Conquest of Elysium 4
Modding Guide
v4.25

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Content
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Organization & Editing
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1 Introduction

This user guide contains instructions on how to make mods for Conquest of Elysium 4 to change aspects of the game and add new content.

References to other sections in this manual are (usually) made in the format of

See section [chapter name] [section number]
or
See section [section number] [section name].

1-1 General Information

With the help of a simple text editor it is possible to create new weapons, units and entire classes. It is also possible to modify existing weapons, units, classes, spells and magic items.

With the help of a paint program you will also be able to add new graphics to units or terrain. All images must be saved as Targa (.tga) or SGI (.rgb .sgi) images. The image file must have 24- or 32-bit color and be uncompressed or RLE. If the image is saved in 24-bit color, black will be replaced with a fully transparent color.

Conquest of Elysium 4 mods are text files with a series of commands that the game interprets and uses to alter the desired objects. The file extension for CoE4 mods is **.c4m**.

The mod files are stored in the mods subdirectory of the CoE4 game directory. If you place the icons and graphics used in the mod in a subdirectory of the mods directory, use the following file path notation:
"./subdirectoryname/filename.tga"

The notation is a Linux file path, but the game will read it correctly also on Windows and this will make your mod compatible on all platforms.

It is advisable for Windows users to use a text editor other than *Notepad* because CoE4 uses Unix type endline characters and *Notepad* handles endline characters differently than Unix based systems. Using *Notepad* may work, but it is not guaranteed that your mods will work for others without problems.

You can use *Wordpad*, which is included in Windows, or you can use a program downloaded from the internet. Some alternatives would be *Notepad++* and *Crimson Editor / Emerald Editor*.

For graphics, there are many options available. The native *Paint* program in Windows does not support Targa files, so Windows users must resort to something else. GIMP provides a powerful, free alternative.

1-2 Mod Mechanics

Regardless of content, all CoE4 mods have a similar structure.

All modding commands must be saved in a text file with the **.c4m** (Conquest of Elysium mod) extension. The c4m file must be located in the directory called mods in the CoE4 directory.

It is possible to have many mods enabled at once. For instance you can enable a mod that turns Dwarves into giants at the same time as a mod that adds a new Elf nation. A game created when a mod is active will automatically activate this mod for all players participating in that game. There will be an error message for any player who hasn't downloaded the mod.

Two mods should never try to modify the same thing. This can result in different behavior on different computers. The mod commands sometimes have a vertical line (|) among their arguments. This line means OR. So use either the argument on the left side of the line or the one on the other side, not both.

Mod commands are executed in the order of appearance, from the beginning of the file to the end of the file. Make sure that commands that are prerequisites for others appear before the commands that require them

For example, modding a new weapon must be done before assigning it to a new monster (or an existing monster) or the mod will crash.

This also means that all mods must be self-contained and cannot rely on other mods to do something first.

1-3 Mod Syntax

Mods commands are mainly a text command followed by numbers and perhaps some text (e.g. naming something).

A hashsign (#) indicates a comment and anything after it will be ignored.

2 Mod Info

All mod files **must** contain all of the following commands.

icon "<bannerimage.tga>"

A banner image for your mod. This image should be 256x64 pixels large and in targa format.

description "<text>"

A description of what the mod does, who has created it and so forth. The text must be entered on one line, but ^ can be used as line breaks in the text.

2-1 Optional Mod Info

modprio <prio 1-9>

Sets when this mod should be loaded in relation to other mods. Default is 5 and lower number are loaded first. Usually 5 is fine and you don't need to use this command.

3 GUI Modding

These commands alter the visual appearance of the game menus by replacing the stock graphics with the specified files and by altering the text and table colors in game menus.

playercolor <player><red><green><blue>

Sets the color of the selected player to the specified RGB combination (values of 0 – 255). A value of 0, 0, 0 for the colors is all black and a value of 255, 255, 255 is all white.

tablecolor <type 0-2> <red 0-255> <green 0-255> <blue 0-255> <alpha 0-255>

Sets color for tables like the recruitment list. Type 0 sets the header color. Type 1 and 2 set the colors for odd and even rows.

guibordertex "image"

Sets the graphic for the main GUI element (kingdom overview menu etc).

guiborder2tex "image"

Sets the graphic for the text background in menus (recruitment, game creation etc.).

guiborder3tex "image"

Sets the graphic for the background of titles in menus (recruitment, game creation etc.)

guiborderthintex "image"

Sets the graphic for the terrain info popup and other thin border textures.

guibordersquaretex "image"

Sets the graphic for the commander list box.

guititletex "image"

Sets the graphic for the title element of menus (e.g. monster name in the unit screen).

guibartex "image"

Sets the graphic for the slider in the GUI for long screens (such as the *Unit Overview*).

guibardarktex "image"

Sets the graphic for the dark horizontal bar.

guihbartex "image"

Sets the graphic for the dark horizontal bar filling.

guisbartex "image"

Sets the graphic for the scroll bar texture.

4 Weapon modding

These commands create new weapons and modify existing weapons.

4-1 Basic Weapon Modding

newweapon "weapon name"

This command creates a new weapon.

selectweapon "name" | <nbr>

Selects an existing weapon for modification. There may be several different weapons with the same name, so it is best to use the weapon number for selecting the desired weapon.

Some weapon numbers for different types of weapons are listed in **Tables 2 – 4**.

clearwspec

Clears all special attributes of the weapon.

init <nbr>

Initiative value for the weapon.

trgrank <target rank>

Sets the battlefield row where the weapon hits. See **Table 1** for the possible values. The default value is 1.

Nbr	Target Rank
0	self
1	front row enemy
5	border square (for summoning)
6	border square, but not behind walls (for summoning)
7	target a square (for summoning)
8	a rear enemy
9	any enemy
-9	a friendly unit

Table 1: Target Ranks

mundane

Being *Ethereal* protects against this weapon. Ethereal units have a 75% chance to be unaffected by the weapon. Most weapons such as swords and spears are mundane.

dmgtype <damage type>

Sets the damage type for the weapon. **Table 3** contains the list of possible damage types. The default value is 3 (piercing damage).

dmg <damage>

Sets the damage for the weapon. The default value is 0, which makes the weapon a natural weapon whose base damage is determined during monster modding.

Note that damage types 12 and 13 require a bitmask value for their special effects. The special damage and benefit effects are listed in **Table 10** and **Table 11**.

aoe <aoe>

Sets the area of effect for the weapon in squares. The default value is 1 (a single monster). A value of x will hit up to x monsters near the target. There are also many special values that can be used for other kind of areas. See **Table 2**.

Nbr	AoE
x	x nbr of nearby squares
-x	x nbr of random units
997	Circle around unit
998	All friendly units
999	All enemy units
10xx	Beam, xx squares
20xx	Narrow cone, xx squares
30xx	cone, xx squares
40xx	wide cone, xx squares
50xx	Far beam, xx squares
70xx	Far crack, xx squares
9rxx	Chain lightning, xx targets, r = max distance
9997	25% of all squares
9998	All units
9999	All squares

Table 2: Area Effect Numbers

Those that are written as e.g. 30xx must be written as a 4 digit number e.g. "aoe 3005" for a cone of 5 squares.

4-2 Sound & Visual Effects

look <look>

Sets the visual effect of the weapon. The default value is nothing, for no effect. A list of weapon looks is contained in **Table 4**. Looks 4, 13, 14, 15 and 16 are currently not documented.

sound <sound>

Sets the sound effect for the weapon. The default value is 1 (spear). Some of the most common sound effects are listed in **Table 4**. For a complete list, refer to separate documentation.

flylook <look>

Sets the graphic for what a ranged weapon looks like in flight.

flysound <sound>

The sound of a ranged weapon on flight.

Nbr	Damage Type
1	slash
2	blunt
3	pierce
4	fire
5	cold
6	shock
7	magic
8	fear
9	poison
10	acid
12	special damage
13	special benefit
14	charm
15	polymorph
16	sleep
17	paralyze
18	summon
19	enslave
20	swallow
21	mirrorimage
22	corrupt
23	banish

Table 3: Damage Types

flymode <flymode nbr>

Can be used to alter the speed and look for the flying particle effect.

        1 = use a sprite instead
        2 = standard
        3 = fast
        4 = faster
        5 = line
        6 = standard*
        7 = line*
        8 = slow line
        9 = meteor

Those marked with an asterisk (*) behave like normal for aoe 1 effects, but with larger aoe they still only create one flying graphical effect. Fireball uses this effect to create a single flying fireball, but with a larger aoe explosion.

If using a sprite (flymode 1) then the look value will be used to set the sprite used. It can be a value from 0 to 35.

Nbr	Sound Effect
1	Spear
8	Sword
9	Whip
11	Heavy Blow
13	Crossbow
14	Bow
15	Sling
16	Fire
18	Life Drain
19	Javelin
22	Fear
24	Lightning
29	Blessing
31	Magic Enchantment
32	Pain
39	Frost
57	Summoning
66	Wind
68	Small Fire
88	Water 1
89	Water 2
114	Horn

Table 4: Some Sound Effects

yellow

Colored floating text in yellow (strikeback).

blue

Colored floating text in blue (strikeback).

Nbr	Name
1	Pain
2	White Dust
3	White Flare
4	Horror Mark
5	Fear
7	Poison Cloud
8	Poison Cloud
9	Charm
10	Charm
11	Sleep
12	Cold
13	Sleeping
14	Burning
15	Summoning
16	Benefit
17	Water
18	Iron Storm
19	Sun Flare
20	Bolt of Unlife
21	Iron Bolt (fly)
22	Briar Cage
23	Dark Purplish
24	Huge Lightning
25	Small Lightning
26	Wind
27	Earth
28	Stellar Bolt
29	Words of the Void
30	Mind Burn
31	Soul Slay
32	Dimension Shift
33	Lashes of Death
34	Blood Burst
35	Pillar of Fire
36	Shooting Thorns
37	Syllable of Death
38	Purify
39	Darkness
40	Smite

Table 5a: Visual Effects

Nbr	Name
41	Blood Boil
42	Dehydration
43	Sailor's Death
44	Stone Skin
45	Iron Skin
46	Strength
47	Smokeless Flame
48	Confusion
49	Acid Splash
50	Rain of Blood
51	Golden Flare
52	Harm
54	Color Spray
55	Divine Flames
56	Small Flame
57	Phantasmal Flame
58	Drag Lightning
59	Drag Chasm
60	Poison Bolts (fly)
61	Venom (line)
62	Poison Cloud (fly)
63	Poison Breath (fly)
64	Poison Breath (fly)
65	Fireball (fly)
66	Flame (line)
67	Blood (line)
68	Flame
69	Flame Smoke
70	Phantalsmal Bolts (fly)
71	Phantasmal Ray (line)
72	Bolts of Light (fly)
73	Ray of Light (line)
74	Drain Life (line)
75	Soul Drain (line)
76	Bling Circle
77	Bane Fire
78	Bane Smoke
79	Death Gaze (line)
80	Golden Gaze (line)

Table 5b: Visual Effects

Nbr	Name
81	Black Gaze (line)
82	Fear
83	White Flare
84	Meteor
85	Meteor Smoke
86	Meteor Shower
87	Meteor Shower Smoke
88	Frost (fly)
89	Freeze (line)
90	Frost
91	Frost Smoke
92	Blizzard
93	Frost Smoke
94	Icicle (fly)
95	Fiery Breath (fly)
96	Smoke Breath (fly)
97	Icy Breath (fly)
98	Frost Smoke Breath (fly)
99	Acid Breath (line)
100	Acid Breath (line)
101	Summon Shade (line)
102	Summon Shade (line)
103	Purple Summon Circle
104	Blood Demon (line)
105	Blood Summon (line)
106	Blood Summon Circle
107	Symbol of Light (line)
108	Hypno Ray (line)
109	Frozen Heart (line)
110	Hail Storm
111	Combustion (line)
112	Combustion Smoke
113	Poison Dart (fly)
114	Poison Mist (fx)
115	Paralyze (line)
116	Disintegrate (line)
117	Confusion (line)
118	Cloud of Death (fly)
119	Cloud of Death
120	Sleep (line)

Table 5c: Visual Effects

Nbr	Name
121	Hold (line)
122	Enslave (line)
123	Web (fly)
124	Finger of Death (line)
125	Purple Dust
126	Wither (fly)
127	Disease (fly)
128	Decay (fly)
129	Bolt of Unlife (fly)
130	Black Cloud (fly)
131	Black Smoke
132	Strength Sap (line)
133	Dark Red Smoke
134	Weakness (fly)
135	Dark Power (line)
136	White Dust
137	Wild Growth
138	Acid Rain (fly)
139	Acid Rain (fly)
140	Invulnerability
141	Death Spell (fly)
142	Death Spell
143	Chill of the Dead (fly)
144	Chill of the Dead
145	Chill of the Dead
146	Shade of Death
147	Tendrils of Death (line)
148	Acid Mist (fly)
149	Charm (line)
150	Storm Wind (fly)
151	Lightning (line)
152	Orb Lightning
153	Thunder Strike
154	White Dust
155	Thunderhead
156	White Dust
157	Curse (line)
158	Curse
159	Confusion (fly)
160	Curse of the Frog Prince

Table 5d: Visual Effects

Nbr	Name
161	Maws of the Earth
162	Redish Flame
163	Acid Dart (fly)
164	Acid Dart (fly)
165	Small Flame
166	Flame Smoke
167	Small Cold
168	Poison Cloud (bg)
169	Poison Cloud (bg)
170	Pain (line)
171	Harm
172	Lashes of Pain (line)
173	Illusory Attack (line)
174	Illusory Attack (fly)
175	Sunbeam (line)
176	Sunlight
177	Banishment
178	Luck
179	Luck
180	Awe
181	Blessing
182	Bloodletting
183	Lashes of Fire (line)
184	Vengeance (line)
185	Lashes of Death (line)
186	Shock (fly)
187	Shock
188	Sparks (fly)
189	Air Shield
190	Incinerate
191	Smoke
192	Strange Hymn (fly)
193	Strange Hymn
194	Words of the Void (fly)
195	Tendril of Darkness (line)
196	Dehydration (line)
197	Torrent of Water (fly)
198	Entangle
199	Entangle (fly)
200	Shooting Thorns (fly)

Table 5e: Visual Effects

Nbr	Name
201	Barkskin
202	Curse of Wood (fly)
203	Putrid Cloud (fly)
204	Putrid Cloud (fly)
205	Putrid Cloud
206	Putrid Cloud
207	Lesser Smite
208	Vafur Flames (bg)
209	Vafur Flames (bg)
210	Mind Tentacles (fly)
211	Earth Meld
212	Mass Command (line)
213	Disease Cloud (bg)
214	Energy Beam (line)
215	Paralyzing Scream (fly)

Table 5f: Visual Effects

4-3 Chained Weapons

next

This command is used to set up chained weapons. If the target is hit by the weapon, it will also be hit by the next weapon, i.e. the weapon defined next in the mod after this weapon. This command can only be used for new weapons, so you must have created one with the **newweapon** command.

nextdmg <damage>

Sets the damage of the chained weapon.

4-4 Special Attributes

These commands control the special attributes of the weapon.

nostr

The weapon is unaffected by damage bonuses from any source.

shieldneg

The weapon ignores shields.

an

The weapon is armor negating.

holykill

The weapon causes triple damage against undead and demons.

sweep

The weapon can continue to kill multiple targets.

fullsweep

The attack will hit all adjacent units. The primary target takes full damage and all subsequent targets take a cumulative -1 damage (so the second target takes full damage -1, the third target takes full damage -2 etc).

drain

Half of the damage done by the weapon is added to its wielder's hit points, up to the maximum of what the wielder can achieve.

oneshot

The weapon can only be used once per battle.

arrow

The effects of this weapon can be negated by the *Air Shield* attribute.

lob

Use this command for arrows, sling stones and other weapons with an arcing trajectory.

scatter

A missile weapon may deviate one square.

rangepen

Damage penalty at long range.

reload1

It takes 1 combat round to reload this weapon.

reload2

It takes 2 combat rounds to reload this weapon.

reload3

It takes 3 combat rounds to reload this weapon.

4-5 Reanimation

reanimate

A victim killed by the weapon becomes a Soulless.

ghoulify

A victim killed by the weapon becomes a ghoul.

dispossess

A victim killed by the weapon becomes a dispossessed spirit.

mutate

A victim killed by this weapon becomes a monster of the type that immediately follows the killer in the monster list. For example, units killed by a Doppelganger become Doppelspawn, which is the next unit in order from Doppelganger.

replicate

A victim killed by this weapon becomes the same type of monster as the killer.

4-6 Resistance Attributes

easymr

Passing an easy magic resistance check negates the effects of this weapon.

mr

Passing a normal magic resistance check negates the effects of this weapon.

hardmr

Passing a hard magic resistance check negates the effects of this weapon.

morale

A morale check vs 1d10 negates the effects of this weapon.

hardmorale

A morale check vs 1d20 negates the effects of this weapon.

strresist

The effects of this weapon can be resisted by a successful strength check.

poison

Poison resistance helps against this attack even though the weapon is not poison.

drown

Water breathers are immune to this weapon.

flying

Flying and *Floating* units are immune.

ethereal

The weapon does not affect *Ethereal* beings.

undead

The weapon does not affect *Undead* units.

mind

The weapon does not affect *Mindless* beings.

inanimate

The weapon does not affect *Lifeless* beings.

stone

Stone beings are immune to the weapon.

huge

The weapon does not affect *Huge* beings.

large

The weapon does not affect monsters that are 2x2 tiles or larger in size on the battlefield.

onlyenemy

The weapon only affects enemy units.

onlyfriend

The weapon only affects friendly units.

affectmale

The weapon only affects male beings.

affecthuman

The weapon only affects units with the *res_convert* attribute.

affectundead

The weapon only affects undead.

affectanimal

The weapon only affects animals.

5 Monster Modding

These commands allow the modifying of existing monsters and creating new monsters. Up to 1000 new monsters may be added with a mod.

5-1 Names and Visuals

selectmonster "<name>" [<offset>]

Selects the monster that will be affected by the following modding commands. The selected monster is referred to as the active monster.

The selectmonster command always selects the first monster of that name in the monster list. If there is more than one monster with the same name (e.g. longdead) the offset value can be used to select them. Leave the offset out if you only select the first monster. The default value of the offset is 0.

The offset used by the this command cannot be set to a negative value, unlike the offset for the **lookslike** command.

Offset value 1 means the command selects the (first + 1) monster of that name, i.e. the second monster. Offset 2 selects the third monster of the same name etc.

newmonster "<monster name>"

Creates a new monster. This new monster will be affected by the following modding commands until the next active monster is set. The monster can have the same name as another monster.

name "<name>"

This command renames an existing monster. It is not needed when creating a new monster.

descr "text"

Description of the monster. The ^ character will be replaced with a newline.

spr1 "<imgfile>"

The file name of the normal image for the monster. This command sets the attack sprite to this image as well.

The image should be 32x32 or 64x64 for normal sized monsters and 128x128 for huge monsters. A human being should be about 34 pixels tall and there should be 2 pixels of free space between his feet and the bottom of the image.

If the monster is to have a shadow in the image, use the magenta color (RGB 255, 0, 255) for shadow.

spr2 "<imgfile>"

The file name of the attack image for the monster. If this is not set, then spr1 will be used for this image too. This command must come after the **spr1** command.

copyspr "monster name"

Copy the sprite of another monster.

look <1>

The monster is surrounded by a fiery halo and looks like it is burning. The fire halo is a particle effect and is not part of the monster sprite.

lookslike <offset>

The monster looks like a different monster when viewed by players other than the owner. The offset can be negative. Offset 1 means the monster looks like next monster defined in the mod file, offset 2 means it looks like the next monster plus one etc.

neverturn <value>

Never draw the monster facing the other way. This is used for immobile things like gates that should never turn around to face an enemy behind them.

5-2 Clearing and Copying Attributes

clearspec

Removes all special abilities from the active monster. The special abilities are things like *Fire Immunity*, *Regeneration*, etc. This command does *not* clear movement abilities. Use the **clearmove** command for that.

clearweapons

Removes all weapons from the active monster.

clearmove

Removes all movement attributes from the active monster.

copystats "<monster name>"

Copies the attributes, weapons, graphics and other properties of the specified monster. The command does not copy the name of the monster, however.

5-3 Attributes

size1x1

The monster is 1 square in size.

size2x2

The monster is 2 squares by 2 squares in size.

hp <hit points>

The maximum number of hit points for the monster. A normal human soldier has 6 hit points and an elite heavily armored soldier has 10 hit points. An ogre has 25 hit points, a troll has 56 hit points and giants, dragons and other huge monsters can have well over a 100 hit points.

Hit points also represent armor to some extent, in the instances where adding actual armor value is not warranted.

str <strength>

The strength of the monster. A normal human soldier has a strength of 4, an elite human soldier has 5, a troll has 8 or 9 and giants and dragons have 10 to 12.

mor <morale>

The morale of the monster. A normal human soldier has a morale of 4, an elite human soldier has 5 or 6 and powerful monsters can have a morale of 8 or more. Very fearless monsters may have a morale of 15. Setting the morale to 99 makes the monster *Mindless* and it will be completely unaffected by fear or any other effects that influence morale.

mr <magic resistance>

The magic resistance of the monster. Animals have a magic resistance of 2, a normal human has 4 and a more susceptible human has 3. Apprentice mages have a magic resistance of 6, full mages have 8 and master mages have 9.

Some highly magical beings may have even higher magic resistance and they can almost never be affected by magic that is resistible.

armor <armor value>

This command sets the monster's armor value, which represents its natural protection or the armor it is wearing. Normal human troops have an armor value of 0. Heavily armored human troops like Heavy Infantry have an armor value of 1 and very heavily armored troops like Knights and High Lords have an armor value of 2. Extremely tough monsters like dragons may have an armor value of 3 or more.

rank <value>

Sets the rank for the monster.
-1 = back, 0 = mid, 1 = front

rearpos

This unit will place itself as far back from the front row as its rank allows (e.g. pikemen will always be at the rearmost rows of the front ranks).

frontpos

The unit will always place itself in the front row, or as close to the front row as possible if there are more rows.

extraeyes <amount>

The monster has <amount> extra eyes above the normal two. The value of -1 is used to give just one eye for Pale Ones in the game. The number of eyes should never be less than 1. Note that the command of *extraeyes -1* does not give a monster the *Bad Sight* special ability. For that, you must use the **badsight** command.

5-4 Movement & Behavior

These commands determine the movement abilities of the monster. The **terrain1** commands mean that the monster loves that type of terrain and will never leave once it reaches it, but may move to adjacent squares of the same terrain. The **terrain2** commands mean that the monster prefers to stay in that terrain, but may enter other terrain and move elsewhere.

huge

The monster is *Huge* (3x3 squares in size) and uses one less AP than normal to move into any terrain square.

flying

The monster flies and only uses 1 Action Point to move to any square, regardless of terrain.

float

The monster is *Floating* and requires only one AP to enter any terrain except mountain, which costs 2 AP.

teleport

The monster moves like a flying unit, but it can also teleport in combat.

immobile

The monster is *Immobile* and cannot move in combat.

stationary

The monster is *Stationary* and cannot move on the world map.

slow

The monster is *Slow* and only has 2 AP.

fast

The monster is *Fast* and has 4 AP. It moves twice on the battlefield in combat.

mountain

The monster has *Mountain Move* and requires one less AP to move to a mountain square.

swamp

The monster has *Swamp Move* and only requires 1 AP to move to a swamp square.

snow

The monster has *Snow Move* and does not suffer the snow movement penalty of +1 AP per square.

water

The monster is *Amphibian* and can move into water squares such as lakes, rivers and the sea.

noland

The monster is aquatic and cannot move on land.

wateronly

This is the same as combining **water** and **noland**. It creates an aquatic monster.

tunnel

The monster can dig tunnels through earth. It can also tunnel between the planes of existence.

winteridle

Will not move on the world map during winter.

stupid

The monster is *Stupid* and cannot be controlled. It will move on its own, without the need for commanders.

horror

The monster likes killing creatures and will attack armies that come within range. It will seek out other targets of opportunity.

battlefast

The unit has 3 AP, but it is *Fast* in combat and moves twice per combat round on the battlefield.

battleslow

The monster moves very slowly in combat.

wall

The monster has *Wall Climbing* in in combat.

passwall

The monster can move through the earth and go down to deeper planes on the map. It can also pass through walls in combat.

trample <dmg>

Trampling unit will run over and damage smaller enemies in combat.

tramplexsize <bonus size>

Bonus size when determining which enemies can be trampled. Bonus size = 1 means that units of the same size can be trampled too.

loner <dmg>

Sets damage in HP the monster will take each turn there is a monster of the same type in the same square. If there are two monsters in one square and the first is killed by *loner*, then the second one will not take any damage.

aggressive

The monster likes to attack enemies and will always move to attack on the battlefield if it can.

swamp1

The monster loves swamps.

swamp2

The monster prefers swamps.

desert1

The monster loves deserts and will never leave the terrain once it reaches a desert square. It may move to adjacent desert squares.

desert2

The monster prefers desert.

deadforest1

The monster loves dead forests.

deadforest2

The monster prefers dead forests.

mountain1

The monster loves mountains.

mountain2

The monster prefers mountains.

jungle1

The monster loves jungles.

jungle2

The monster prefers jungles.

money1

The monster loves terrain that produces gold income, such as farms, hamlets and mines.

money2

The monster prefers terrain that produces gold income, such as farms, hamlets and mines.

forest1

The monster loves forests, including ancient forests.

forest2

The monster prefers forests, including ancient forests.

temple1

The monster loves temples (any square that counts as a temple).

temple2

The monster prefers temples.

coastal

The monster never moves far from the coastline.

south1

The monster loves warm terrain, such as savanna, jungle and desert.

south2

The monster prefers warm terrain such as savanna, jungle and desert.

nonruin1

The monster loves squares that can be made into a ruin and will never leave once it enters such a square.

north1

The monster loves snowy terrain.

gates1

The monster loves gateways and will not leave once it reaches a square that functions as a gateway.

void2

The monster likes the Void and prefers to stay in there. However, it can enter other terrain outside the Void and move elsewhere.

aihold <1>

AI will keep this monster in locations where siege weapons can be used. This command only accepts values of 1 (enabled) or 0 (disabled).

aigoldrally <value>

Hint that AI should go to recruitment location when having lots of gold

aipowcom1 <value>

The monster wants to be led by commander with this power at level 1+

aipowcom2 <value>

The monster wants to be led by commander with this power at level 2+

aipowcom3 <value>

The monster wants to be led by commander with this power at level 3+

ainofollower

AI hint to always use this commander as a leader (not a subcommander)

aimaxshop <value>

AI won't buy more than this number of this monster at the same place.

wander <value>

The monster will wander across the map if it is a commander. This command does not work for non-commander units. Value determines behavior type.

1 Random & peaceful
2 Crusade
3 Inquisition / saint
4 Rider of the Apocalypse
5 Angel
6 Devil
7 Ghost
8 Random settlements

infwander <value>

The monster will wander across the map if owned by INFPLAYER (Inferno) and it is a commander.

hadeswander <value>

The monster will wander across the map if owned by DEATHPLAYER (Hades) and it is a commander.

maxsinners <value>

The monster will gather sinners when owned by INFPLAYER (value = number of sinners before returning to the Inferno)

forestheart <value>

The monster takes control of nearby forests like the druid's *Heart of the Forest*.

likestoburn <percent>

The monster has a percentage chance of wanting to burn a forest. This command only affects the behavior of monsters that are wandering independent commanders.

makeruin <chance>

The monster has a percentage chance of turning current square into a ruin, if possible.

changetemp <value>

The monster makes current square <value> degrees hotter. Frost Giant has a value of -25, the Desert Sun has 35. A range of -100 to 100 seems like a sensible scale

5-5 Monster Types

These special abilities determine what kind of creature the monster is.

human

The monster is human.

animal

The monster is an animal and will be affected by spells and abilities that only target animals.

troll

The monster is a troll.

coldblood

The monster is *Coldblooded* and suffers a penalty of -1 to its strength in snowy terrain.

undead

The monster is undead and is immune to certain types of attacks and spells and more vulnerable to certain others that specifically target undead. This command also sets **nametype 5**.

inanimate

This monster is inanimate and cannot be affected by certain types of magic (such as life drain) that affect or depend on bodily functions.

stonebeing

The monster is made of stone like a living statue or a stone golem and cannot be petrified.

noleader

This monster cannot lead other monsters when it is a commander.

unique <1>

The monster is unique. This command only accepts values of 1 (enabled) or 0 (disabled).

unimportant

It is not required to kill this monster in order to win a battle. Intended to be used with wooden gates and similar inert structures.

setcreator <value>

This command is only used for monsters that get their name from their creator.

statue <value>

Use this command paired with setcreator to get results like *Statue of Anselm*.

5-7 Stealth and Scouting

These abilities cover issues related to stealth and detecting stealthy units.

acutesenses

The monster has *Acute Senses* and can detect monsters that possess *Stealth* or *Forest Stealth*.

spiritsight

The monster has *Spirit Sight* and can detect both *Stealthy* and *Invisible* monsters.

stealth

The monster has *Stealth* and can only be seen by monsters with *Acute Senses* or *Spirit Sight*.

foreststealth

The monster has *Stealth* and can only be seen by monsters with *Acute Senses* or *Spirit Sight* while it is in a forest or jungle square.

snowstealthy

The monster has *Stealth* and can only be seen by monsters with *Acute Senses* or *Spirit Sight* while it is in snowy terrain squares.

invisible

The monster is *Invisible* and can only be seen by monsters with *Spirit Sight*.

hideanimals <1>

All animals following this commander gain the *Forest Stealth* ability. The only values are 1 (on) and 0 (off).

farsight <1>

The monster can see one square farther than normal. The only values are 1 (on) and 0 (off).

nocombat

This monster will be destroyed without combat if it is discovered and attacked.

Immortality and Other Planes

These commands govern abilities related to immortality and travel between other planes.

immortal

The monster is *Immortal* and will reform at its home citadel if slain in combat. The monster heals permanent afflictions over time, but not as quickly as a monster with the regeneration ability. The home citadel is the location where the monster spawns, not necessarily the faction's starting citadel. For example, the home citadel of a Vampire is the *Old Castle Ruin* where the Necromancer performed the *Blood Rite* ritual to become a Vampire.

immortalap <AP>

The AP cost of dying for an immortal. When the immortal monster dies, it must spend <AP> amount of Action Points before it can act again.

reformloc <terrain nbr>

This command sets the respawn for immortals to a specific terrain. The value can also be -1 (anywhere) or 1000 (home). If this command is left out the immortal will respawn in the player's start citadel.

reformdestroy <value>

The monster has a percent chance to destroy the location where it appears on immortality respawn.

planeshift <plane number>

The monster can transfer between other planes. Use a value of 1 for Hades and 2 for Inferno.

noplanecamo <plane number>

The monster does not use the false appearance set by the **lookslike** command when in the plane set by this command.

homeplane <plane number>

The monster will return to this plane if slain outside of it. It will be independent controlled again after returning home.

banishsurv

The monster does not die when it is banished. Instead, it will be transported to another plane. Undead are transported to Hades and demons are transported to the Inferno.

5-6 Healing & Sanity

These abilities govern how the monster heals wounds and battle afflictions or if it heals them at all. Monsters that have no healing abilities heal at the rate of 10% of their total hit points per turn.

noheal

All damage done to the monster is permanent.

fastheal

The unit has the *Fast Heal* ability and heals all wounds in two months at most. The monster heals permanent afflictions over time, but not as quickly as a monster with the *regeneration* ability.

coldheal <value>

The monster heals <value> hp per month when it is cold (i.e. the monster is in snowy terrain).

regeneration

The unit has *Regeneration* and automatically heals approximately 10% of its hit points every combat round in battle. The unit also has a chance to come back from the dead if it suffers less than 125% of its hit points in damage when its side wins the battle. The monster heals permanent battle afflictions over time.

saner <value>

The monster regains <value> sanity per month.

voidsanity <value>

Reduces insanity increases, like armor.

eatvillage <1>

The monster can eat a settlement of less than city size to cure insanity like a vampire. The size of the settlement is reduced by one (e.g. Hamlet becomes Farm etc.). This command only accepts values of 1 (enabled) or 0 (disabled).

minorstartaff <value>

The monster has a <value> percentage chance of starting with an affliction of some kind. The possible afflictions are a lost eye, battle fright, chest wound or never healing wound.

5-8 Weapons

Weapon number can be used to select the weapon instead of name if needed. One monster can have a maximum of 15 weapons, including spell weapons added by commands listed in section *5-6 Magic*.

Note that for weapons that do special effect damage (damage type 12) or special benefit damage (damage type 13), the damage value in the weapon commands is a bitmask value that specifies what effect or effects take place.

Weapons that can be replaced by items (e.g. Broadsword or Spear) have fixed damage values and the damage value set by mod command becomes a damage bonus for the monster.

The asterisk damage notation of means variable damage and the # means the weapon uses a bitmask to create a special effect.

Special weapon properties such as *Drain, Strikes Rear, Strikes Anywhere, Negates Shields* etc are intrinsic properties of the weapon and must be assigned by weapon modding before the weapon is given to a monster.

meleeweapon <dmg> "weapon"

Equips the monster with a melee weapon of this name that has a base damage of <dmg>.

meleeweaponbonus <dmg> "weapon"

Equips the monster with a melee weapon of this name that has a base damage of <dmg>. This weapon will be used in addition to any other attacks the monster has.

meleeweaponlong <dmg> "weapon"

Equips the monster with a melee weapon of this name that has a base damage of <dmg>. The weapon is **long** and can be used to attack from the second row.

rangedweapon <dmg> "weapon"

Equips the monster with a ranged weapon of this name that has a base damage of <dmg>.

rangedweaponbonus <dmg> "weapon"

Equips the monster with a ranged weapon of this name that has a base damage of <dmg>. This weapon will be used in addition to any other attacks the monster has.

rangedweapon25 <dmg> "weapon"

Equips the monster with a ranged weapon of this name that has a base damage of <dmg>. This weapon has a 25% chance of being used in melee combat.

rangedweapon50 <dmg> "weapon"

Equips the monster with a ranged weapon of this name that has a base damage of <dmg>. This weapon has a 50% chance of being used in melee combat.

Nbr	Weapon	Dmg	Dmgtype
261	Bane Blade	1d10	slashing
358	Basalt Pillar	1d18	blunt
253	Club of the Ogre King	1d10	blunt
417	Death Scepter	1d35	blunt
166	Demon Whip	1	slashing
173	Fire Brand	1d7	slashing
287	Flail of Pain	1d10	blunt
172	Frost Brand	1d7	slashing
418	Hell's Reign	1d13	blunt
295	Infernal Torch	1d5	blunt
298	Mace of Order	1d5	blunt
386	Magic Rod	1d3	blunt
385	Magic Staff	1d5	blunt
410	Morning Star of Flames	1d8	blunt
155	Obsidian Glaive	1d8	magic
161	Plague Bow	1d5	piercing
489	Rune Axe	1d12	slashing
342	Scepter of the Goblin King	1d5	blunt
181	Serpent Kryss	1d3	piercing
223	Spectral Bow	*	magic
224	Spectral Lance	*	magic
222	Spectral Weapons	*	magic
201	Staff of Power	1d6	blunt
262	Stone Sword	1d10	slashing
254	Sword of the Damned	1d8	slashing
388	Tartarian Chain	1d7	blunt
383	Tempest	1d10	slashing
408	Venom Sword	1d7	slashing

Table 7: Some Magic Weapons

Some magical weapons, normal human weapons and monster weapons are listed in **Table 7**, **Table 8** and **Table 9**. Refer to external documentation for more complete lists.

Special damage bitmasks are listed in **Table 10** and special benefit bitmasks in **Table 11**. Note that the 17-bit special damage bitmask cannot be used for any purpose. It is automatically applied where necessary.

Nbr	Weapon	Dmg	Special
442	Arbalest	1d10	1 / 3 rounds
3	Axe	1d5	
258	Battle Axe	1d8	
237	Boulder	*	hit anyw., 1 / 2 rnd
238	Boulders	*	hit anyw., 1 / 3 rnd
7	Bow	1d3	
2	Broadsword	1d6	
19	Club	1d3	
170	Coil Spring Gun	*	hit anyw., stun (str)
9	Crossbow	1d5	1 / 2 rounds
1	Dagger	1d3	
0	Fist	1d1	
259	Fist	*	
25	Flail	1d6	
239	Giant Arrow	*	1 / 2 rounds
425	Glaive	1d7	
142	Great Maul	1d8	
21	Greatsword	1d9	
160	Greatsword	1d9	
23	Halberd	1d8	
6	Hammer	1d4	
24	Javelin	1d5	1 per battle
13	Lance Charge	*	1 per battle
28	Longbow	1d4	
20	Mace	1d5	
125	Net	#	1 per battle
424	Obsidian Club	1d4	
227	Obsidian Clubsword	1d7	
228	Obsidian Clubsword	1d5	
441	Pick Axe	1d7	
22	Pike	1d5	
88	Pitchfork	1d4	
375	Poison Blowgun	1d1	1d10 poison (an)
34	Poison Bow	1d3	1d5 poison (an)
146	Poison Dagger	1d3	1d15 poison (an)
182	Poison Dagger	1d3	hit rear, 1d15 pois.
278	Poison Glaive	1d8	1d10 poison (an)
277	Poison Spear	1d5	1d10 poison (an)
322	Scepter	1d4	
100	Scythe	1d6	
135	Serpent Staff	1d4	1d5 poison (an)
8	Shortsword	1d5	
377	Shortsword	1d5	strikes rear
376	Shuriken	1d2	
99	Sickle	1d3	
260	Sickle Sword	1d5	
27	Sling	1d2	
4	Spear	1d5	
5	Staff	1d3	
465	Stone Axe	1d5	
26	Trident	1d7	

Nbr	Weapon	Dmg	Dmgtype
14	Antlers	*	piercing
93	Beak	*	slashing
11	Bite	*	slashing
52	Charm	charm	charm
12	Claw	*	slashing
412	Claw	1d3	slashing
294	Cloud of Decay	#	special
481	Cold Touch	1d4	cold
164	Deadly Sting	*	piercing
416	Enormous Bite	*	slashing
83	Fiery Breath (1)	*	fire
84	Fiery Breath (3)	*	fire
85	Fiery Breath (row)	*	fire
144	Flick Barb	*	piercing
297	Ghoul Claw	*	slashing
176	Golden Claw	*	slashing
37	Gore	*	slashing
177	Gusts of Winds (5)	*	blunt
95	Hoof	*	blunt
359	Icicle Fist	*	piercing
274	Icy Breath (1)	*	cold
275	Icy Breath (3)	*	cold
276	Icy Breath (row)	*	cold
439	Killing Sleep Spores	*	poison
279	Lightning Strike	*	shock
426	Magma Bolt	*	blunt
361	Massive Boulder	*	blunt
306	Mind Blast	*	magic
296	Mutation Tentacle	*	blunt
171	Paralyze	special	paralysis
38	Poison Breath	*	poison
45	Poison Cloud (1)	*	poison
293	Poison Cloud (3)	*	poison
46	Poison Spit	*	poison
248	Spiked Arm	*	piercing
51	Sting	*	poison
163	Sting	*	acid
143	Stinger	*	piercing
413	Swallow	*	acid
39	Tail Slap	*	blunt
485	Tail Sweep (3)	*	blunt
94	Talon	*	slashing
44	Tentacle	*	blunt
305	Throw Boulder	*	blunt
97	Throw Rock	*	blunt
145	Thunder Fist	*	shock
204	Touch of the Dead	*	cold
96	Trample Charge (3)	*	blunt
147	Wrestle	*	blunt
42	Venomous Bite	*	slashing
41	Strong Venomous Bite	*	slashing
43	Weak Venomous Bite	*	slashing

Tables 8 & 9: Human & Monster Weapons

Pwr	Bitmask	Special Damage
-	0	nil
2^0	1	Disease
2^1	2	Curse
2^2	4	Decay
2^3	8	Sleep
2^4	16	Paralyzation
2^5	32	Burn
2^6	64	Stun
2^7	128	Bleeding
2^8	256	Earth Grip
2^9	512	Entanglement
2^10	1024	Imprison in Ice
2^11	2048	Weakness
2^12	4096	Transform into Tree
2^13	8192	Insanity
2^14	16384	Horrormark
2^15	32768	Horrormark – Great
2^16	65536	Summoning Sickness
2^17	131072	*Cannot be used*
2^18	262144	Confusion
2^19	524288	Turn into Gold
2^20	1048576	Lost an Eye
2^21	2097152	Lost the Other Eye
2^22	4194304	Chest Wound
2^23	8388608	Never Healing Wound
2^24	16777216	Battle Fright
2^25	33554432	Feeblemind
2^26	67108864	Blindness
2^27	134217728	Temporary Insanity

Table 10: Special Damage Bitmasks

Pwr	Bitmask	Special Benefit
-	0	nil
2^0	1	Invulnerability
2^1	2	Armor +1
2^2	4	Fire Resistance
2^3	8	Cold Resistance
2^4	16	Poison Resistance
2^5	32	Shock Resistance
2^6	64	Magic Resistance +2
2^7	128	Luck
2^8	256	Etherealness
2^9	512	Strength / Damage +2
2^10	1024	Fire Shield (3)
2^11	2048	Air Shield
2^12	4096	Regeneration
2^13	8192	Awe (+1)
2^14	16384	Command Missiles (unused)
2^15	32768	unused
2^16	65536	unused
2^17	131072	unused
2^18	262144	unused
2^19	524288	unused
2^20	1048576	Gone Berserk
2^21	2097152	Blessing
2^22	4194304	Armor +2
2^23	8388608	Pierce Resistance
2^24	16777216	Slash Resistance
2^25	33554432	Blunt Resistance
2^26	67108864	Displacement
2^27	134217728	Non-Magical Invulnerability

Table 11: Special Benefit Bitmasks

prebatweapon <dmg> "weapon name"

Equips the monster with a **prebattle effect** weapon of this name that has a base damage of <dmg>. This weapon will be used before any normal combat (including assassination) begins.

assassinweapon <dmg> "weapon name"

Equips the monster with an **assassination** weapon of this name that has a base damage of <dmg>. This weapon will be used to make an assassination attempt on an enemy before normal combat (including siege weapons) begins. Assassination attempts can only be used by the attacker and cannot be used against summoned creatures the summoner fails to control.

siegeweapon <dmg> "weapon name"

Equips the monster with a **siege** weapon of this name that has a base damage of <dmg>. This weapon will be used in locations that allow sieges, like cities and castles. Siege weapons are used in the first ten rounds of combat before any normal attacks are made.

5-9 Magic

These commands set the spell casting abilities of the monster. Spell casting abilities work exactly like weapons, with the difference that the spell to be cast is selected randomly from the spells the monster has memorized. Each spell has the role of a weapon when cast.

Magic paths are listed in **Tables 12a** and **12b**. Spell casting level is a value from 1 to 3. There are no higher spell casting levels.

Spell weapons count toward the maximum limit of nine weapons for per monster.

spellweapon <path> <level>

Equips the monster with a *Cast Spell* weapon in the magic path specified. This spell weapon only has a 25% chance of being successfully used in melee combat.

spellweaponbonus <path> <level>

Equips the monster with a bonus *Cast Spell* weapon in the magic path specified. This spell weapon can be used in melee without penalty.

spellweapon50 <path> <level>

Equips the monster with a limited *Cast Spell* weapon in the magic path specified. This spell weapon has only a 50% chance of being used on any given combat round.

spellweaponsingle <path> <level>

Equips the monster with a limited *Cast Spell* weapon in the magic path specified. Only one of the single spell weapons will be used per combat round if the monster has several.

spellrange <value>

The monster has an increased range for battle spells. Value = range increase in squares.

more1spells <amount>

The monster starts with more or fewer level 1 spells when it spawns.

more2spells <amount>

The monster starts with more or fewer level 2 spells when it spawns.

more3spells <amount>

The monster starts with more or fewer level 3 spells when it spawns.

Nbr	Path
1	Infernal Magic
2	Elemental Magic
3	Pyromancy
4	Hydromancy
5	Storm Magic
6	Geomancy
7	Hedge Magic
8	Unlife
9	Dark Magic
10	Foul Magic
11	Blood Magic
12	Crystal Sorcery
13	Garnet Sorcery
14	Jade Sorcery
15	Onyx Sorcery
16	Silver Arcana
17	Spiritism
18	Fortune Magic
19	Solar Magic
20	Mysticism
21	Serpent Magic
22	Golden Arcana
23	Iron Arcana
24	Kuro Do
25	Prayer
26	Enchantment
27	Frost Magic
28	Dark Prayer
29	Wizardry
30	Shamanism

Table 12a: Magic Paths 1

Nbr	Path
31	Invocations of the Sun
32	Invocations of the Moon
33	Invocations of the Rain
34	Invocations of the Land
35	Nahualli Magic
36	Command
37	Black Magic
38	Necromancy
39	Druidism
40	Witchery
41	Troll Magic
42	Deep Magic
43	Illusionism
44	Sage Magic
45	Dwarf Magic
46	Maladies
47	Beast Wards
48	Warrior Wards
49	Paladin Magic
50	Famine Magic
51	High Arcana
52	Moon Magic
53	Silver Arcana
54	Forest Magic
55	Alchemy
56	Gold Arcana
57	Metal Arcana
58	Sky
59	Death
60	Tree Magic
61	Astrology

Table 12b: Magic Paths 2

5-10 Resistances and Damage Reduction

These special abilities cover the monster's resistance to different types of damage and other abilities that reduce or increase damage taken in combat.

fireres <percent value>

The monster has *Fire Resistance*. A value of 100 means immunity.

coldres <percent value>

The monster has *Cold Resistance*. A value of 100 means immunity.

poisonres <percent value>

The monster has *Poison Resistance*. A value of 100 means immunity.

shockres <percent value>

The monster has *Shock Resistance*. A value of 100 means immunity.

affres <value>

The monster is resistant to afflictions and has a <value> chance of not receiving battle afflictions.

iceprot <value>

The monster has an armor bonus of <value> in cold climate.

displaced <1>

There is a 25% chance of missing the monster per rank away from target.

sleepres

The monster has *Sleep Immunity* and is unaffected by sleep spells and attacks.

charmres

The monster has *Charm Immunity* and is unaffected by spells and special attacks that charm or enslave enemies.

diseaseres

The monster is immune to *Disease*.

swallowres

The monster cannot be swallowed (gates have this attribute).

nonmaginvul

The monster is invulnerable to non-magical weapons, like the demilich.

unaging

The monster is immune to decay effects.

bluntres

The monster has *Blunt Resistance* and takes half damage from blunt attacks.

slashres

The monster has *Slash Resistance* and takes half damage from slash attacks.

pierceres

The monster has *Pierce Resistance* and takes half damage from piercing attacks.

ethereal

The monster is *Ethereal* and has a 75% chance of avoiding damage from any non-magical attack in combat.

badsight

The monster has *Bad Sight*, which causes a 20% chance to miss attacks in combat.

noeyes

The monster has no eyes and is therefore unable to lose eyes or go blind.

clumsy

The monster has a 50% chance to miss attacks.

shield

The monster has a *Shield*, which reduces the damage of an attack by 0-1 points. unless the attack is armor negating or negates shields.

largeshield

The monster has a *Large Shield*, which reduces the damage of an attack by 0-3 points. unless the attack is armor negating or negates shields.

airshield <value>

The monster has the Air Shield special ability. All normal missile attacks have a <value> chance of being deflected aside. Siege weapons and other large missiles are not affected.

lucky

The monster is *Lucky* and has a 50% chance of avoiding damage from any attack.

vengeance <value>

The monster possesses the *Blood Vengeance* special ability and any monster attacking it must pass a magic resistance check with a penalty of <value> or suffer the effects of the attack itself.

riverdmg <value>

The monster takes <value> armor negating damage when crossing a river.

melt <value>

The monster takes <value> damage per month when not in cold terrain.

hadesres <value>

The monster has resistance to the effects of Hades. Living beings normally suffer damage and do not heal while in Hades. This command gives them protection against these debilitating effects. Use a value of 100 for full immunity.

Mirror Commands

These commands allow the modding of magical mirrors similar to the ones used by the Illusionist class.

mirror <value>

The monster is a mirror (1=small mirror, 2=large mirror, 3=silver, 4=gold)

revertmirror <value>

The monster reverts to a mirror when all of its charges are emptied (1=small mirror, 2=large mirror, 3=silver, 4=gold)

phantasm <value>

(1=phantasmal warrior, 2=phantasmal animal, etc.)

releasephant <value>

The mirror releases this type of phantasms (has phantasm = value)

releaserate <value>

Bonus to the number of phantasms released.

releasespell <value>

Making an attack drains one mirror charge (fx_mirror)

mirrorammo <value>

Default number of images that this type of mirror can hold. The default value is 20.

Battlefield Placement

meleeambush <value>

This unit will start in melee combat when it is ambushing an enemy force.

spread <value>

This unit will position itself spread out among the other troops.

deployoutside <value>

This unit is placed outside the fort in battles.

5-11 Combat Abilities

These special abilities are active in combat. Most of these commands accept a single argument. If the argument value is set to 0, the ability is disabled and will have no effect.

awe <level 1-5>

The monster is an awe-inspiring sight on the battlefield and enemies must pass a morale check with a penalty of <level> in order to attack the monster in combat. The check is made every time the monster is targeted. *Mindless* monsters are immune to *Awe*.

fear <value 1-3>

The monster strikes fear into enemies. A value of 1 means it *Causes Fear* and any adjacent enemy must pass a morale check vs 1d7 fear damage every combat round or flee. A value of 2 *Causes Dread* (morale vs 1d8 within 2 squares) and a value of 3 *Causes Terror* (morale vs 1d9 within 3 squares).

seduceaura <value>

Attacker within this range may get seduced instead of successfully attacking unless it succeeds in a morale check.

leadership <morale boost>

The monster has the *Leadership* ability and all other monsters under its command have their morale increased by <morale boost>.

localleadership <morale boost>

The monster has the *Local Leadership* ability and all other monsters in the same army within two squares have their morale increased by <morale boost>. The other monsters do not need to be under the command of this monster. The bonus from *Local Leadership* stacks with the bonus from *Leadership*.

fireaura <dmg>

The monster has the *Fire Aura* special ability. Any monster attacking it in melee suffers fire damage and may be set on fire.

coldaura <dmg>

The monster has the *Chill Aura* special ability. Any monster attacking it in melee suffers cold damage.

shockaura <dmg>

The monster has the *Shock Aura* special ability. Any monster attacking it in melee suffers shock damage.

poisonspikes <dmg>

The monster has the *Poison* special ability. Any monster attacking it in melee will be poisoned.

poisoncloud <value>

The monster spreads a poison cloud around it. Value = radius + 1

poisonexpl <dmg>

Gives the monster the *Poison Explosion* special ability. When the monster is killed, it explodes in a cloud of noxious fumes that hits both friends and enemies nearby on the battlefield with 1d<dmg> poison damage.

fireexpl <dmg>

Gives the monster the *Fire Explosion* special ability. When the monster is killed, it explodes in a ball of flame that hits both friends and enemies nearby on the battlefield with 1d<dmg> fire dmg.

shardexpl <dmg>

Gives the monster the *Shard Explosion* special ability. When the monster is killed, it explodes in a hail of sharp fragments that hits both friends and enemies nearby on the battlefield with 1d<dmg> piercing damage.

putridexpl <dmg>

Gives the monster the *Shard Explosion* special ability. When the monster is killed, it explodes in a cloud of putrid gases and gobbets of rotting flesh that hits both friends and enemies nearby on the battlefield with 1d<dmg> magic damage and causes disease unless the target passes a magic resistance check.

diseasecloud <value>

The monster spreads a disease cloud around it. Value = radius + 1

mindexpl <1>

The monster releases a psychic scream when killed which will paralyze all nearby enemies who fail a standard magic resistance check. The area of effect for the mind explosion is 25 squares.

nozoc

The monster has no zone of control on the

battlefield and other units can move past it without being attacked. Used for castle gates and giant mushrooms.

berserker

The monster will go berserk if it is hit in combat. Going berserk grants bonuses of +1 strength, +10 morale and +20 percent extra HP.

holy

The monster is permanently *Blessed*, as if under the influence of a blessing spell.

digest <dmg>

Damage for swallowed victims per combat round.

incorporate <dmg>

Damage for swallowed victims per combat round. The damage from incorporation is added to the HP of the monster who swallowed the victims.

hpoverflow <1>

The monster's HP can increase past the normal maximum and any extra HP are permanently retained until lost due to damage.

maxsum <value>

The maximum number that can be summoned in a single battle by summoning spells.

acidblood <dmg percent>

Damage for swallowed victims per combat round. A value of 100 means that the attacker will take a die with up to the same damage he caused as acid damage to himself.

Shapechanging

growhp <hp>

The monster changes shape according to how much damage it has suffered like a hydra. This command sets the HP value when the monster changes its form back to the previous form. This command is best used with the **regeneration** command for maximum effect.

All monster forms that use this command and the **shrinkhp** command must be consecutively defined in the mod file.

shrinkhp <hp>

The monster changes shape according to how much damage it has suffered like a hydra. This command sets the HP value when the monster changes its form to the next form. The value must be lower than the monster's maximum HP in order to work properly.

All monster forms that use this command and the **growhp** command must be consecutively defined in the mod file.

growtime <value>

The monster will grow into the next monster after about <value> turns.

growoffs <value>

Offset value to become other than next monster.

firstshape <1>

The monster will become the next monster defined in the mod file when it is killed, like the Ao Oni and Aka Oni.

secondshape <1>

The monster will become the previous monster defined in the mod file when it is fully healed, like the spectral forms of Ao Oni and Aka Oni.

landshape <value>

The monster will take a different shape when on land. The value is the offset for the landshape. A value of 1 means the next monster and a value of 2 the monster after that etc. The value can be negative.

watershape <value>

The monster will take a different shape when in the sea. The value is the offset for the watershape. A value of 1 means the next monster and a value of 2 the monster after that etc. The value can be negative.

Spawning Other Monsters

slavehunt <level>

The monster can hunt for slaves at settlements at the cost of 3 AP and will get a number of slaves equal to <level> die roll.

thrallhunt <value>

The monster can create thralls like a vampire. Works like **slavehunt**.

spawnmonster <1>

The monster spawns different types of swamp monsters every turn like an Echidna.

spawnmon <chance>

The monster has a chance of spawning the next monster defined in the mod file every turn. The chance can be greater than 100, with each full 100 points automatically spawning one monster. For example, a chance of 300 would spawn three monsters.

spawn1d6mon <percent>

Chance to spawn 1d6 of next monster.

spawn2d6mon <percent>

Chance to spawn 2d6 of next monster.

spawnoffs <value>

This command is used to spawn something other than the next monster. The value is the offset for the target monster. For example, a value of 2 would cause the monster to spawn the monster after the next monster.

spawnmonaway <chance>

Spawns the next monster, but not on the homeplane. Works like **spawnmon** otherwise.

reanimate <value>

The monster automatically reanimates any corpses present in the square as longdead, up to value / month.

eatdead <chance>

The monster is a *Corpse Eater* and has a chance of eating a corpse and reproducing each turn.

eatdeadcap <chance>

The monster is a *Corpse Eater* and has a chance of eating a corpse and reproducing each turn. The reproduction is capped to a maximum of 1 reproduction per month and square.

absorbdead <corpses>

Sets the number of corpses he monster absorbs from the square it is located at each month. Absorbed corpses increase the monster's HP toward the maximum possible. If the monster also has the **hpoverflow** ability, the HP can increase over the monster's normal maximum.

motherspawn <1>

Makes monster spawn a small monster every month like the Mother of Monsters.

makecolony <terrain nbr>

Makes monster have a chance of turning a plain or farm terrain into "terrain nbr" and then dying. This is the way giant ant queens make more giant ant hills.

5-12 Non-Combat Abilities

All of these commands accept a single argument. If the argument value is set to 0, the ability is disabled and will have no effect.

armytrainer <xp boost>

The monster has the *Army Trainer* special ability and provides an additional experience point boost to all other monsters in the same square.

terraform <1>

The monster can convert a farm to a Hoburg village for the cost of 20 gold and 3 AP.

burnforest <1 or 100>

The monster can set forests on fire. A value of 1 means the action of burning a forest requires 1 AP. A value of 100 means the monster will set any forest squares it enters on fire automatically.

scry <radius*10>

The monster can perform a scrying ritual like an Augur. The radius is set as whole number, which is 10 times the actual radius. This means that a value of 15 would mean a radius of 1.5 squares, for a total scrying area of 3x3 squares. Since the radius is for a circular area, a radius that gives an area greater than 3x3 is probably not completely square, but will likely have the corners cut out.

scrycost <gold>

Performing a scrying ritual costs this much gold.

sensedead <1>

The monster can sense the number of corpses (of all types) in a square.

goldcarrier <value>

When this monster is defeated, the victor gains <value> gold as spoils of war.

ironcarrier <value>

When this monster is defeated, the victor gains <value> iron as spoils of war.

localironbonus <percent>

The monster provides a percentage bonus to iron income in the square it is in. This ability only works in mines.

localgoldbonus <percent>

The monster provides a percentage bonus to gold income in this square. This ability only works in mines.

limitgold <value>

The monster gives the player extra gold income. Value = amount of gold per month, but max the value of the square. Animated tools have this effect.

limitiron <value>

The monster gives the player extra iron income. Value = amount of iron per month, but max the value of the square. Animated tools have this effect.

allrit <value>

The monster knows all rituals of this type (see table 13), e.g. 1=necromancer rituals. Use -1 for all powers.

rebate <value>

The monster gets a rebate on the cost of rituals with a rebate for their type. This command pairs with the ritual modding commands **rebate25** and **rebate50**, so that if the monster has the same value for this command as the ritual has for a rebate command, then the cost of performing the ritual is discounted.

For example, if a monster has rebate 7 and a ritual has rebate25 7, then the monster can perform the ritual with a 25% cost decrease.

5-13 Rituals

These commands set the special class related powers for the monster.

power <type 1-26> <level 1-5>

Set class or monster type related special powers with this command. See **Table 13** for a list of the special power types. The level of access can be set from 1 to 5.

Nbr	Power	Resource
1	Necromancy	Hands of Glory
2	Raise Dead	-
3	Demonology	Sacrifices
4	Witchery	Fungi
5	Druidism	Herbs
6	Baronial Muster	-
7	Bakemono	Sacrifices
8	Baalite Rituals	Sacrifices
9	Hoburg Weed	Weed
10	Hoburg Clockwork	Gems
11	Enchantment	Gold, Iron
12	Mictlan Rituals	Sacrifices
13	Spirit Summons	Herbs
15	Pale One Rituals	Gems
16	Revelry	Gold
17	Warlock, generic	Gems
18	Warlock of Fire	Rubies
19	Warlock of Water	Sapphires
20	Warlock of Air	Diamonds
21	Warlock of Earth	Emeralds
22	Troll Magic	Fungi
23	High Cultist	Sacrifices
24	Star Spawn	Sacrifices
25	Rituals of El	Relics
26	Illusionism	Gems

Table 13: Special Powers

classcost <bonus>

The costs of all rituals that belong to the groups set by the **power** command are adjusted by this percentage. The value can be negative.

montag <tag value>

Sets the monster tag value referenced by other modding command.

Nbr	Resource
0	gold
1	iron
2	herbs
3	fungus
4	sacr
5	hands
6	weed
7	fire
8	water
9	air
10	earth
11	trade
12	relics
13	corpses
14	gems

Table 14: Summoning Cost Type

ctrlchance <0-100>

Sets the chance to successfully control the summoned monster. This will override the default control chances set by rituals.

mastery <monster offset>

Indicates that the monster can perform a ritual of mastery to become a different type of monster, much like a necromancer turning into a vampire etc. The offset value works like the offset in the **lookslike** command. The offset value can be negative.

A value of 1 means the monster will become the next monster, a value of 2 means the monster after the next etc.

The monster must also have access to a mastery ritual in order to use this ability. A monster that has access to a mastery ritual but has no mastery monster command will not be able to level up, it will only be able to learn more rituals of the same level.

Nbr	Terrain
-1	anywhere
-2	temples
-3	libraries
-4	mines
-5	mounts
-6	forests/jungles
-7	mounts/forests/jungles
-8	farm-village
-9	castles (rec + walls)
-10	forests/jungles/swamp
-11	forest/ancient forest
-12	proper mines
-13	any farm
-14	human settlement
-15	ancient forest or battlefield
-16	(market)village
-17	near water
-18	temple/pyramid
-19	gold/silver mines
-20	swamp/bog
-21	not inside walls
-22	a capital
-23	citadels (rec)
-24	farm-village / hoburg village
-25	north
-26	mid
-27	south
-28	towns+
-29	hamlets+
-30	gemdeposits/crystals

Table 15a: Special Terrains

Nbr	Terrain
-31	walls
-32	village+
-33	somewhat important square
-34	blessable squares
-35	citadels/graveyard
-36	citadels in inferno
-37	citadels in hades
-38	forest/jungle (not ancient forest)
-39	magic square (pyramids, columns, etc.)
-40	hamlets & coastal hamlets
-41	hamlets, tent villages and villages
-42	any land
-43	any sea
-44	fire plane
-45	water plane
-46	air plane
-47	earth plane
-48	fire plane citadel
-49	water plane citadel
-50	air plane citadel
-51	earth plane citadel
-52	overwater citadel on water plane
-53	void gateways
-54	second sun
-55	damned capitals
-56	level 2 libraries
-57	level 3 libraries
-58	gold inc.
-59	non-mines
-60	non forest citadels
-61	forge location
-62	ancient forests and any sacred grove
-63	ancient forests and sacred groves
-64	farms and hamlets
-65	any sacred grove
-66	groves of gaia and primal forests
-67	forests and ancient forests
-68	capitals or fallen capitals

Table 15b: Special Terrains

5-14 Resources

gold <extra income>

The monster provides an additional amount of gold every turn.

iron <extra income>

The monster provides an additional amount of iron every turn.

trade <extra income>

The monster provides an additional amount of trade points every turn.

gatherherbs

A commander with this ability enables the player to gather herbs.

gatherfungus

A commander with this ability enables the player to gather fungi.

gathersacr

A commander with this ability enables the player to gather human sacrifices.

gatherhands

A commander with this ability enables the player to gather hands of glory

gatherweed

A commander with this ability enables the player to gather weed.

gathergems

A commander with this ability enables the player to gather gems.

gatherrelics

A commander with this ability enables the player to gather relics.

5-15 Item Slots

These commands govern what kind of item slots monsters have and which items they can use.

allitemslots

The monster has all item slots. All item slots means weapon, helmet,armor, gauntlets, boots and two miscellaneous item slots.

weaponslots

The monster has weapon slot and two misc slots.

miscslots

The monster has two miscellaneous item slots.

nobootslot

The monster has all item slots except boot slot.

noslots

The monster has no item slots.

5-16 Magic Items

These commands cover the probabilities of a monster being spawned in possession of a magic item, including item type and rarity.

randomitem <chance>

The monster has a percentage chance of spawning with a random magic item of any type.

randomweapon <chance>

The monster has a percentage chance of spawning with a random magic weapon.

randommisc <chance>

The monster has a percentage chance of spawning with a random misc magic item.

randomrare <chance>

The monster has a percentage chance of spawning with a random rare magic item.

indepitem <chance>

The monster has a percentage chance of spawning with a random magic item, but only if the monster is owned by the independents.

startitem "magic item name"

The monster will start with this magic item. Can be used up to 4 times per monster.

5-17 Nametypes

nametype <nametype 0-50>

Sets nametype for the monster. When the monster is a commander, it gets a name from the corresponding list. The nametypes used in CoE4 are listed in **Table 16**.

All available Nametypes are listed in **Table 17**. They correspond to the nametypes in Dominions 3, even though the numbers are different. The nametypes are labeled after the historical ethnic or national groups that served as their inspiration so that the origins are clear to people who are not familiar with the Dominions games. This is mostly true, though some labels retain their Dominions references (e.g. 1, 9, 10 and 49).

Nbr	Class / Group	Nametypes
1	Baron	2
2	Necromancer	4, 32
3	Demonologist	14
4	Witch	35, 36
5	Priestess	49, 50
6	Bakemono	33, 34
7	Barbarian	31, 32
8	Senator	6
9	Pale One	0
10	Druid	37
11	Hoburg	4, 32
12	Warlock	7, 9
13	Priest King	23, 24
14	Troll King	15, 16
15	Enchanter	31, 32
19	High Cultist	17
20	Dwarf Queen	15, 16
	Amazons	35, 36
	Demons & Devils	40
	Elementals	9
	Rakshasa	29
	Undead	5
	Underwater beings	17
	Everything else	0

Tables 16 & 17: Nametypes

Nbr	Nametype
0	Misc male
1	Abysian (Dominions 3)
2	Anglo-Saxon male
3	Anglo-Saxon female
4	Germanic male
5	Undead
6	Roman male
7	Greek male
8	Greek female
9	Pangaea male
10	Pangaea female
11	Early Persian male
12	Early Persian female
13	Egyptian male
14	French & Spanish
15	Old Nordic male
16	Old Nordic female
17	Deep Ones
18	Roman female
19	Misc female
20	Egyptian female
21	Chinese male
22	Chinese female
23	Mesoamerican male
24	Mesoamerican female
25	African male & female
27	reserved for modding
28	reserved for modding
29	Indian male
30	Indian female
31	Early Germanic male
32	Early Germanic female
33	Japanese male
34	Japanese female
35	Amazon
36	Sauromatian male
37	Celtic male
38	Celtic female
39	Angelic
40	Demonic
41	Inuit
42	Gaelic (Tir na'nOg) male
43	Gaelic (Tir na'nOg) female
44	Nature beasts
45	Wooden beasts
46	Russian (male & female)
48	Middle Eastern male
49	Rephaite
50	Middle Eastern female

6 Class Modding

These commands are used to modify and create classes. A maximum of 75 new classes can be added with mods.

6-1 Mandatory Commands

These commands are the elementary class modding commands. Either selectclass or newclass must be used before any other class modding commands can be used. Up to 75 new classes may be added.

selectclass <class nbr>

Selects the class to be modified. The selected class is referred to as the active class. Class numbers are listed in **Table 18**.

newclass

Creates a new class. The new class is automatically assigned a class number from the range of free numbers.

setclassname "class name"

Sets name for the class (e.g. "Dwarf Queen" or "Necromancer" or "Baron") This command must be the first command after creating a new class.

classdescr "description for the class"

Sets the description for the class. The text must be on one line. The ^ symbol may be used for paragraph breaks.

6-2 Terrain Commands (Class)

hometerr <terrain>

Sets the home terrain (home citadel) for the class. This terrain must be a citadel or the player will lose immediately when the game begins. This command is mandatory for a new class.

clearstartterr

Clears the starting terrain list for the class. This means any additional farms, hamlets, mines etc that the class would start the game with.

addstartterr <terrain>

Adds extra terrain types that the class starts with when the game begins, such as extra farms, hamlets or mines.

reqterr <terrain>

The class requires at least one square of this terrain to be present on a map to play. This must be a terrain type that is normally present on maps. There can only be one reqterr per class.

6-3 Resource Modifiers

goldbonus <bonus>

Percentage bonus to gold income. For example, a bonus of 25 means that the class will have a 25% bonus on all gold income like the Baron.

ironbonus <bonus>

Percentage bonus to iron income. For example, a bonus of 25 means that the class will have a 25% bonus on all iron income like the Baron.

tradebonus <bonus>

Percentage bonus to trade income. For example, a bonus of 50 means that the class will have a 50% bonus on all trade income like the Senator.

Nbr	Class
1	Baron
2	Necromancer
3	Demonologist
4	Witch
5	Priestess
6	Bakemono
7	Barbarian
8	Senator
9	Pale One
10	Druid
11	Hoburg
12	Warlock
13	Priest King
14	Troll King
15	Enchanter
19	High Cultist
20	Dwarf Queen
21	Voice of El
22	Illusionist
23	Markgraf
24	Dryad Queen

Table 18: Class Numbers

6-4 Starting Troops

clearstartunits

Clears the starting army for the active class.

addstartunits "monster name" <nbr>

Adds <nbr> monsters to the starting army for the class. Use this command multiple times to assign several different types of monsters (for example spearmen and archers).

addstartcom "monster name"

Adds a starting commander to the class. All starting units added after the commander will appear already assigned to that commander's squad at the beginning of the game. The main commander should not be added as a startcom.

setmaincom "monster name"

Sets the main commander for the class. For example, the main commander for the Baron class is Baron and the main commander for the Barbarian class is Barbarian Leader. If the main commander does not appear in the recruitment list for the class, he cannot be replaced if lost.

6-5 Recruitment Lists

These commands govern the recruitment list of a class. A recruitment list can have a maximum of 128 units on it.

clearrec

Clears the recruitment list for the active class.

addunitrec "monster name" <chance> <nbr> <gold> <gold die> <iron>

Adds a monster to the recruitment list for the active class. The chance is a percentage chance that this unit can be recruited each month. The gold die is an open ended die that will be added to the base gold cost of the unit.

addmercrec "monster name" <chance> <nbr> <gold> <gold die> <iron>

This command works like **addunitrec**, but the recruitment is mercenary and listed in green color. Mercenaries can only be recruited once and do not count against recruitment limits.

addcomrec "monster name" <chance> <gold> <gold die> <iron>

Adds a commander to recruitment list.

recxcost <resource type> <amount>

The previous entry in recruitment list will get an additional cost of a special resource (not gold or iron).

templerec

The previous entry in recruitment list will have increased chance of occurring, depending on the number of temples owned.

libraryrec

The previous entry in recruitment list will have increased chance of occurring, depending on the number of libraries owned.

templebonusdescr "text"

This text will be shown as a description of the bonus for owning temples.

libbonusdescr "text"

This text will be shown as a description of the bonus for owning libraries.

stdtroops

Adds standard troops to recruitment list. Standard troops are spearmen, swordsmen, archers, crossbowmen, heavy infantries and catapult. Standard troops also include the chance of recruitment offers from Captain (20%) and Scout (10%).

nostdtroops

Standard troops are not available to the class.

recwizchance <bonus>

This command sets an extra chance for recruitment offers from human wizards. The default value is 0.

recherochance <chance>

This command sets an absolute value for the chance for recruitment offers from human heroes. The default value is 1.

recasschance <chance>

This command sets an absolute value for the chance for recruitment offers from human assassins. The default value is 2.

7 Terrain Modding

These commands allow the modding of terrain and structures.

selectterr <terrain nbr>

Select the terrain to be modified.

spr "image.tga"

Sets the image file for the terrain square.

clearspec

Clears the special attributes of the selected terrain.

clearfort

Clears the fort attributes of the selected terrain.

name "name"

Name of the terrain type.

apcost <nbr>

Action Point cost for moving through the terrain.

ownable

The terrain can be claimed for ownership if it provides income the player can use.

rare

The terrain is rare and is sometimes deployed at a random place on the map by the random map generator.

Income & Resources

gold <nbr>

Gold income for the terrain when owned.

iron <nbr>

Iron income for the terrain when owned.

trade <nbr>

Trade income for the terrain when owned.

herbs <nbr>

Herb income for the terrain when owned.

fungus <nbr>

Fungus income for the terrain when owned.

weed <nbr>

Weed income for the terrain when owned.

sacr <nbr>

Blood sacrifice income for the terrain when owned.

dead <nbr>

The location starts with up to <value> number of corpses in it.

hands <nbr>

Hand of Glory income for the terrain when owned.

goldboost

The terrain provides a global boost to gold income when owned.

ironboost

The terrain provides a global boost to iron income when owned.

tradeboost

The terrain provides a global boost to trade points when owned.

harvest

Structures with this command get double gold income during bumper harvest events. Farms have this attribute.

pop <nbr>

Sets the population level of the terrain. Use this command for things like farms, hamlets, towns, cities etc.

relic1

Relic income +1 per month.

relic2

Relic income +2 per month.

relicm1

Relic income -1 per month.

relicm2

Relic income -2 per month.

Terrain Type

These commands are used to define the type of terrain and where it can appear.

forest

The terrain counts as forest for the purposes of abilities like *Forest Stealth*.

mountain

The terrain counts as a mountain for the purposes of abilities like *Mountain Move*.

water

The terrain is water and cannot be passed, unless it is frozen or the monsters moving through it are amphibian or aquatic.

cave

The terrain counts as a cave.

mine

The terrain counts as a mine.

burnable

The terran can be burned like forest.

snowok

The terrain can appear in the northern portion of the map and can be snowy.

desertok

The terrain can appear in the southern portion of the map.

eastcoast

The terrain can only be located on a coast. Despite the name of the command, it can appear on any coast.

deepspawn

Insane peasants and hybrids can appear in these terrain locations for the High Cultist. Should be paired with the **eastcoast** command.

Special Terrain Attributes

nostart

Players cannot start in this type of terrain. Other squares can be overwritten by a start citadel from a player.

settlement

Defines the terrain as a human settlement. Hamlets, villages, towns etc have this attribute.

library1

Library level +1.

library2

Library level +2.

temple

The terrain counts as a temple.

el

Terrain starts as converted to the worship of El.

hoburg

All starting corpses here will be small size.

useable

There is a special power inherent to the terrain that can be activated by commander actions.

farsight

The terrain gives increased vision range when there are units present there. Watchtowers and some citadels have this attribute.

nosight

The terrain does not provide vision into adjacent squares when owned. Forests and swamps have this attribute.

invseason

Seasons are reversed in this terrain.

spreadcold

The terrain square spreads cold around it, turning nearby squares snowy.

melts

A hint to the AI that the terrain melts after the winter. Frozen lakes and rivers have this attribute.

smoke

Pixels with a certain pink color (245,0,255) will produce smoke. Pixels with color (235,0,255) will produce flames and smoke.

invisible

Terrain on top of the background (like the tower) is not drawn, but the grass will still be drawn. Not a useful command for modding.

Gates to Other Planes

voidret

The terrain is connected to the Void. Use for Pyramids and other such structures.

earthgate

This terrain allows passage to the Elemental Plane of Earth.

airgate

This terrain allows passage to the Elemental Plane of Air.

watergate

This terrain allows passage to the Elemental Plane of Water.

firegate

This terrain allows passage to the Elemental Plane of Fire.

Citadels & Forts

citadel

The terrain functions as a citadel when owned.

siegeable

Siege weapons can be used in battles fought in this terrain square.

woodencitadel

Can be used as citadel by the Senator.

forestcitadel

Can be used as citadel by the Troll King.

walls

The location has walls in battle.

highwalls

The walls are of the high type.

widebattlements

The fort battlements are two squares wide.

woodengate

The gate of the fort is wood.

irongate

The gate of the fort is iron.

enchantedgate

The gate of the fort is enchanted to be more durable.

extracover

The walls provide +1 extra defense to the units standing on them.

sidegates

This command is not used in the game and probably won't work. It is intended to provide two side gates in the wall in battle.

widegate

The fort has a gate with two doors side by side, if there are gates.

nostdrec

Standard class based recruitment lists are not available in this terrain. Instead, there are other units available for recruitment specific to the terrain.

8 Ritual Modding

These commands are used to construct new schools of rituals and the individual rituals within that school.

newritpow

Creates an entire new school of rituals called a ritpow. This should be the first command when creating a new batch of rituals.

newritual "name"

Create a new ritual with this name. This should be the first command for each new ritual.

selectritual "name"

This command can be used instead of newritual to select an existing ritual to be modified.

ritpow <pow nbr>

Sets the ritpow used. If command is not used, the latest created **newritpow** will be used. Existing ritpow numbers can be found in Table 13 (Special Powers).

level <1-9>

The level of the ritual. Usually the level is between 1 (apprentice level) and 3 (master level).

addstring "string"

Adds some text data to a ritual. Most often used to set what is summoned by a summoning ritual, but it depends on what effects are in the ritual.

clearritspec

Removes all special attributes from a ritual. This is only useful when modifying existing rituals.

soundfx <sound>

Sound effect when the ritual is cast. Summonings get a sound effect automatically and do not need this command.

centercaster

Center screen on caster.

closewin

Closes cast ritual window.

Restrictions & Requirements

terr <terrain nbr>

Restrict ritual to this terrain only. Negative numbers can be used for special terrain combinations.

levelreq <1-9>

Caster must be exactly this level to use this ritual and cannot have another power at higher level.

nomonreq

Monsters in "-strings" must not be here. E.g. use addstring with "-goblin" to prevent ritual from being cast when a goblin is present at the caster's location.

nomonworldreq

Same as nomonreq, but monster cannot be anywhere in the world.

nofortreq <fort part>

Caster's location must not have this fort part.

fortreq <fort part>

Caster's location must have this fort part.

hasportalreq <portal nbr>

Must own a portal with this number

planereq <plane nbr>

Can only be cast on this plane (0=elysium, 1=agartha, …)

enchherereq <ench nbr>

The correct type of enchantment must be active in the current square.

benrestrict <ben nbr>

Caster cannot have this beneficial bitmask.

resrestrict <res nbr>

Caster cannot have this resistance bitmask. Useful values are 2^4 for undead, 2^20 for immortal and 2^26 for ethereal.

resreq <res nbr>

Caster must have this resistance bitmask.

Ritual Cost

cost <resource type> <amount>

Adds a resource cost to the ritual. E.g. *cost 4 10* to add a cost of 10 sacrifices.

apcost <nbr>

Extra AP cost for this ritual

varcost <percent>

Set variable sacrifice amount (50=50-150%, 100=0-150%)

rebatefx25 <fx nbr>

Units with rebate of same nbr get 25% rebate on the cost of the ritual.

rebatefx50 <fx nbr>

Units with rebate of same nbr get 50% rebate on the cost of the ritual.

rebateterr20 <terrain nbr>

Ritual is 20% cheaper in this terrain. Negative terrain numbers can be used.

rebateterr50 <terrain nbr>

Ritual is 50% cheaper in this terrain. Negative terrain numbers can be used.

rebatelvl <1-9>

Ritual can be cast for half price if caster's power level is greater than or equal to this level.

Summoning Effects

summoning

The ritual will summon the monsters specified in a random "string". Use **addstring** to add up to 15 strings with monsters. The string should be written like these examples:

*"1d6*Goblin"*
*"c*Captain & 2d6*spearman & 2d6*Archer"*
"Purple Worm"

The c* indicates a commander and 2d6 means two 6-sided dice will determine the number of monsters summoned. Dice cannot be combined with commanders.

farsummon

Like summoning but it will occur at target location instead of at the caster's location.

defctrl <percent>

Default control chance for summonings. Can be overridden by monster's own **ctrlchance**.

setplayer <player nbr>

Summonings will be owned by this player. Default is the current player.

failplayer <player nbr>

Failed summons will be owned by this player. Default is the independents player.

raisedead

Raises dead at the current location

raiseanimals

Converts animal corpses to soulless / longdead.

simulacrum

Creates a simulacrum.

terrboost <terrain nbr>

Adds 1 to the number of summon appearing as a result of the ritual when done in this terrain.

terrscale50 <terrain nbr>

+50% for summons in this terrain.

sacrscale

Scale summoning amount with sacrifice production of target square.

sum0chance <percent>

Use with summonings. Percent = chance of first "string" to be used instead of a random string among the others.

sum1chance <percent>

Use with summonings. Percent = chance of second "string" to be used instead of a random string among the third and later.

Setting Location & Target

castertarg

Set target unit to ritual caster. This is also the default.

chooseterrloc <terrain nbr>

Lets player choose the target location. It must be in this terrain, negative numbers can be used to allow all or multiple terrains.

setplane <plane nbr>

Randomloc etc. will use this plane. The default plane is Elysium.

- -1 Random
- -2 Random common plane
- 1 Agartha
- 2 Inferno)

randomloc <1-5>

Sets current location to a random place on the map.

- 1 Random land location
- 2 Many dead (excluding present)
- 3 Random enemy commander
- 4 Random enemy citadel
- 5 Home citadel.

chooseloc <1-5>

Let's player choose the target location.

- 1 Normal
- 2 Deviate to many dead
- 3 Empty mirror required
- 4 Empty gold mirror required
- 5 Deviate to horror marked

planeloc <plane nbr>

Shift target location to same position but on another plane. Use negative numbers to toggle between this plane and Elysium.

randterrloc <terrain nbr>

Sets target location to a random terrain of this type on the active plane. Negative terrain numbers can be also be used.

randnewloc <terrain nbr>

Like **randterrloc**, but tries to find an unknown location first.

newlocplanes <terrain nbr>

Like randnewloc but will go to other planes if necessary (but not Hades)

Target & Location Effects

centerloc

Center screen on target location.

trollifyloc

Turns a forest into a troll forest.

reducetown

Reduces town by one size at target location.

destroyterr <percent>

Chance of destroying the terrain.

alterloc <terrain nbr>

Alters target location to this terrain type.

squarespec <ss nbr>

Activates a special property on the target location. Most of these are not useful for modding. The one that might be is 2^14, which converts a square to El.

scryloc <radius*10>

Scry at target location attr=radius*10, -1=troll scry

scatterscry <nbr of squares>

Scry (broken up) at target location attr=number of squares

teleportloc <1-2>

Teleport target unit to target location. Attribute value 2 means the caster's entire army is teleported to the target location.

makeportal <portal nbr>

Makes a portal at target location. Portals with same numbers fit together and portal 1-15 are already used by the game. Portal number 1000 is special and will create a unique portal number for the current ritual. Negative portal numbers are exits only and pairs with their respective positive number.

squareench <ench nbr>

Create enchantment on target location. The enchantment nbr can be from 1 to 15. E.g. 6 is an enchanted gate, 8 is vafur flames and 13 is an eternal pyre.

updatehome

Updates home for target unit to where he stands. This is used to make some immortals resurrect in the correct place.

planeswap <plane nbr>

Swaps all units at target location between this plane and Elysium.

unfollowtarg

Make sure no one follows the target. If there are followers, they will simply be deselected.

transformtarg <1-2>

Target is transformed into the monster in "string". A value of 2 will adjust to transformation to the next mon if the monster transformed into has a lower ritual caster level.

setvar <nbr>

Set the generic modding variable to this value.

bentarg <ben nbr>

Gives a beneficial bitmask to the target unit. Useful values for rituals are 2^26 to get the twiceborn effect and 2^24 to get a permanent invulnerability.

bentargvar <ben nbr>

Like bentarg, but terrain is restricted to the number in the generic modding variable.

bentargall <ben nbr>

Like bentarg, but also affects all the target's followers.

gainbless

Receive a bless effect for sacred troops

ornext <percent>

Success = next effect is executed and then skip the rest, otherwise skip next and execute the rest

ornext2 <percent>

Success = next two effects are executed and then skip the rest, otherwise skip next 2 and execute the rest

ornext3 <percent>

Success = next three effects are executed and then skip the rest, otherwise skip next 3 and execute the rest.

mirrortarg <mirror size>

Set target monster to an empty mirror unit. Attribute number is the size for the mirror. Use a value of -1 for a mirror of any size

fillmirror <nbr of images>

Puts a number of images into a mirror, -1 = fill to default value (mirrorammo)

killtarg <dmg>

Gives between 1 and <dmg> amount of damage to target unit. Use a value of 9999 for autokill.

Mastery & Upgrades

levelup <1-9>

Level up to new monster (mastery on monster) if below level 1-9.

levelupmon <1-9>

Level up to the monster in "string" if below level 1-9.

promotion <nbr of units>

Promote this number of units (-1 = promote to a commander) and set target unit to a promoted unit. Valid promotions are in paired "strings". E.g. addstring "Dwarf Worker", addstring "Dwarf Guard" will promote Dwarf Workers to Dwarf Guards. More pairs can be added for more promotion combinations.

Learning Rituals & Spells

forgetrits

Forget all rituals.

free

This ritual is learned for free and everyone will know it from the start if able to.

start

Start with this ritual instead of the others.

nostart

Never start with this ritual. It can be learned by mastery rituals though.

rarestart

Seldom start with this ritual.

nexttoo

Learn the next ritual too when learning this one.

noundead

Undead beings cannot learn this ritual.

nodemon

Demons cannot learn this ritual.

notforpoor

Ritual casters that have a negative rebate cannot learn this ritual.

gainrit <-9-9>

Learns ritual attr steps away (e.g. -1 = previous ritual, 1=next ritual)

newrit <level>

Caster will learn a new ritual of this level. Level -1 = any level.

newspell1 <path nbr>

Learn a new level 1 combat spell of this path

newspell2 <path nbr>

Learn a new level 2 combat spell of this path

newspell3 <path nbr>

Learn a new level 3 combat spell of this path

9 Tips & Tricks

Changing an ongoing game

If a game is started with a mod enabled and the mod is changed, the changes will retroactively apply to any saved games.

Starting a game with a blank mod enabled will allow you to correct any possible bugs you notice by changing the mod later if there are mod commands to implement the desired change.

Appendix A: Changes from CoE3

Removed Commands
lighttextcolor
darktextcolor
titletextcolor
wspec
sumamount
chainsum
ritualname
mastery*
dosename
sumpow
sumcost*
sumterrreq
amountlevels
move
sacrlimit
move

Event Modding