

Some things I learned...

- Lithos 32X Texture Pack <https://modrinth.com/resourcepack/lithos>
- Summon generator <https://www.gamergeeks.net/apps/minecraft/mob-generator>
- Online NBT editor: <https://irath96.github.io/webNBT/>
- To make an "X" treasure map, get a filled map, note it's ID, then run `/give @s filled_map{map:<ID_goes_here>,Decorations:[{id:"",type:26,x:<X>,z:<Z>,rot:0.0}]}`
- Good level datapacks at <https://www.stardustlabs.net/>
- To control input signal to a calibrated sculker box, you can use a compost bin with a comparator. Each level of compost corresponds to one level of redstone on the comparator's output.
- <https://github.com/Multiverse/Multiverse-Core> is good for handling multiple worlds on a single server

Command for summoning a *PORTAL GUARDIAN*

```
summon zombie ~ ~ ~ {CustomName:'[{"text":"PORTAL GUARDIAN","color":"yellow"}]',PersistenceRequired:1b,active_effects:[{id:fire_resistance,amplifier:5,show_particles:0b}],HandItems:[{id:iron_axe,Count:1},{id:iron_axe,Count:1}],ArmorItems:[{id:iron_boots,tag:{Enchantments:[{id:fire_protection,lvl:4}]},Count:1},{id:iron_leggings,tag:{Enchantments:[{id:fire_protection,lvl:4}]},Count:1},{id:netherite_chestplate,tag:{Enchantments:[{id:fire_protection,lvl:4}]},Count:2},{id:player_head,tag:{SkullOwner:Lewis_Strubb},Count:1}],ArmorDropChances:[0f,0f,1f,0f],Attributes:[{Name:"generic.max_health",Base:70f}],HandDropChances:[0f,0f]}
```

```
Minor zombie summon zombie ~ ~ ~ {CustomName:'[{"text":"PORTAL ZOMBIE"}]',Health:25,PersistenceRequired:1b,HandItems:[{id:iron_shovel,Count:1}],ArmorItems:[{},{},{id:chainmail_chestplate,Count:1},{id:snow_block,Count:1}],HandDropChances:[0f],ArmorDropChances:[0f,0f,0f,0f],Attributes:[{Name:"generic.max_health",Base:25f}]}
```

```
Faster minor zombie summon zombie ~ ~ ~ {CustomName:'[{"text":"PORTAL Z0000MBIE"}]',Health:25,PersistenceRequired:1b,active_effects:[{id:haste,amplifier:2,show_particles:0b}],HandItems:[{id:iron_shovel,Count:1}],ArmorItems:[{id:snowball,Count:5},{id:iron_boots,Count:1},{id:iron_chestplate,Count:1},{id:blue_ice,Count:1}],ArmorDropChances:[1f,0f,0f,0f],HandDropChances:[0f],Attributes:[{Name:"generic.max_health",Base:25f}]}
```

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