [{Id: 21, Amplifier: 4, Duration: 6000}, {Id: 10, Duration: 6000}]}], {buy:
{id: gold_block, Count: 1}, sell: {id: potion, Count: 1, Damage: 8238, tag: {HideFlags: 32, display: {Name: \\
u00a7\u00a7Metallix Potion, Lore: [\"\\\" \u00a7\u00a7Resistance V
(0:30)\", \"\\\" \u00a7\u00a7Strength V (0:30)\", \"\\\" \u00a7\u00a7Fire Resistance

(0:30)\\\""},CustomPotionEffects:[{Id:11,Amplifier:4,Duration:600},{Id:5,Amplifier:4,Duration:600},{Id:12,Duration:600}]]]]]]],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name_min=6,score_LB_name=6] 11 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name_min=5,score_LB_name=5] 5 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata @e[score_LB_name_min=5,score_LB_name=5,score_LB_rndm=0] {Anger:9999,Equipment:[{id:diamond_sword,Count:1,tag:{Unbreakable:1,display:{Name:\u00a7r\u00a74\u00a7lHellbeam},ench:[{id:16,lvl:10},{id:17,lvl:10},{id:20,lvl:5},{id:19,lvl:3}]}},{id:golden_boots,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7r\u00a7eSunwalkers,Lore:[\u00a7r\u00a77Shift to spread fire,\u00a7r\u00a77Strength III,\u00a7r\u00a77Fire Resistance,Protection V,Thorns V]}},ench:[{id:0,lvl:5},{id:7,lvl:5}]}},{id:golden_leggings,Count:1,tag:{HideFlags:1,display:{Name:\u00a7r\u00a7eSunrise,Lore:[\u00a7r\u00a77Speed III,\u00a7r\u00a77Jump Boost III,Thorns V]}},ench:[{id:7,lvl:5}]}},{id:golden_chestplate,Count:1,tag:{HideFlags:1,display:{Name:\u00a7r\u00a7eHigh Noon,Lore:[\u00a7r\u00a77Strength II,Thorns V]}},ench:[{id:7,lvl:5}]}},{id:golden_helmet,Count:1,tag:{HideFlags:1,display:{Name:\u00a7r\u00a7eSunset,Lore:[\u00a7r\u00a77Regeneration,\u00a7r\u00a77Night Vision,Thorns V]}},ench:[{id:7,lvl:5}]]]],DropChances:[0.1f,0.2f,0.3f,0.3f,0.3f]}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name_min=3,score_LB_name=3] 12 1 0 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name_min=2,score_LB_name=2] 11 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @e[score_LB_name=1] 5 1 2 true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/entitydata @e[score_LB_name=1,score_LB_rndm=0] {Equipment:[{id:golden_sword,Count:1,tag:{display:{Name:\u00a7r\u00a7eHere Comes the Sun},ench:[{id:16,lvl:5},{id:17,lvl:5},{id:20,lvl:5},{id:19,lvl:3}]}},{id:golden_boots,Count:1,tag:{HideFlags:1,Unbreakable:1,display:{Name:\u00a7r\u00a7eSunwalkers,Lore:[\u00a7r\u00a77Shift to spread fire,\u00a7r\u00a77Strength III,\u00a7r\u00a77Fire Resistance,Protection V,Thorns V]}},ench:[{id:0,lvl:5},{id:7,lvl:5}]}},{id:golden_leggings,Count:1,tag:{HideFlags:1,display:{Name:\u00a7r\u00a7eSunrise,Lore:[\u00a7r\u00a77Speed III,\u00a7r\u00a77Jump Boost III,Thorns V]}},ench:[{id:7,lvl:5}]}},{id:golden_chestplate,Count:1,tag:{HideFlags:1,display:{Name:\u00a7r\u00a7eHigh Noon,Lore:[\u00a7r\u00a77Strength II,Thorns V]}},ench:[{id:7,lvl:5}]}},{id:golden_helmet,Count:1,tag:{HideFlags:1,display:{Name:\u00a7r\u00a7eSunset,Lore:[\u00a7r\u00a77Regeneration,\u00a7r\u00a77Night Vision,Thorns V]}},ench:[{id:7,lvl:5}]]]],DropChances:[0.5f,0.2f,0.3f,0.3f,0.3f]}],Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Zombie] LB_name 11 {CustomName:\u00a70\u00a7lSurprise!}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Villager] LB_name 9 {CustomName:\u00a7rEggman}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Villager] LB_name 7

{CustomName:\u00a7rScammer}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=PigZombie] LB_name 5
{CustomName:\u00a7r\u00a74\u00a7IHell Knight}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=Skeleton] LB_name 3 {CustomName:\u00a7r\u00a7cDry Bones}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @e[type=PigZombie] LB_name 1 {CustomName:\u00a7r\u00a7eSolar Knight}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_feet_min=1,score_LB_feet=1,score_LB_cldwn_min=199] ~ ~ ~ fill ~-10 ~-2 ~-10 ~10 ~3 ~10 fire 0 replace
air}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_cldwn_min=200,score_LB_rndm_min=41,score_LB_rndm=50] ~ ~ ~ execute @r ~ ~ ~ summon Villager ~2 ~ ~2
{CustomName:\u00a7rScammer}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_cldwn_min=200,score_LB_rndm_min=21,score_LB_rndm=30] ~ ~ ~ execute @r ~ ~ ~ summon Skeleton ~-5 ~ ~ {CustomName:\u00a7r\u00a7cDry Bones}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/execute @a[score_LB_cldwn_min=200,score_LB_rndm=10] ~ ~ ~ execute @r ~ ~ ~ summon PigZombie ~5 ~ ~ {CustomName:\u00a7r\u00a7eSolar Knight}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a[score_LB_feet_min=1,score_LB_feet=1,score_LB_cldwn=0,score_LB_sneak_min=1] LB_cldwn
199},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=4] 14 1 0
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=3,score_LB_feet=3] 8 1 9
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=2,score_LB_feet=2] 11 1 0
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_feet_min=1,score_LB_feet=1] 5 1 2
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=4] 1 1 2
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=3,score_LB_legs=3,score_LB_rndm=1] 10 4 0
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=2,score_LB_legs=2] 11 1 1
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_legs_min=1,score_LB_legs=1] 1 1 2
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=4] 5 1 2
true}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=3,score_LB_chest=3] 8 1 2

true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=2,score_LB_chest=2] 5 1 0
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_chest_min=1,score_LB_chest=1] 5 1 1
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=4,score_LB_head=4] 3 1 9
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=3,score_LB_head=3] 12 1 0
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=2,score_LB_head=2] 13 1 0
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=2,score_LB_head=2] 11 1 2
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_head_min=1,score_LB_head=1,score_LB_rndm=1] 10 4 0
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_hand_min=2,score_LB_hand=2,score_LB_health=4] 5 1 4
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_hand_min=2,score_LB_hand=2,score_LB_health=10] 5 1 1
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/effect @a[score_LB_hand_min=1,score_LB_hand=1] 1 1 0
true},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_feet 3 {Inventory:[{Slot:100b,tag:{display:{Name:\u00a7r\u00a7cFire Mario Boots}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_feet 1
{Inventory:[{Slot:100b,tag:{display:{Name:\u00a7r\u00a7eSunwalkers}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_legs 3 {Inventory:[{Slot:101b,tag:{display:{Name:\u00a7r\u00a7cFire Mario Pants}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_legs 1
{Inventory:[{Slot:101b,tag:{display:{Name:\u00a7r\u00a7eSunrise}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_chest 3 {Inventory:[{Slot:102b,tag:{display:{Name:\u00a7r\u00a7cFire Mario Suit}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_chest 1 {Inventory:[{Slot:102b,tag:{display:{Name:\u00a7r\u00a7eHigh Noon}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_head 3 {Inventory:[{Slot:103b,tag:{display:{Name:\u00a7r\u00a7cFire Mario Cap}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_head 1
{Inventory:[{Slot:103b,tag:{display:{Name:\u00a7r\u00a7eSunset}}]}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_hand 1 {SelectedItem:{tag:{display:{Name:\u00a7r\u00a7eBanana}}}}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard players set @a LB_legs 0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard

players set @a LB_head

```
0},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard
players remove @a[score_LB_cldwn_min=1] LB_cldwn
```

```
1},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:/scoreboard
players set @a[score_LB_rndm_min=61] LB_rndm
```

```
1},Time:1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,),Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:gamerule commandBlockOutput false},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:fill ~2 ~-2 ~-2 ~58 ~
```

```
redstone_block}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:setblock ~2 ~-1 ~-1 command_block 0 replace {Command:fill ~ ~ ~-1 ~ ~60 ~1 stone 0 replace redstone_block}}},Time:1,Riding:{id:FallingSand,Block:command_block,TileEntityData:{Command:setblock ~2 ~ ~-1 command_block 0 replace {Command:fill ~ ~ ~-1 ~ ~60 ~-1 redstone_block 0 replace stone}}},Time:1,Riding:{id:FallingSand,Block:stone,Time:1}}}}}}}}}}}}}}}}}}}}"}"
```