

# Modding Manual CoE 5

## Table of Contents

Introduction .....	3
General Information .....	3
Mod Mechanics .....	3
Mod Syntax .....	4
Minimal Mod for Steam Workshop .....	4
Files .....	5
orcking.c5m .....	5
orcbanner.tga .....	5
banner.png .....	5
coe5ws.txt .....	5
Mod Info .....	5
Required Commands .....	6
Optional Commands .....	6
Maps .....	6
Fonts & Translation .....	6
Weapon Modding .....	6
Start Commands .....	7
Basic Commands .....	7
Sound & Visuals .....	8
Chained Weapons .....	9
Special Attributes .....	9
Weapon Modding Numbers .....	12
Magic Item Modding .....	21
Start Commands .....	21
Basic Commands .....	22
Special Commands .....	22
Copy & Clear commands .....	23
Monster Commands for Magic Items .....	23
Magic Item Modding Numbers .....	28
Monster Modding .....	28
Start Commands .....	29
Basic Commands .....	29
Copy & Clear Commands .....	30
Attacks .....	30
Combat Spells .....	32
Movement .....	33

Behavior	34
Ritual Power	38
Monster Spawning	39
Terrain Altering	40
Shapechanging	41
Immortality and Other Planes	42
Healing and Sanity	43
Stealth and Scouting	44
Monster Types	44
Mirror Commands	46
Income Commands	46
Resistances and other Damage Mitigations	48
Special Attributes	49
Monster Modding Numbers	56
Class Modding	63
Start Commands	63
Basic Commands	64
Special Start Location	64
Starting Units	65
Recruitment List	65
Income Modifiers	67
Special Attributes	67
Class Modding Numbers	68
Terrain Modding	69
Start Commands	69
Basic Commands	69
Clear Commands	70
Special Attributes	71
Terrain Modding Numbers	75
Terrain Group Modding	77
Start Commands	77
Basic Commands	77
Ritual Modding	77
Start Commands	78
Basic Commands	78
Clear & Copy Commands	78
Summoning Commands	78
Transformation Commands	80
Mastery Commands	80
Casting Restrictions	81
Ritual Learning Difficulty	84

Cost Modifications and Effect Boosts .....	84
Targeting Commands .....	85
Affect Target Location .....	86
Affect Target Unit .....	87
Special Commands .....	88
Event interaction .....	89
AI hints .....	90
Sound Sample Modding .....	91
Misc Modding .....	91
Events .....	91
Event Start & End .....	92
Event Triggers .....	92
Event Actions .....	94
Special Values .....	97
Updating a Mod .....	97

## Introduction

This guide contains information on how to create mods for Conquest of Elysium 5, to change aspects of the game or to add new content.

## 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.

Conquest of Elysium 5 mods are text files with a series of commands that the game interprets and uses to alter the desired objects. The file extension for CoE5 mods is .c5m. The mod files must be located within a subdirectory of the mods directory of CoE5, which you may open from the main menu. Everything in a mod (including the .c5m file) must be placed in a subdirectory with the same name as your mod. The .c5m file must also have the name of your mod plus '.c5m' at the end. The mod name must not include any spaces or special characters.

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 PNG (.png) images. TGA image files must have 24- or 32-bit color and be uncompressed or RLE. If the image is saved as a TGA file that doesn't have any transparent pixels, black (0,0,0) will be replaced with a fully transparent color and magenta (255,0,255) will be replaced by a shadow color. In this manual image files are often written as "image.tga", but a PNG file can be used instead.

## Mod Mechanics

Regardless of content, all CoE5 mods have a similar structure. All modding commands must be saved in a text file with the .c5m (Conquest of Elysium 5 mod) extension. The c5m file must be

located within a subdirectory of the CoE5 mod 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.

Mod commands are executed 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.

## Mod Syntax

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

A hash-sign (#) indicates a comment and anything after it will be ignored.

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.

When a mod command has an argument inside brackets like [<value>], it means that it is an optional argument that can be omitted (also, never write the brackets [] when using the command).

An argument of <0-1> means 0=disabled, 1=enabled. Usually you always want to use a 1 here, unless you want to disable an already existing ability.

Make sure to have correct UPPER/lower-case letters for filenames. The Linux filesystem is case sensitive and mods won't work if they are mixed up.

Many commands take a monster name as an argument. This name can also have an offset before the monster name if you don't want to select the first or sometimes a random one. This offset is written like <offset>:"monster name". Offset starts at 0 for the first monster. To summon the second monster named spearman you would write like this:

```
addstring "1:spearman"
```

## Minimal Mod for Steam Workshop

Mods can be uploaded to the Steam Workshop which will allow other users to download and enjoy them. This example creates a minimal mod called "orcking" that is ready to be published on the Steam Workshop. Once the mod is ready it can be uploaded by selecting mods from the main menu and right clicking on the mod, there will be an "Upload mod to Steam Workshop" button there.

# Files

```
mods/orcking          (just a directory)
mods/orcking/orcking.c5m (the actual mod file with the commands)
mods/orcking/orcbanner.tga (mod banner for CoE, 256*64 sized TGA or PNG file)
mods/orcking/banner.png (256*256 pixels large png file with banner for steam)
mods/orcking/coe5ws.txt (visibility information for steam)
```

## orcking.c5m

This is a simple ASCII text file with the following contents.

```
icon          "orcbanner.tga"
description   "This is a very simple mod that creates a new Orc King class."
newclass
setclassname  "The Orc King"
addstartunits "Goblin" 10
addstartunits "Goblin Archer" 10
setmaincom    "Goblin Shaman"
addstartcom   "Goblin Chieftain"
addstartunits "Goblin Spearman" 5
```

## orcbanner.tga

This contains a banner image that will be shown in CoE5. It must be a 256\*64 pixels large image.

## banner.png

This contains a banner image that will be shown on steam. It must be a square shaped png image, 256\*256 pixels is a suitable size.

## coe5ws.txt

This file determines who can see the mod on steam. The value of Visibility can be one of these three: private/friends/public.

```
Visibility="public"
```

## Mod Info

This gives some basic information about the mod that can be shown to the user when choosing what mods to enable. The first two Mod Info commands are required for all mods.

# Required Commands

## **icon "image.tga"**

Icon shown when selecting the mod in CoE5. It should be a 256\*64 large TGA or PNG image.

## **description "text"**

A text description of the mod.

# Optional Commands

## **modprio <prio 1-9>**

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

# Maps

Mods can also include premade maps, enabling modders to create map packs that can be uploaded to the workshop. The map file must be placed in the same folder as everything else in the mod.

## **mapfile "mapfile.coem"**

The filename of the map. A single mod can contain many maps.

# Fonts & Translation

Fonts can also include ttf fonts, enabling modders to use special fonts for translation mods. The font file must be placed in the same folder as everything else in the mod. To get hold of all translatable strings you should play the game with the "--dumpstrings" start option. That will create a file called "transtrings.txt" that contains all strings (text snippets) encountered while playing that hasn't been translated by any currently enabled mod. Sometimes the strings will contain something like "%s" or "%d". This will be replaced by another string or number later, these special characters must be present in the translated version as well.

## **fontfile <font nbr 0-2> "fontfile.ttf"**

The filename of the font. Font nbr 0 = standard, 1 = fancy (used for headers), 2 = long texts (for descriptions).

## **translation "from" "to"**

Translates all occurrences of the "from" text to the "to" text.

# Weapon Modding

These commands can be used to modify or create new weapons.

# Start Commands

## **newweapon "weapon name"**

This command creates a new weapon.

## **selectweapon "weapon name" | <nbr>**

Selects an existing weapon for modification. There may be several different weapons with the same name, in which case you should use the weapon number for selecting the desired weapon. You can see existing weapon numbers in game by pressing ctrl-i when inspecting a unit.

# Basic Commands

## **trgrank <nbr>**

Sets the battlefield row where the weapon hits. See the [Target Ranks \(trgrank\)](#) table for the possible values. The default value is 1.

## **range <nbr>**

The maximum range of the weapon. This should be 1 for melee weapons. A normal bow has range 5.

## **init <nbr>**

Initiative value for the weapon, default is 2. Some common initiative values are these 1=spell, 2=fist/dagger/bow, 3=club/axe, 4=sword, 6=spear.

## **dmgtype <nbr>**

Sets the damage type for the weapon. Table [Damage Types \(dmgtype\)](#) contains the list of possible damage types. The default value is 3 (piercing damage).

## **dmg <nbr>**

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 afflictions and benefit effects are listed in table [Special Afflictions](#) and table [Special Benefits](#).

## **aoe <nbr>**

Sets the area of effect for the weapon in squares. The default value is 0 (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 [Area of Effects \(aoe\)](#). 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.

### Example creating a new ranged weapon

```
newweapon      "Magic Javelin"  
range         6  
init          7  
dmgtype       3  
dmg           8  
arrow  
flymode       1  
flylook       1  
flysound      19
```

## Sound & Visuals

### look <look>

Sets the visual effect that occurs where the weapon strikes down, e.g. a fiery explosion for a fireball. See the [Visual Effects \(look\)](#) table. The default is no visual effect.

### sound <sound>

The sound effect when the weapon strikes down. See table [Sound Effects \(sound\)](#).

### flymode <flymode nbr>

Set this if a projectile should be visible for a ranged attack. See [Fly modes \(flymode\)](#) table. 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. See the table [Fly Sprites \(flyspr\)](#) for possible sprites to use.

### flylook <look>

The visual effect (see table [Visual Effects \(look\)](#)) of the flying projectile, ranged weapons only. If flymode is 1 a fly sprite (see table [Fly Sprites \(flyspr\)](#)) should be used instead of a look number.

### flysound <sound>

The sound effect when the projectile starts flying, ranged weapons only. -1 = none.

### sndvol <dvol>

dvol -50 = half volume, 100 = double volume.

### reloadsnd <sound>

Sound when reloading, -1 = none.

### yellow

set color of damage numbers

### blue

set color of damage numbers



## **purple**

set color of damage numbers

# Chained Weapons

## **next**

If the target is wounded 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.

## **nextwep "weapon name" | <nbr>**

Like 'next' but the additional strike will come from a named weapon that has already been created.

## **nextalways**

Like next, but will take effect even if no damage was inflicted on the target.

## **nextalwayswep "weapon name" | <nbr>**

Like 'nextalways' but the additional strike will come from a named weapon that has already been created.

## **nextdmg <dmg>**

Sets the damage of the chained weapon.

# Special Attributes

## **clearspec**

Clears all special attributes of the weapon.

## **drain**

Draining damage that will heal the attacker

## **oneshot**

The weapon can only be used once per battle.

## **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.

## **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.

**an**

The weapon ignores armor.

**shieldneg**

The weapon ignores shields.

**strresist**

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

**holykill**

The weapon causes double damage against undead & demons

**undkill**

The weapon causes double damage against undead only

**affectundead**

The weapon only affects undead.

**nostr**

The weapon is unaffected by damage bonuses from any source

**drown**

Water breathers are immune to this weapon.

**affectanimal**

The weapon only affects animals.

**reanimate**

A victim killed by the weapon becomes a Soulless.

**undead**

The weapon does not affect Undead units.

**morale**

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

**hardmorale**

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

**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.

**ethereal**

The weapon does not affect Ethereal beings

**mind**

The weapon does not affect Mindless beings.

**inanimate**

The weapon does not affect Lifeless beings.

**large**

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

**huge**

The weapon does not affect Huge beings.

**affecthuman**

The weapon only affects units with the res\_convert attribute.

**flying**

Flying and Floating units are immune.

**arrow**

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

**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.

**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).

**lob**

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

**rangeopen**

Damage penalty at long range. All normal range weapons like bows and slings have this.

**onlyenemy**

This weapon will not affect friendly troops

**onlyfriend**

This weapon will only affect friendly troops

**ghoulify**

Humanoids killed by this weapon will become ghouls

**scatter**

A missile weapon with this attribute may deviate one square

**poison**

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

**dispossess**

Victim becomes a dispossessed spirit

**affectmale**

This weapon will not affect females

**stone**

Stone beings are immune to the weapon.

**stonekill**

x2 dmg vs stone beings and stone walls

**wallkill**

x5 dmg vs walls and boats

**flying2**

Flying units have 75% chance of evading this attack

**targterr**

Weapon can target terrain

**soft**

Armor is doubled vs this weapon

**tree**

Tree/bushes/fungus are immune to this weapon

## Weapon Modding Numbers

### *Target Ranks (trgrank)*

```
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
```

### *Fly modes (flymode)*

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

### *Fly Sprites (flyspr)*

```
0 Arrow
1 Javelin
2 Sling stone
3-6 Spinning blade
7 Ballista bolt
8-11 Spinning axe
12 Web
13 Vine arrow
15-19 Fire bola
20 Web
25-28 Black Vortex
31 Spikes
32 Boulder
33 Stone
34 Shard
35 Spike
```

### *Area of Effects (aoe)*

0 Single target  
xx Nbr of nearby squares  
-xx Nbr of random squares  
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

### *Damage Types (dmgtype)*

1 slash  
2 blunt  
3 pierce  
4 fire  
5 cold  
6 shock  
7 magic  
8 fear  
9 poison  
10 acid  
11 release (for magic mirrors)  
12 special affliction  
13 special benefit  
14 charm  
15 polymorph  
16 sleep  
17 paralyze  
18 summon  
19 enslave (like charm but decommanderized)  
20 swallow  
21 mirror image  
22 corrupt (charm vs morale)  
23 banish  
24 petrify  
25 animate (dmg: 1=tree, 2=fungus)

### *Sound Effects (sound)*

- 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
- 27 Thunder Strike
- 29 Blessing
- 31 Magic Enchantment
- 32 Pain
- 39 Frost
- 40 Shatter
- 44 Luck
- 46 Blowpipe
- 57 Summoning
- 66 Wind
- 68 Small Fire
- 88 Water
- 89 Water
- 96 Breath Weapon
- 97 Sleep
- 104 Spell Flysound
- 105 Tail Sweep
- 114 Horn

### *Visual Effects (look)*

- 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 Ben

- 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
- 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 Phantasmal 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)  
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)  
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  
161 Maws of the Earth  
162 Reddish 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)  
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)  
216 Defile (line)  
217 Desert Wind (fly)  
218 Desert Wind  
219 Black Cloud (fly)  
220 Black Cloud  
221 Animate Tree (line)

222 tracer (tracer)  
 223 Poison Goo (fly)  
 224 Boulder Drop  
 225 Boulder Impact  
 226 Vafur Air (bg)  
 227 Vafur Rainbow (bg)  
 228 Desolation Cloud (bg)  
 229 Vafur Death (bg)

### Special Afflictions

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
2^18	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
2^28	268435456	Death wish (+1 rank)
2^29	536870912	Debilitating wound
2^30	1073741824	Festering wound
2^31	2147483648	Afraid
2^32	4294967296	Stuck in net
2^34	17179869184	Stationary, cannot move on world map permanently
2^35	34359738368	Exhausted, -1 str, 1 dmg when attacking, chance to not move
2^36	68719476736	Petrified
2^38	274877906944	Slimed, 50% chance of not attacking, temporary
2^40	1099511627776	Ghost shackles
2^43	8796093022208	Frozen, can get this after taking cold damage

## Special Benefits

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)
2^15	32768	Gone Berserk
2^16	65536	Blessed
2^17	131072	Armor +2
2^18	262144	Pierce Resistance
2^19	524288	Slash Resistance
2^20	1048576	Blunt Resistance
2^21	2097152	Displaced
2^22	4194304	Non-Magical Invulnerability
2^23	8388608	Swamp Soul (Witch ritual)
2^24	16777216	Stygian Bath, Trolls receive permanent non magical invulnerability, others lesser effect
2^25	33554432	Stygian Paths, moves fast in death realm
2^26	67108864	Twiceborn (Necromancer ritual)
2^27	134217728	Twiceborn (cast on a graveyard)
2^28	268435456	The simulacrum
2^29	536870912	The original, will revive as the simulacrum
2^30	1073741824	Quickness
2^31	2147483648	Primal animal (increased stats)
2^32	4294967296	Twist fate
2^33	8589934592	Wind Guide, +1 range +1 dmg for missiles
2^34	17179869184	Lucky Strike, x2 dmg for next strike
2^36	68719476736	Promise of the Ancestors (Barbarian ritual)

## Magic Item Modding

These commands can be used to modify or create new magic items.

### Start Commands

#### **newitem "item name"**

This command creates a new magic item.

**selectitem "item name"**

Selects an existing magic item for modification.

## Basic Commands

**name "item name"**

Set the name of the magic item. Not necessary if you created a new one with newitem.

**descr "item description"**

Not necessary, as most magic items don't have descriptions.

**spr "image.tga"**

Sets the sprite for the magic item. It should be centered in a 32x32 or 64x64 pixel large image. The drawn item should not be larger than 40x40 pixels however, so if put in a 64x64 image it should be surrounded by black.

**rarity <rarity>**

Sets how easy it should be to find this item. 0=common, 1=rare, 2=rare & unique, 3=impossible to find as a random item. Default is 0.

**type <item type>**

Sets the magic item type. Default is 7 = misc item. See table [Magic Item Types](#)

**itemwep "weapon name"**

Sets the weapon stats of the magic item to those of the weapon with this name. Only use this together with type 1 magic items.

## Special Commands

**armor <value>**

Armor value, default 0.

**protection <value>**

Protection bonus, default 0.

**hp <value>**

Hit Point bonus, default 0.

**combatsum <mode> "summoning string"**

Mode -1 = will summon on the first round of combat, 1 = will summon on all rounds of combat. Summoning string is very similar to the summoning strings used for ritual summoning. E.g. "2d4\*Deer & 2\*wolf" would summon 2-8 deer and 2 wolves. Commanders cannot be summoned in battle.

**combatspell <mode> "spell name"**

Mode -1 = spell will be auto cast on the first round, 1 = unit can cast this spell (like a wand), 2 = spell will be auto cast each round. The spell name is simply the name of the combat spell to be

cast, e.g. "Fireball".

## Copy & Clear commands

### **copyspr "item name"**

Uses the sprite from this magic item.

### **copystats "item name"**

Copies all stats except the name from this magic item.

## Monster Commands for Magic Items

These commands are exactly the same as the monster command with the same name, look at monster modding for information on how to use them. They can be used for magic items too.

```
lucky  
diseases  
human  
undead  
demonic  
animal  
inanimate  
holy  
acutesenses  
spiritsight  
badsight  
stealth  
foreststealth  
invisible  
sleepres  
charmres  
bluntres  
slashres  
pierceres  
ethereal  
shield  
largeshield  
magicshield  
noheal  
berserker  
fastheal  
noleader  
regeneration  
nonmaginvul  
swallowres  
banishsurv  
unaging  
coldblood  
snowstealth
```

clumsy  
nozoc  
unimportant  
rearpos  
frontpos  
nocombat  
treelook  
female  
desertstealth  
classcost  
leadership  
localleadership  
burnforest  
awe  
slavehunt  
armytrainer  
poisonexpl  
fireexpl  
shardexpl  
motherspawn  
eatvillage  
gold  
iron  
trade  
relics  
hands  
fungi  
herbs  
weed  
lifeforce  
fireaura  
coldaura  
shockaura  
poisonaura  
poisonspikes  
eatdead  
eatdeadcap  
scry  
scrycost  
digest  
incorporate  
hoverflow  
absorbdead  
airshield  
extraeyes  
look  
vengeance  
gatherherbs  
gatherfungus  
gathersacr  
gatherhands



gatherweed  
gathergems  
gatheranygems  
seegems  
gatherrelics  
saner  
sensedead  
reformloc  
hideanimals  
mirror  
revertmirror  
phantasm  
releasephant  
releaserate  
troll  
allrit  
displaced  
riverdmg  
iceprot  
melt  
dmgonterr  
dmgonterrbonus  
voidsanity  
planeshift  
aipowcom1  
aipowcom2  
aipowcom3  
releasespell  
fear  
goldcarrier  
ironcarrier  
rebate  
makeruin  
meleeambush  
poisoncloud  
mirrorammo  
affres  
forestheart  
spread  
seduceaura  
fireres  
coldres  
shockres  
poisonres  
acidres  
tangleres  
coldheal  
localironbonus  
localgoldbonus  
goldbonus  
ironbonus

tradebonus  
neverturn  
thrallhunt  
putridexpl  
farsight  
changetemp  
likestoburn  
reanimate  
spellrange  
diseasecloud  
mindexpl  
limitgold  
limitiron  
reformdestroy  
deployoutside  
hadesres  
stonebeing  
acidblood  
noeyes  
makecolony  
trample  
tramplesize  
maptele  
healonterr  
autoastrology  
twistfate  
desolator  
desolcloud  
colonyterr  
colonymsg  
satyrspawn  
harpyspawn  
centspawn  
minospawn  
diseaseshield  
darkbless  
defiler  
scourgedefiler  
petriaura  
combustionaura  
varregen  
mirrorimages  
confusionaura  
tunnelmove  
wanderrest  
wandermaxdist  
kobold  
goblin  
expendable  
dragon  
lairgoldpen

siegetunnel  
evasion  
chopforest  
primable  
primifier  
madcultist  
primalcult  
awakentrees  
awakenfungus  
fungus  
limittrade  
primal  
sitepopboost  
pickupanimals  
slimeshield  
airbreather  
terraformfrom  
terraformto  
terraformch  
sleeper  
snowsleeper  
deepsleeper

flying  
huge  
immobile  
slow  
fast  
swamp  
desert  
water  
float  
mountain  
noland  
wateronly  
swamp1  
swamp2  
desert1  
desert2  
deadforest1  
deadforest2  
mountain1  
mountain2  
jungle1  
jungle2  
money1  
money2  
horror  
forest1  
forest2

```
stupid
temple1
temple2
coastal
loner
south1
south2
passwall
battlefast
wall
stationary
winteridle
snow
nonruin1
teleport
aggressive
tunnel
north1
gates1
void2
citadel2
semistupid
desert3
mines1
stray
ancforest1
battleslow
battleslow2
followstupid
```

## Magic Item Modding Numbers

### *Magic Item Types*

weapon	1
helm	3
armor	4
glove	5
boots	6
misc	7

## Monster Modding

These commands allow the modifying of existing monsters and creating new monsters. At most about 3000 new monsters can be created by mods.

# Start Commands

## **selectmonster "monster 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 want to select the first monster. The default value of the offset is 0. The offset used by this command cannot be set to a negative value, unlike the offset for the looklike 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. Note that this command cannot use the "1:spearman" syntax.

## **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.

# Basic Commands

## **name "monster name"**

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

## **spr1 "image.tga"**

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.

## **spr2 "image.tga"**

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.

## **descr "text"**

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

## **hp <nbr>**

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.

## **mr <nbr>**

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.

**str <nbr>**

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.

**armor <nbr>**

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. Medium armored human troops have an armor value of 1. Heavily armored human troops like Heavy Infantry have an armor value of 2 and very heavily armored troops like Knights and High Lords have an armor value of 3. Extremely tough monsters like dragons may have an armor value of 4 or more.

**mor <nbr>**

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.

**rank <nbr>**

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

## Copy & Clear Commands

**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.

**copyspr "monster name"**

Copy the sprite of another monster.

**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.

**clearmove**

Removes all movement attributes from the active monster.

**clearweapons**

Removes all weapons from the active monster.

## Attacks

Weapon number can be used to select the weapon instead of name if needed. 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.

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.

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 weapons are 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.

#### **meleeweaponspec <dmg> "weapon"**

Equips the monsters with a special melee weapon. Any normal melee attacks after this one will not be used if this attack was used. Normally used for lances.

#### **meleeweaponlong <dmg> "weapon"**

This command is deprecated and should no longer be used.

#### **meleeweapon50s <dmg> "weapon"**

Equips the monster with a melee+skip attack that has 50% chance of being used. If it is used the next attack will be skipped.

#### **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.

#### **rangedweapon50s <dmg> "weapon"**

Equips the monster with a range+skip weapon that has 50% chance of being used in melee (100% at range). When used the next weapon will be skipped.

#### **rangedweapon50x <dmg> "weapon"**

Equips the monster with a range+skip weapon that has 50% chance of being used in melee or

range. When used the next weapon will be skipped.

### **siegeweapon <dmg> "weapon"**

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.

### **assassinweapon <dmg> "weapon"**

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.

### **prebatweapon <dmg> "weapon"**

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.

## **Combat Spells**

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 the Table [Magic Paths \(path\)](#). Spell casting level is a value from 1 to 3. There are no higher spell casting levels.

### **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 Spellweapon 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.

### **spellweapon50s <path> <level>**

Equips the monster with a limited Cast Spell+skip weapon in the magic path specified. This spell weapon has only a 50% chance of being used on any given combat round. If it is used the next weapon will be skipped.

### **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



**more1spells <nbr>**

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

**more2spells <nbr>**

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

**more3spells <nbr>**

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

**spellrange <value>**

Value = +range for battle spells

## Movement

These commands determines how fast the monster can move over different map terrains as well as how it will move in combat.

**flying**

Monster can fly.

**huge**

Monster is giant sized. This also makes it a 3x3 square monster on the battlefield.

**immobile**

Monster is immobile (cannot move in battle).

**stationary**

Monster is stationary (cannot move on world map).

**slow**

Monster is slow on world map.

**fast**

Monster is fast.

**battlefast**

Monster is fast, but in battles only.

**swamp**

Monster has swamp move.

**desert**

Monster has desert move.

**mountain**

Monster has mountain move.

**snow**

Monster has snow move.

**water**

Monster can enter water squares.

**float**

Monster is floating.

**noland**

Monster cannot move on land.

**wateronly**

Same as water & noland. The monster will be aquatic.

**passwall**

Monster can move through walls.

**wall**

Monster has wall climbing.

**teleport**

Like flying, but the monster will teleport around in combat.

**battleslow**

Monster is slow in battles.

**battleslow2**

Monster is very slow battles.

**tunnel**

Monster can tunnel on the world map.

**shipmove**

Monster is a ship. Movement will cost 1 AP for everyone in the same square.

## Behavior

Most of these commands determine how a monster will try to act when it is independent owned. But it will also determine how player owned creates with the Stupid tag acts. Terrains ending in 1 (e.g. swamp1) means the monster loves this terrain type and will never leave it for a non-loved terrain. If it ends in 2 (e.g. swamp2) the monster likes the terrain type and may leave it, but not go more than 1 square away from it.

**swamp1**

Loves swamps.

**swamp2**

Likes swamps.

**desert1**

Loves deserts.

**desert2**

Likes deserts.

**desert3**

Hates deserts.

**deadforest1**

Loves dead forests.

**deadforest2**

Likes dead forests.

**mountain1**

Loves mountains.

**mountain2**

Likes mountains.

**jungle1**

Loves jungles.

**jungle2**

Likes jungles.

**savanna2**

Likes savanna and farms.

**money1**

Loves gold producing squares.

**money2**

Likes gold producing squares.

**horror**

Likes to kill sentient people, also isn't scared of the void.

**ancforest1**

Loves ancient forests.

**forest1**

Loves forests (including ancient forests).

**forest2**

Likes forests (including ancient forests).

**temple1**

Loves temples.

**temple2**

Likes temples.

**south1**

Loves the south.

**south2**

Likes the south.

**north1**

Loves the north.

**gates1**

Loves gateways.

**void2**

Likes the void.

**nonruin1**

Loves stuff that can be turned into ruins, but is not yet a ruin.

**mines1**

Loves mines.

**stray**

Can stray away from loved and liked terrains.

**stupid**

Cannot be controlled by players and will move automatically like an independent unit.

**semistupid**

Will move automatically like an independent units unless it is controlled by a player commander.

**followstupid**

Doesn't move independently, but follows other stupid units.

**coastal**

Loves the coast, like a giant crab.

**loner**

Moves independently of the player and not in groups.

**aggressive**

Likes to attack enemies.

**likesterr <terrain nbr>**

Likes this terrain. Can only be one of these commands per monster and terrain nbr cannot be zero.

**lovesterr <terrain nbr>**

Loves this terrain. Can only be one of these commands per monster and terrain nbr cannot be zero.

**hatesterr <terrain nbr>**

Hates this terrain. Can only be one of these commands per monster and terrain nbr cannot be zero.

**wander <objective>**

Will try to fulfill an objective if it is a commander. See table [Objectives](#) for possible values.

**indwander <objective>**

Only wander if owned by Independents

**infwander <objective>**

Only wander if owned by Inferno

**celwander <objective>**

Only wander if owned by Celestials

**hadeswander <objective>**

Only wander if owned by Hades

**wander2 <objective>**

Try to fulfill this objective if the first one was not possible

**infwander2 <objective>**

Try to fulfill this objective if the first one was not possible

**celwander2 <objective>**

Try to fulfill this objective if the first one was not possible

**hadeswander2 <objective>**

Try to fulfill this objective if the first one was not possible

**maxsinners <value>**

Will gather sinners when owned by Inferno (value=amount before returning)

**maptele**

Can teleport on world map when it is a wandering monster.

**wanderrest <chance>**

A chance for wandering monsters to rest a turn instead of going on a mission. Dragons have about 85 in this ability.

**wandermaxdist <value>**

Maximum distance for raid missions for wanderers. Dragons have about 6 in this ability.

**pickupanimals <0-1>**

Picks up all animals in the same square and brings them along.

**wanderattack <player number>**

Pause wander to attack this faction if adjacent (-1=all factions, -2=player factions)

**winteridle**

Monster will not move in the winter if it is in a cold part of the map.

## Ritual Power

**power <pow nbr>**

pow nbr 0 means the last created ritual school, -1 = the one before that, etc. Positive numbers are existing ritual powers from CoE5, see the pow nbr table.

**classcost <nbr>**

to alter cost of all rituals made by this unit, 50=50% more expensive

**mastery <nbr>**

for monsters that can level up, nbr 1=become next monster on leveling, -1=previous monster, etc.

**libmastery <library level>**

For monsters that can level up in a magic library, a value of 2 = magic library or better required, 3 = academy of high magic required. A mastery command is also required on the monster, to determine what monster it will level up to.

**allrit <value>**

knows all rituals of this school (see the Ritual Schools table, -1=all ritual schools)

**rebate <value>**

gives rebate on rituals with fx\_rebatefx??

**gatherherbs**

A commander with this ability will enable the player to gather herbs.

**gatherfungus**

A commander with this ability will enable the player to gather fungus.

**gathersacr**

A commander with this ability will enable the player to gather sacrifices.

**gatherhands**

A commander with this ability will enable the player to gather Hands of Glory.

**gatherweed**

A commander with this ability will enable the player to gather weed.

**gathergems**

A commander with this ability will enable the player to gather gems of individual types.

**gatheranygems**

A commander with this ability will enable the player to gather gems.

**seegems**

A commander with this ability will enable the player to see what type of gems mine produce.

**gatherrelics**

A commander with this ability will enable the player to gather relics.

**gatherlifeforce**

A commander with this ability will enable the player to gather lifeforce.

**ctrlchance <nbr>**

Chance of controlling this monster when it is summoned,

**montag <nbr>**

Sets the monster tag value referenced by other modding commands.

## Monster Spawning

**motherspawn <0-7>**

Spawns as one of a few special spawners in the game. 1 = mother of monsters, 2 = teotls of war (spawns d2 jaguars or 1 ozelotls, not on homeplane), 3 = teotls of rain (spawns d3 toad warriors, not on homeplane), 4 = bloody mother (spawns d2 jaguars or d3 serpents, not on homeplane), 5 = teotls of night (spawns d3 bats or 1 ozelotls, not on homeplane), 6 = teotls of underworld (spawns 2d3 longdead, not on homeplane), 7 = teotls of sky (spawns d3 bats or d3 eagle warriors, not on homeplane)

**spawnmon <value>**

Spawns next monster.  $value/100 = \text{monsters per turn}$

**spawnoffs <value>**

To spawn something other than the next monster

**spawnmonaway <value>**

Spawns next monster, but not on homeplane. value/100 = monsters per turn

**spawn1d6mon <value>**

Spawns 1d6 of the next monster. value = chance

**spawn2d6mon <value>**

Spawns 2d6 of the next monster. value = chance

**split <value>**

Value = dmg required in % for splitting into next monster (like a slime).

**reform <value>**

Value = chance in percent of reforming to previous monster each month (like a slime).

**satyrspawn <value>**

Bonus for dryad queen auto spawns.

**harpyspawn <value>**

Bonus for dryad queen auto spawns.

**centspawn <value>**

Bonus for dryad queen auto spawns.

**minospawn <value>**

Bonus for dryad queen auto spawns.

## Terrain Altering

**terraformfrom <value>**

Changes this terrain into something. Use next two commands to setup that and how often.

**terraformto <value>**

Terraforms to this terrain (default plain).

**terraformch <value>**

Chance of terraforming square (default 100).

**makecolony <terrain nbr>**

Has a chance of turning a standard terrain into 'terr' and then die.

**colonyterr <value>**

Terrain to build colonies in (default -87).

**colonymsg <value>**

1 = everyone will get a message when a colony is created.



# Shapechanging

## **growhp <nbr>**

Monster will grow to the previously created monster if it reaches this amount of HP or more.

## **shrinkhp <nbr>**

Monster will shrink to the next created monster if it reaches this amount of HP or less.

## **firstshape <0-1>**

Monster will become next monster if it is slain. Use for main shape of two shape monsters like Oni.

## **secondshape <0-1>**

Monster will revert to previous monster after combat. Use for secondary shape of two shape monsters like Oni.

## **growtime <value>**

Will grow into next monster after about value turns

## **growoffs <value>**

To become other than next monster

## **growterr <terrain nbr>**

The growth will only occur if unit is located in this terrain. Negative terrain numbers can be used.

## **landshape <value>**

Will become monster with offset value when on land

## **watershape <value>**

Will become monster with offset value when in the sea

## **elysiumshape <value>**

Will become monster with offset value when in Elysium

## **celestialshape <value>**

Will become monster with offset value when on the celestial plane.

## **skyshape <value>**

Will become monster with offset value when on the sky plane.

## **agarthashape <value>**

Will become monster with offset value when on the agartha plane.

## **infernoshape <value>**

Will become monster with offset value when on the inferno plane.

**hadesshape <value>**

Will become monster with offset value when on the hades plane.

**aztlanshape <value>**

Will become monster with offset value when on the aztlan plane.

**primalshape <value>**

Will become monster with offset value when on the primal plane.

**elementalshape <value>**

Will become monster with offset value when on the elemental plane.

**voidshape <value>**

Will become monster with offset value when on the void plane.

## Immortality and Other Planes

**immortal**

The monster is immortal on its home plane. This command should not be used for beings with Other Planar Immortality.

**immortalap <nbr>**

AP cost of reforming its body after dying.

**reformloc <terrain nbr>**

respawn terrain for immortals (-1 = anywhere, 1000=home)

**reformdestroy <value>**

chance to destroy location on immortality respawn (default 0)

**homeplane <plane nbr>**

Other Planar Immortality. Will return to this plane if slain outside it and be indep controlled again.

**planeshift <plane nbr>**

can go to/from other plane, 1=hades, 2=inferno

**noplanecamo <plane nbr>**

does not use fx\_lookslike when in plane = value

**banishsurv**

This monster will be flung to another plane when banished, instead of being destroyed.

**hadesres <value>**

resistance to the effects of hades

**revertowner <player number>**

Monster will revert to being owned by this faction after its player owner has been defeated. Use player number 24 to revert to a standard independent.

**primal <value>**

1 = this monster can be summoned by "Call Primal Being".

**primable <value>**

By default all animals can be made into primal animals. -1 = monster cannot be turned into a primal variant, 1 = can be turned into a primal variant.

**primifier <value>**

Will turn this number of animals into primal animals each month.

## Healing and Sanity

**noheal**

Monster never heals.

**fastheal**

A fast healing unit will be fully recovered from any non-fatal damage in at most two months. Battle afflictions are also healed, but it can take a few more months.

**coldheal <value>**

heals value hp/month when it's cold

**regeneration**

A unit with regeneration will heal 5 percent of its hit points each combat round until it is killed. Battle afflictions are also healed, but they will take at least one month to heal. A regenerating creature that is killed will continue to regenerate unless its negative hit points are more than half of its maximum hit points.",

**varregen <value>**

Like regeneration, but this many percent per round instead of 5.

**saner <value>**

regains this amount of sanity per month

**voidsanity <value>**

reduces insanity gains (like armor)

**eatvillage <0-1>**

1 = can eat a village to restore sanity, like a vampire.

**minorstartaff <chance>**

Chance of starting with a minor affliction. Chances >100 can give more than one affliction.

**healonterr <terrain nbr>**

Will heal faster when located on this terrain, will also heal monsters with noheal.

**startinsanity <value>**

Commanders will start with about this much insanity. It has no effect on non-commanders.

## Stealth and Scouting

**acutesenses**

Monster has acute senses.

**spiritsight**

Monster has spirit sight.

**badsight**

Monster has bad eye sight and will miss 20% of all attacks.

**stealth**

Monster is stealthy.

**foreststealth**

Monster is stealthy in forests.

**invisible**

Monster is invisible.

**hideanimals <0-1>**

Animals following this commander gains forest stealth.

**farsight <0-1>**

Can see further on the world map.

**snowstealth**

Monster is stealthy in snowy locations.

**desertstealth**

Monster is stealthy in deserts.

**terrstealth <terrain nbr>**

Monster is stealthy in this terrain.

**terrstealthinv**

Monster gets invisible instead of just stealthy in the terrstealth terrain.

## Monster Types

**human**

is a human

**female**

is a female

**undead**

is an undead being. Undead beings are affected by banishment.

**demonic**

is a demon. Demons are affected by banishment.

**animal**

is an animal

**inanimate**

is an undead being

**troll**

is a troll

**coldblood**

is coldblooded

**stonebeing**

monster is made of stone

**setcreator <0-1>**

used by monsters that get their name from their creator

**statue <0-1>**

statues get part of their name from their creator, e.g. Statue of Anselm

**expendable <0-1>**

Is an expendable unit (can be used payment for certain rituals/recruitments).

**kobold <0-1>**

Is an expendable kobold (counts as expendable unit, but comes with a different ability description).

**goblin <0-1>**

Is an expendable goblin (can be used payment for certain rituals/recruitments).

**dragon <0-2>**

1=dragon, 2=elder dragon.

**madcultist <0-1>**

Mad cultist might decide to open a gate to Inferno.

**primalcult <0-1>**

Primal cultists might decide to open the primal gate.

**fungus <0-2>**

1 = is a fungus, 2 = is an animated fungus.

**ship <0-1>**

Is a ship.

## Mirror Commands

**mirror <value>**

1=is small mirror, 2=is large mirror, 3=silver, 4=gold

**revertmirror <value>**

revert to mirror when empty. 1=small mirror, 2=large mirror, 3=silver, 4=gold

**phantasm <value>**

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

**releasephant <value>**

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

**releaserate <value>**

bonus to the number of phantasms released

**mirrorammo <value>**

default number of images for this type of mirror (def 20)

**releasespell <value>**

making an attack drains one mirror charge (fx\_mirror)

## Income Commands

**gold <nbr>**

Gives extra income per month of this resource.

**iron <nbr>**

Gives extra income per month of this resource.

**relics <nbr>**

Gives extra income per month of this resource.

**hands <nbr>**

Gives extra income per month of this resource.

**fungi <nbr>**

Gives extra income per month of this resource.

**herbs <nbr>**

Gives extra income per month of this resource.

**weed <nbr>**

Gives extra income per month of this resource.

**lifeforce <nbr>**

Gives extra income per month of this resource.

**trade <nbr>**

Gives this number of extra trade points

**localironbonus <percent>**

att% bonus to iron income in this square (only works in mines)

**localgoldbonus <percent>**

att% bonus to gold income in this square (only works in mines)

**limitgold <value>**

value = amount of gold per month, but max the value of the square

**limitiron <value>**

value = amount of iron per month, but max the value of the square

**limittrade <value>**

value = amount of extra trade per month, but max the original trade value of the square.

**goldbonus <percent>**

Percentage bonus to gold income for entire nation.

**ironbonus <percent>**

Percentage bonus to iron income for entire nation.

**tradebonus <percent>**

Percentage bonus to trade income for entire nation.

**lairgoldpen <value>**

Gold inc penalty in percent for this monster's lair.

**goldcarrier <value>**

spoils of war when defeating this monster.

**ironcarrier <value>**

spoils of war when defeating this monster.

# Resistances and other Damage Mitigations

## **fireres <value>**

Offers resistance to fire. Value 100 = completely resistant.

## **coldres <value>**

Offers resistance to cold. Value 100 = completely resistant.

## **poisonres <value>**

Offers resistance to poison. Value 100 = completely resistant.

## **shockres <value>**

Offers resistance to shock. Value 100 = completely resistant.

## **acidres <value>**

Offers resistance to acid. Value 100 = completely resistant.

## **diseaseres**

Disease resistance.

## **lucky**

Lucky units evade 50% of all attacks.

## **sleepres**

Sleep resistance.

## **charmres**

Charm resistance.

## **bluntres**

Blunt resistance (half damage).

## **slashres**

Slash resistance (half damage).

## **pierceres**

Pierce resistance (half damage).

## **ethereal**

Is ethereal.

## **shield**

Equips the monster with a regular shield (0-1 protection).

## **largeshield**

Equips the monster with a large shield (0-2 protection).



**magicshield**

Equips the monster with a magic shield (0-3 protection).

**nonmaginvul**

Invulnerable to non-magical weapons.

**awe <value>**

Monster has awe. Monsters usually have between 1 to 4 in this ability.

**displaced <value>**

25% chance of missing per rank away from target

**affres <value>**

value = chance of not receiving battle affliction

**twistfate**

Starts every battle with the Twist Fate buff.

**mirrorimages <value>**

Starts every battle with this amount of mirror images.

**airshield <percent>**

Air Shield with this chance of negating incoming missile attacks.

**tiny**

Tiny units are missed 50% of the time by normal attacks.

**tangleres <0-1>**

Immunity to tangle vines.

## Special Attributes

**startitem "item name"**

Starts with this item.

**holy**

Sacred, takes advantage of bless effects.

**berserker**

Can go berserk.

**noleader**

Cannot command any unit even if monster is a commander.

**allitemslots**

Has the full set of item slots.

**weaponslots**

Only has weapon and misc slots.

**noslots**

Has no item slots at all.

**nobootslots**

Has no boot slots.

**miscslots**

Has only 2 misc slots.

**swallowres**

Immune to swallow attacks (used for castle gates).

**size1x1**

Monster only takes up a single square on the battlefield.

**size2x2**

Monster takes up 2x2 squares on the battlefield. (The huge movement ability gives a 3x3 size token on the battlefield).

**unaging**

Immune to aging effects like decay.

**clumsy**

Misses more than usual (soulless have this ability).

**nozoc**

No Zone of Control (castle gates have this ability)

**nocombat**

Non combatant, will not participate in combats.

**unimportant**

Battles can be won without killing this unit.

**alone <dmg>**

Will take damage each month another monster of the same type is in the same square.

**frontpos**

Rank+, deploys further towards the front.

**rearpos**

Rank-, deploys further back.

**leadership <nbr>**

Gives this amount of extra morale to units under his command.

**localleadership <nbr>**

Gives this amount of extra morale to nearby friendly units.

**burnforest <nbr>**

1 = can start forest fires, 100 = auto burns forests.

**randomitem <percent>**

Percent is the chance of the monster starting with a random magic item.

**randomweapon <percent>**

Percent is the chance of the monster starting with a random magic weapon.

**randommisc <percent>**

Percent is the chance of the monster starting with a random magic misc item.

**randomrare <percent>**

Monster will start with a random magic item. Percent is the chance of a rare item being allowed.

**indepitem <percent>**

Like randomitem, but only for indeps (all indep nations).

**slavehunt <die>**

Can create slave warriors. The amount of slaves is an open ended die.

**armytrainer <nbr>**

Units in the same square will get this amount of XP each month.

**looklike <offset>**

Offset to monster it looks like. This is used by e.g. werewolves in order to look like some other unit when they are inspected.

**poisonexpl <dmg>**

Poison explosion on death. A giant mushroom has this ability with dmG 10.

**fireexpl <dmg>**

Fire explosion on death.

**shardexpl <dmg>**

Shard explosion on death.

**nametype <nametype>**

Sets the type of random name this monster should get. See Table [Nametypes](#).

**unique <nbr>**

This is a unique monster, there can only be one of it in the entire world.

**fireaura <dmg>**

Fire strikeback (std dmG = 3)

**coldaura <dmg>**

AN cold strikeback (std dmg = 2)

**shockaura <dmg>**

AN cold strikeback (std dmg = 3)

**poisonaura <nbr>**

Poison strikeback (std dmg = 4)

**aihold <nbr>**

1 = AI will hold these units in siegable locations and only recruit them there

**eatdead <chance>**

Chance of eating a corpse and reproducing.

**eatdeadcap <chance>**

Chance of eating a corpse and reproducing, capped at one per square and month.

**scry <nbr>**

Can scry for 3 AP, attr=radius\*10 (5=1square, 15=9 squares).

**scrycost <nbr>**

Scrying cost this amount of gold.

**digest <dmg>**

Gives this amount of dmg per round to units in stomach.

**incorporate <dmg>**

Steals this amount of HP per round from units in stomach.

**hoverflow <nbr>**

1 = HP overflow is allowed even after the battle.

**absorbdead <nbr>**

Can absorb dead and get HP from it. Nbr is the maximum dead absorbed per month. Gains 3 HP/dead.

**extraeyes <nbr>**

Monster has this number of extra eyes. Use -1 to create a cyclops with one eye.

**noeyes**

monster has no eyes and needs no eyes to be effective

**sensedead <0-1>**

1 = can sense the number of corpses of all types in current square

**riverdmg <value>**

takes an value damage when passing a river

**iceprot <value>**

+value armor in cold climate

**melt <value>**

takes value dmg per month when not cold

**dmgonterr <terrain nbr>**

Takes 1 point of dmg per month when in this terrain. A single unit can only have one dmgonterr ability. If it has more than one, only the one highest terrain nbr will take effect.

**dmgonterrbonus <value>**

Adds to the damage of the dmgonterr ability

**aipowcom1 <value>**

unit wants to be led by com with this power at level 1+

**aipowcom2 <value>**

unit wants to be led by com with this power at level 2+

**aipowcom3 <value>**

unit wants to be led by com with this power at level 3+

**fear <value>**

causes fear: 1=fear, 2=dread, 3=terror

**makeruin <value>**

value = chance of turning current square into a ruin if possible

**meleeambush <value>**

Will start in melee combat when ambushing

**poisoncloud <value>**

spreads poison cloud, value = radius + 1

**poisonspikes <dmg>**

AN poison strikeback

**acidblood <perc>**

AN acid strikeback, 50=50% of incoming damage

**forestheart <0-1>**

takes control of nearby forests

**spread <value>**

unit will position itself spread out among the other troops

**seduceaura <value>**

attacker within this range might get seduced instead

**neverturn <value>**

never draw facing the other way

**aigoldrally <value>**

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

**thrallhunt <value>**

can create thralls (vampire)

**ainofollower**

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

**putridexpl <value>**

Putrid cloud upon death (value magic dmg + disease(MR))

**aimaxshop <value>**

ai won't buy more than this amount at the same place

**maxsum <value>**

the maximum amount that can be summoned in a single battle

**changetemp <value>**

makes square value degrees hotter

**likestoburn <value>**

value% chance of wanting to burn a forest (wandering indep commanders only)

**reanimate <value>**

reanimates automatically if possible, value = max amount / month

**diseasecloud <value>**

spreads disease cloud, value = radius + 1

**mindexpl <0-1>**

1 = explodes in Mental Agony on Death

**deployoutside <0-1>**

setup this unit outside fort in battles. The monster probably needs to be small (1x1 square) and few in numbers for the deployment to work properly, there is not much space left outside the walls before coming too close to the enemies.

**treelook**

sprite will be rotated and scaled randomly, like a random tree

**trample <dmg>**

Can trample smaller unit for this amount of damage.

**tramplexsize <value>**

Extra size regarding trampling. A size one trampling unit needs tramplexsize 1 to be able to trample anyone at all.

**autoastrology**

Superior Astrologist.

**desolator <value>**

Drain value lifeforce from current square each month (like scourge lord pillar).

**desolcloud <radius>**

Spreads desolation cloud (exhaustion).

**diseaseshield <0-1>**

Disease strikeback (MR negates).

**darkbless <0-1>**

Has the dark blessing of a scourge lord

**defiler <range>**

Needs to drain lifeforce to cast spells, range=max drain range.

**scourgedefiler <value>**

Needs to drain lifeforce to cast spells of the defilement path, range=max drain range.

**petriaura <range>**

Causes petrification like gorgon

**combustionaura <radius>**

Puts nearby units on fire

**confusionaura <radius>**

Confuses nearby units (easy MR negates)

**tunnelmove <dmg>**

Tunnel teleporting in combat like a Purple Worm.

**siegetunnel <chance>**

Chance of emerging inside fort when storming.

**drawsize <percent>**

Draw the unit this amount of percent larger when shown on his unit token. Can be negative for smaller as well. Use this command to easily fine tune the units size to fit nicely in it token. Don't use any large values as the resizing is not done everywhere in the game.

**evasion <0-1>**

25% chance to evade attacks.

**chopforest <value>**

1=can chop down forests.

**awakentrees <radius>**

Will awaken nearby trees & bushes in combat.

**awakenfungus <radius>**

Will awaken nearby mushrooms in combat.

**sitepopboost <value>**

Will boost indep generation at current site (100 = +100%).

**slimeshield <0-1>**

Slime strikeback

**transport <value>**

Is a ship and can transport value amount of size 1 units.

**airbreather <value>**

This wateronly unit will not drown on land

**vassal <0-1>**

Is a vassal knight and will get part of yearly conscription.

**sleeper <chance>**

Chance of starting a battle asleep if defending.

**snowsleeper <chance>**

Chance of starting a battle asleep if defending and it is snowy.

**deepsleeper <value>**

Must receive at least 1-value dmg in one hit to wake up.

## Monster Modding Numbers

### *Nametypes*

- 0 Misc male
- 1 Abyssian (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
- 26 African female
- 29 Indian male
- 30 Indian female
- 31 Early Germanic male
- 32 Early Germanic female
- 33 Japanese male
- 34 Japanese female
- 35 Amazon
- 36 Sauromatian
- 37 Celtic male
- 38 Celtic female
- 39 Angelic
- 40 Demonic
- 41 Inuit
- 42 Gaelic (Tir na n'Og) male
- 43 Gaelic (Tir na n'Og) female
- 44 Nature beasts
- 45 Wooden beasts
- 46 Russian male
- 47 Russian female
- 48 Middle Eastern male
- 49 Rephaite
- 50 Middle Eastern female
- 51 Pale Ones male
- 52 Pale Ones female
- 55 Ancient Forest
- 56 Scourge Lord
- 57 Kobold

*Ritual schools (pow nbr)*

- 1 = necro
- 3 = demon
- 4 = witch
- 5 = druid
- 6 = baron

7 = bakemono  
8 = baal  
9 = hoburg  
10 = clock  
11 = enchanter  
12 = mictlan  
13 = spirit  
14 = shaman  
15 = agartha  
16 = reveller  
18 = warlock fire  
19 = warlock water  
20 = warlock air  
21 = warlock earth  
22 = troll  
23 = rylle  
24 = void  
25 = priest  
26 = illusion  
27 = monk  
28 = dvala  
29 = rune smith  
30 = councilor  
31 = senator  
32 = empress  
33 = warpriest  
34 = bloodpriest  
35 = skypriest  
36 = rainpriest  
37 = nightpriest  
38 = deathpriest  
39 = nekromant  
40 = fire giant  
41 = frost giant  
42 = mountain giant  
43 = storm giant  
44 = sea giant  
45 = dark emperor  
46 = god emperor  
47 = dryad queen  
48 = scourge lord  
49 = cloud lord  
50 = renatus  
51 = kobold  
52 = kobold red  
53 = kobold blue  
54 = kobold white  
55 = kobold green  
56 = alchemist  
57 = governor  
58 = crystal amazon

59 = garnet amazon  
60 = jade amazon  
61 = onyx amazon

### *Negative terrain numbers*

-1 = anywhere  
-2 = temples  
-3 = libraries  
-4 = mines  
-5 = mountains  
-6 = forests and jungles  
-7 = mountains, forests and jungles  
-8 = villages and smaller human settlements  
-9 = fortified citadels  
-10 = forests, jungles and swamps  
-11 = forests  
-12 = greater mines  
-13 = farms  
-14 = human settlements  
-15 = ancient forests and old battlefields  
-16 = village size settlement  
-17 = near water areas  
-18 = temples and pyramids  
-19 = gold and silver mines  
-20 = swamps and bogs  
-21 = outdoors areas  
-22 = capital locations  
-23 = citadels  
-24 = villages and smaller settlements  
-25 = the north  
-26 = the mid  
-27 = the south  
-28 = towns and cities  
-29 = hamlets or larger  
-30 = gem deposits and crystal forests  
-31 = fortified locations  
-32 = villages or larger settlements  
-33 = somewhat important squares  
-34 = blessable squares  
-35 = citadels and graveyards  
-36 = infernal citadels  
-37 = hades citadels  
-38 = forests and jungles  
-39 = magic locations  
-40 = hamlets  
-41 = hamlets, tent villages and villages  
-42 = land locations  
-43 = underwater locations  
-44 = elemental plane of fire  
-45 = elemental plane of water

- 46 = elemental plane of air
- 47 = elemental plane of earth
- 48 = fire citadels
- 49 = water citadels
- 50 = air citadels
- 51 = earth citadels
- 52 = ice citadels
- 53 = void gateways
- 54 = second suns
- 55 = damned capitals
- 56 = level 2 libraries
- 57 = level 3 libraries
- 58 = gold income locations
- 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
- 69 = any normal location
- 70 = graveyards
- 71 = flat terrains
- 72 = kokytos
- 73 = pandemonium
- 74 = inferno
- 75 = abyss
- 76 = void plane
- 77 = celestial plane
- 78 = hades plane
- 79 = unsiegeable locations
- 80 = stonehenges or ancient forests
- 81 = ruby locations
- 82 = sapphire locations
- 83 = diamond locations
- 84 = emerald locations
- 85 = forests, jungles, swamps and caves
- 86 = not on sky plane
- 87 = terrains suitable for ant hills
- 88 = ruby locations and towers
- 89 = sapphire locations and towers
- 90 = diamond locations and towers
- 91 = emerald locations and towers
- 92 = trade locations
- 93 = ports
- 94 = temples and fortified locations
- 95 = citadels and settlements
- 96 = lakes

- 97 = ancient forests and similar
- 98 = Elysium plane
- 99 = forest like locations
- 100 = forest or jungle like locations
- 101 = snowy location
- 102 = near fresh water
- 103 = plain-like terrains
- 104 = hills and coal mines
- 105 = non-void
- 106 = sky plane
- 107 = deep earth gem deposits
- 108 = castles suitable for the Baron
- 109 = buildings of power
- 110 = desert-like terrains
- 111 = iron producing terrains
- 112 = non-iron producing terrains
- 113 = cities

### *Magic Paths (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 White Magic
- 17 Spiritism
- 18 Fortune Magic
- 19 Solar Magic
- 20 Mysticism
- 21 Serpent Magic
- 22 Golden Magic
- 23 Iron Arcana
- 24 Kuro Do
- 25 Prayers
- 26 Enchantment
- 27 Frost Magic
- 28 Dark Prayers
- 29 Wizardry
- 30 Shamanism
- 31 War and the Sun

- 32 Night
- 33 Rain
- 34 Bloody Mother
- 35 Nahualli Magic
- 36 Command
- 37 Black Magic
- 38 Necromancy
- 39 Druidism
- 40 Witchery
- 41 Troll Magic
- 42 Void 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
- 62 Defilement
- 63 Bile Magic
- 64 Divine Magic
- 65 Sidhe Magic

## Objectives

- 1 walk randomly on same plane
- 2 crusade
- 3 inquisition/saint
- 4 rider
- 5 angel
- 6 devil
- 7 ghost
- 8 visit citadels & settlements
- 9 dragon
- 10 merchant
- 11 celestial angel
- 12 primal gods
- 13 wild hunt
- 14 vassal
- 15 orchard of souls
- 16 pirate captain
- 17 teleporting horror
- 18 hunt enemy armies if on home plane
- 19 hunt player squares if on home plane

## Plane Numbers

- 2 Elysium like planes (sky, agartha, elysium)
- 1 All planes
- 0 Elysium
- 1 Celestial
- 2 Sky
- 3 Agartha
- 4 Inferno
- 5 Hades
- 6 Aztlan
- 7 Primal
- 8 Elemental Planes
- 9 The Void

# Class Modding

These commands are used to modify and create new playable classes. A maximum of about 150 new classes can be added by mods.

## Start Commands

### **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 [Class numbers](#).

## **newclass**

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

# Basic Commands

## **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 "text"**

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

## **classabdescr "text"**

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

## **hometerr <terrain nbr>**

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.

# Special Start Location

## **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 nbr>**

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

## **likesnorth <value>**

A value from -10 to 10 indicating the willingness to have a northern start location.

## **likessouth <value>**

A value from -10 to 10 indicating the willingness to have a southern start location.

## **likescoast <value>**

A value from -10 to 10 indicating the willingness to start near the coast.

## **startplane <plane>**

Starting citadel should be on this plane. If you use this command you should also use the "createcit" command and the terrain set as hometerr should be set to a gateway/pit/spire terrain. The hometerr terrain will be created in Elysium as a portal to the other plane.



**createcit <terrain nbr>**

This is the citadel terrain for classes with a different start plane.

## Starting Units

**clearstartunits**

Clears the starting army for the active class.

**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.

**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.

**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).

## Recruitment List

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). See table [Resource Types](#) for resource types.

**templerec**

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

**libraryrec**

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

**reclimiter "string"**

This will alter the requirements for the last added recruitment. string can be something like "+Baron" to require a Baron, "-Baron" to require the Baron to not be alive or "=Dwarf Worker" to require dwarf workers to be upgraded into the new troops.

**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.

**townbonusdescr "text"**

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

**libbonusdescr "text"**

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

**templebonusdescr "text"**

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

**humancost <value>**

cost multiplier (100=normal) for human recruitment at special locations (castles, desert palaces), 999=impossible

**mercpricemult <value>**

value 2 = mercs will be twice as expensive

**mercboost <value>**

value 100 = mercs will be twice as frequent, -50 = half as frequent

**recterr <terrain nbr>**

The previous entry in the recruitment list can only be recruited in this terrain.

## Income Modifiers

**goldbonus <percent>**

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 <percent>**

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 <percent>**

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.

## Special Attributes

**aiclass <value>**

-1=AI players will never get this class by random choice, 0=normal, 1=this class can only be played by AI players

**classforestcit <0-1>**

Can use ancient forests as citadels, like the Troll King.

**classwoodencit <0-1>**

Can use watch towers as citadels, like the Senator.

**classminecit <0-1>**

Can use mountain mines as citadels, like the Dwarf Queen.

**classcitterr <terrain nbr>**

Can also use this terrain as citadels. There can only be one classcitterr per class, but it can be combined with the 3 previous commands.

**reqterr <terrain nbr>**

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.

**classtune <sound>**

Sets the class specific tune to this sound number. Tune sound numbers are 125-150 (class specific tunes) and 155-168 (general tunes).

## otherplanar

Will enable the class to survive without owning a citadel in Elysium. Note that all classes will survive when owning their start citadel, even if it is not in Elysium.

# Class Modding Numbers

## *Class numbers*

```
1 baron
2 necro
3 demon
4 witch
5 priestess
6 bakemono
7 barbarian
8 senator
9 agartha
10 druid
11 hoburg
12 warlock
13 mictlan
14 troll
15 enchanter
16 beholder (non-playable)
17 archmage (non-playable)
18 goblin king (non-playable)
19 cultist
20 dwarf
21 priest
22 illusionist
23 markgraf
24 dryad queen
25 scourge lord
26 cloud lord
27 kobold
28 maharaja
```

## Resource Types

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	lifeforce
14	human corpses
15	gems
16	expendable units
17	corpses
18	goblins

## Terrain Modding

These commands allow the modding of world map terrain types. To find out what number a certain type of terrain has, press ctrl+i in the game and it will show the number of the terrain in that square.

## Start Commands

### **selectterr <terrain nbr>**

Select the terrain to be modified. Select a low number to alter an existing terrain or select a number between 500 - 999 to create a new terrain. Press ctrl-i in game on a terrain to see what number it has.

## Basic Commands

### **spr "image.tga"**

Sets the image file for the terrain square.

### **name "name"**

Name of the terrain type.

### **gold <nbr>**

Gold income for the terrain when owned.

**iron <nbr>**

Iron income for the terrain when owned.

**trade <nbr>**

Trade value of 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>**

Sacrifice income for the terrain when owned.

**dead <nbr>**

The location starts with <nbr> \* d6 corpses in it.

**hands <nbr>**

Hands of Glory income for the terrain when owned.

**gems <nbr>**

A bitmask value that determines the gem income of the location. See the [Gem Income Bitmask](#) table. Note that you can add multiple 1 income values together to create a higher income value of a certain type of gem. Maximum income for a single gem type is 7.

**pop <nbr>**

A value indicating the size of humanlike population. Farm = 5, City = 50.

**lifeforce <nbr>**

Sets amount of lifeforce that can be drained from the square \* 10. A plain has 10 and a forest 30. Negative values means square drain lifeforce with this radius (Pillar of Power has a value of -1).

**apcost <nbr>**

Action Point cost for moving through the terrain.

## Clear Commands

**clearspec**

Clears the special attributes of the selected terrain.

**clearfort**

Clears the fort attributes of the selected terrain.

# Special Attributes

## **citadel**

The terrain functions as a citadel when owned.

## **batmap <batmap nbr>**

Associates the terrain with a certain battle map. See table [Battle Maps](#). This is usually used for fortified locations, but villages also have a battle map.

## **walls**

The location has walls in battle and is a siegable location.

## **woodengate**

The fort has a wooden gate

## **irongate**

The fort has an iron gate

## **enchantedgate**

The fort has an enchanted gate

## **bramblegate**

Bramble gate

## **barricade**

Wooden barricade gate

## **earthbarricade**

Earth barricade gate

## **cloudgate**

Cloud gate

## **magicwalls**

Ethereal units cannot pass through walls at this fort

## **burnable**

The terrain can be burned like forest.

## **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.

## **nostdrec**

Standard class based recruitment lists are not available in this terrain. Instead, there are other

units available for recruitment specific to the terrain.

### **ownable**

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

### **smoke**

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

### **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.

### **invisible**

The sprite will not be drawn, instead the look of the terrain will be procedurally generated. Not a useful command for modding.

### **visible**

Makes sure that the sprite is drawn as terrain and nothing else. Necessary to modify the look of procedurally drawn terrains like forests, mountains and villages.

### **forest**

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

### **swamp**

The terrain counts as swamp for the purposes of abilities like Swamp Move.

### **mountain**

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

### **desert**

The terrain counts as a desert for the purposes of abilities like Desert Move.

### **deepspawn**

Hybrid fishermen can appear here.

### **melts**

A hint to the AI that the terrain melts after the winter. Frozen lakes and rivers have this attribute. Not a useful command for modding.



**nostart**

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

**woodencitadel**

Can be used as citadel by the Senator

**forestcitadel**

Can be used as citadel by the Troll King.

**useable**

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

**rare**

The terrain is a rare special terrain. It is sometimes deployed at a random place in Elysium by the random map generator.

**unique**

This terrain is unique and can only be placed once by the random map generator.

**mine**

The terrain counts as a mine.

**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.

**temple**

The terrain counts as a temple.

**el**

Terrain starts as converted to the worship of El.

**settlement**

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

**void**

The terrain is part of the void. It is possible to both walk, swim and sail here.

**voidret**

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

**library1**

Library level +1.

**library2**

Library level +2.

**hoburg**

All starting corpses here will be small size.

**snowok**

Income in this terrain is not affected by snow.

**desertok**

Terrain will survive surroundings being turned into desert.

**invseason**

Seasons are reversed in this terrain.

**spreadcold**

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

**tempimmune**

The terrain will not be transformed into a wasteland when it gets too hot

**ritrebate <percent>**

All rituals cast on this location will be cheaper.

**bonusrelics <value>**

Get this number of extra relics from this location. By default the amount of relics is one less than the amount of sacrifices earned.

**nosnowpen**

No movement penalty from snow.

**farvis**

Can be seen from far away.

**seepast**

Far horizon (like sea).

**port**

Ships can enter this terrain.

**realport**

Ships can be recruited here.

**misty**

Mist emanates from here.

**mistrare <chance>**

Will reduce the amount of mist produced. Rare is the chance in percent that mist will be

produced.

### **anchored**

Dimensionally anchored location.

### **hardfly**

Difficult to fly here, costs 2 AP.

### **nevercold**

This square will never get cold.

### **ug**

This is an underground terrain.

### **town1**

One town point.

### **town2**

Two town points.

### **cityname**

This terrain should start with a random city name.

### **nodrown**

No one will drown in this terrain. Fishes can be on land and vice versa here. Used for frozen water tiles.

### **destroyto <terrain nbr>**

Turns into this terrain when destroyed or burned up. Usually this command is not needed and it the terrain will be turned into something appropriate depending on its attributes.

## **Terrain Modding Numbers**

### *Gem Income Bitmask*

2 <sup>0</sup>	1	Ruby, income 1 (fire)
2 <sup>3</sup>	8	Sapphire, income 1 (water)
2 <sup>6</sup>	64	Diamond, income 1 (air)
2 <sup>9</sup>	512	Emerald, income 1 (earth)
2 <sup>12</sup>	4096	Random gem, income 1
2 <sup>15</sup>	32768	Random gem B, income 1
2 <sup>18</sup>	262144	Use dice for income
2 <sup>19</sup>	524288	Keep old gem income if another terrain is transformed into this one

## Battle Maps

lowwall	1
lowwalln	2
highwall	3
highwalln	4
greatwall	5
widewall	6
widewalln	7
citadel	8
palisade	9
palisaden	10
outpost	11
stonetower	12
woodentower	13
witchtower	14
natcavefort	15
natcavefortwide	16
cavefort	17
cavefortwide	18
dwarfcity	19
cloudwall	20
cloudcastle	21
earth	22
flamewall	23
bramble	24
bridge	25
towerbridge	26
corkscrew towers	27
port	28
agarthafort	29
jerusalem	30
monasteryn	31
ford	32
kingscastle	33
academy	34
darkcitadel	35
ziggurat	36
bronzecastle	37
town	38
city	39
village	40
lionvillage	41
junglevillage	42
coastville	43
cloudtower	44
tentvillage	45
hobvillage	46
capital	47

# Terrain Group Modding

These commands can be used to create new terrain groups, i.e. negative terrain numbers that corresponds to a bunch of terrains. They have a negative number from -1000 to -1199, a name e.g. "castles and temples" and finally a number of terrains that fulfills the requirement for this terrain group.

## Start Commands

### **selectterrgroup <terrgroup nbr>**

Select the terrain group to be modified. The number must be between -1000 and -1199. The numbers between -1 and -999 are reserved for standard CoE5 and cannot be modified.

## Basic Commands

### **setname "name"**

Sets the name for the terrain group, e.g. "forests and temples".

### **addterr <terrain nbr>**

Adds a terrain to this group. Negative numbers cannot be used here. By default a terrain group is empty.

### **remterr <terrain nbr>**

Removes this terrain from the group.

### **addallforests**

Adds all different forest terrains to the group. Jungles are not included.

### **addalljungles**

Adds all different jungle terrains to the group.

### **addallsettlements**

Adds all different human settlement terrains to the group.

### **invert**

Inverts the contents of the group. Very useful when making a group that should contains all terrains but one.

## Ritual Modding

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

# Start Commands

## **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" [<offs>]**

The optional value offs can be used to select a ritual other than the first one with this name. 0=the first one, 1=the second ritual with this name.

# Basic Commands

## **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 the [Ritual schools \(pow nbr\)](#) table.

## **level <1-9>**

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

## **cost <resource type> <amount>**

Adds a resource cost to the ritual. E.g. cost 4 10 to add a cost of 10 sacrifices. A single ritual can have at most 4 different costs. See table [Resource Types](#) for resource types.

## **terr <terrain nbr>**

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

# Clear & Copy Commands

## **copyritual "name"**

Copies all stats and abilities (except pow nbr and name) from another ritual to the current one.

## **clearritspec**

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

# Summoning Commands

## **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. All addstring commands will be processed before any other commands for the ritual, so it does not matter where in the ritual you place them.

## **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 & 2d4+2\*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.

## **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.

## **sum2chance <percent>**

Same but one higher.

## **sum3chance <percent>**

Same but one higher.

## **sum4chance <percent>**

Same but one higher.

## **sum0snow <percent>**

Works like sum0chance, but it can only succeed if there is snow at the target location.

## **defctrl <percent>**

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

## **varcost <percent>**

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

## **raisedead**

Raises humanoid corpses from the dead.

## **raiseanimals**

Raises animal corpses from the dead.

## **specpow <value>**

Makes a druid summoning, 1=minor, 2=major

## **setplayer <player nbr>**

Following summons will be owned by this player. Default owner is the current player. Player -1 resets the owner to the default.

*Example summoning ritual that summons a random group of monsters*

```
newritual      "Summon Jellies"  
level         1  
cost          3 25  
addstring     "1d3+1*Slime Mold"  
addstring     "1d2*Swamp Thing"  
addstring     "1d2*Ochre Jelly"  
summoning
```

## Transformation Commands

### **promotion** <nbr of units>

Promote existing units to another monster type. Use `addstring` to add promotion pairs, the first string sets a source unit and the second one the destination units. Multiple of these pairs can be added to a single ritual.

### **transformtarg** <1-2>

Will transform target into the unit type set by `addstring`. Value 1 = standard (use this), 2 = transform into following unit if level is high enough.

### **promplayer** <player number>

Promoted units will be owned by this player instead. Use this command before the promotion command.

## Mastery Commands

These commands are usually used for different mastery rituals. They will grant new spells and upgrade the caster to a new monster type.

### **newrit** <1-9>

Grants a new ritual of this level.

### **gainrit** <offset>

Learns the ritual that is offset numbers away. E.g. offset 1 = learn the following ritual when casting this one.

### **rebatelvl** <1-9>

This ritual will be half price if caster is this level or higher.

### **levelup** <1-9>

Will level up if caster is below this level. Leveling up means becoming a new monster determined by the mastery monster command.

### **levelupmon** <1-9>

Like `levelup`, but the new monster type is set by the `addstring` command. Set the new monster type in the `addstring` command.



**newspell1 <path nbr>**

Learns one new level 1 combat spell from this path.

**newspell2 <path nbr>**

Learns one new level 2 combat spell from this path.

**newspell3 <path nbr>**

Learns one new level 3 combat spell from this path.

**forgetrits**

Forgets all known rituals.

*Example mastery ritual that levels up from lvl 1 to lvl 2*

newritual	"Mastery"
level	1
cost	3 150
free	
newrit	2
levelup	2
soundfx	57
rebatelvl	2

## Casting Restrictions

**levelreq <1-9>**

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

**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.

**benrestrict <ben nbr>**

Caster cannot have this beneficial bitmask

**fxreq <fx nbr>**

Unit must have 1+ in this fx to learn and cast this ritual. This command is probably not useful for modding.

**nomonworldreq [<limit>]**

Monsters in addstring "(-)..." in the world must be fewer than limit. Default limit is 1.

**nomonplayerreq [<limit>]**

Monsters in addstring "(-)..." in the world and owned by the current player must be fewer than limit. Default limit is 1.

**nomonmasteryreq**

Monsters in addstring "(-)..." must not be in the world and owned by the current player unless level is higher than ritual requires

**nomonelysiumreq**

Monsters in addstring "(-)..." must not be in elysium/sky/agartha. Monster in addstring "(+)..." will disable following minuses if monster fulfills same requirement. This applies for all nomon... commands.

**nomonreq**

Monsters in addstring "(-)..." must not be at current location.

**nomonhomereq**

Monsters in addstring "(-)..." must not have their home at current location.

**fewmonreq <max>**

The monsters in addstring "(-)..." must not be more than max at current location.

**minmonreq <min>**

The monsters in addstring "(&)..." must be at least 'min' in number at current location.

**monworldreq [<min>]**

At least min number (default 1) of the monsters in addstring "(&)..." must be in the world. The min attribute is optional and can be omitted.

**monplayerreq [<min>]**

At least min number (default 1) of the monsters in addstring "(&)..." must be in the world and owned by the current player. The min attribute is optional and can be omitted.

**enchherereq <ench nbr>**

This type of Enchantment must be active where there ritual is cast.

**nonearby1req <terrain nbr>**

This terrain cannot be within 1 square when casting the ritual (a 3x3 square area).

**nonearby3req <terrain nbr>**

This terrain cannot be within 3 squares when casting the ritual (a 7x7 square area).

**nonearby5req <terrain nbr>**

This terrain cannot be within 5 squares when casting the ritual (a 11x11 square area).

**nonearby7req <terrain nbr>**

This terrain cannot be within 7 squares when casting the ritual (a 15x15 square area).

**nonearby99req <terrain nbr>**

This terrain cannot be anywhere on the same plane when casting the ritual

**nearby1req <terrain nbr>**

This terrain must be within 1 square when casting the ritual (a 3x3 square area).

**nearby3req <terrain nbr>**

This terrain must be within 3 squares when casting the ritual (a 7x7 square area).

**nearby5req <terrain nbr>**

This terrain must be within 5 squares when casting the ritual (a 11x11 square area).

**nearby7req <terrain nbr>**

This terrain must be within 7 squares when casting the ritual (a 15x15 square area).

**nearby99req <terrain nbr>**

This terrain must be somewhere on the same plane when casting the ritual

**noportalreq <0-1>**

Location where ritual is cast mustn't contain a portal

**maxcast <value>**

Ritual cannot be cast more than this number of times per player

**planereq <plane nbr>**

Can only be cast on this plane. See table [Plane Numbers](#).

**nofxherereq <fx nbr>**

Cannot be a unit with this fx at the current location.

**nofortreq <fort part>**

There cannot be a fort with this fort part here.

**fortreq <fort part>**

There must be a fort with this fort part here.

**hasportalreq <portal nbr>**

Player must own a portal of this number.

**eventvarreq <var>**

This event variable must be 1 or higher for ritual to be castable.

**noeventvarreq <var>**

This event variable must be 0 or lower for ritual to be castable.

**homereq <-1 or 1>**

Caster can only cast this in his home province. -1=cannot.

**homecitreq < -1 or 1 >**

Can only cast this in the player's home citadel. -1=cannot.

## Ritual Learning Difficulty

**free**

always start with this ritual in addition the others

**start**

will start with this ritual(s), no others

**nostart**

never start with this ritual (or learn from mastery)

**rarestart**

reduced chance of starting with this ritual

**notforpoor**

units with more expensive rituals can't get this one

**nexttoo**

receives next ritual too when receiving this one

**afterprev**

must know previous ritual before learning this one

**noundead**

undeads never know this ritual

**nodemon**

demons never know this ritual

**nofemale**

females never know this ritual

**gathergems**

will start gathering gems when knowing this ritual

## Cost Modifications and Effect Boosts

**apcost <nbr>**

Extra Action Points cost for the rituals.

**rebatefx25 <fx nbr>**

Units with this fx nbr get 25% rebate

**rebatefx50 <fx nbr>**

Units with this fx nbr get 50% rebate

**rebateterr20 <terrain nbr>**

Ritual cost is 20% cheaper in this terrain

**rebateterr50 <terrain nbr>**

Ritual cost is 20% cheaper in this terrain

**terrboost <terrain nbr>**

Adds 1 to number of summoned monsters when done in this terrain

**terrscale50 <terrain nbr>**

+50% number of summoned monster when done in this terrain

**sacrscale**

Summoning amount scales with sacrifice production of target square

## Targeting Commands

These commands sets the Target Location or Target Unit for the ritual. By default these targets are the caster and his square. This is fine for normal summoning and mastery rituals and usually only more exotic rituals that targets squares or units far away have any need to change this.

**chooseterrloc <terrain nbr>**

Player will choose target location for ritual.

**randterrloc <terrain nbr>**

Sets loc to a random terrain of this type on active plane.

**randomloc <1-5>**

1=random land loc, 2=many dead (excluding present), 3=rand enemy com, 4=rand enemy citadel, 5=home citadel

**randnewloc <terrain nbr>**

Like previous, but try to find an unknown location first.

**newlocplanes <terrain nbr>**

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

**chooseloc <1-5>**

Player choose target location. 2=deviate to many dead, 3=empty mirror req, 4=empty gold mirror, 5=horror mark deviation

**planeloc <plane nbr>**

Shift target loc to same position but on another plane (neg = toggle between this plane and elysium).

**setplane <plane nbr>**

Following randomloc etc. commands will be restricted to this plane

**choosefxtarg <fx nbr>**

Player will choose a target unit that has this fx nbr.

**mirrortarg <mirror size>**

Set targ to an empty mirror unit, attr = size for mirror, -1=any size

**montarg <1>**

Sets targ unit to a random unit at target location among the type added by addstring.

**ritmaxrange <range>**

Limits the maximum range of any following choose... rituals. The range is in number of squares.

## Affect Target Location

**scryloc <radius\*10>**

Scry in a circle around target location.

**scatterscry <nbr of squares>**

Scry in a scattered way around target location.

**squarespec <ss bitmask>**

Adds special square flags to square. The only useful values are  $2^{14}$  (16384) converted to El,  $2^{16}$  (65536) poison fog,  $2^{17}$  (131072) strange mist.

**reducetown**

Reduces settlement at target location one step in size.

**destroyterr**

Destroys any valuable terrain at target location.

**alterloc <terrain nbr>**

Changes target square to this terrain.

**makeportal <portal nbr>**

Connect this square to other portals of the same number. Portal nbr 1000 is special and will create a unique number.

**centerloc**

Center map on target location.

**trollifyloc**

Transform forest at target location into a troll forest.

**squareench <ench nbr>**

Puts an enchantment at target location.

**planeswap <plane nbr>**

Swaps target square with corresponding square on this plane.

**portalroom <terrain nbr>**

Creates a portal to a location around this terrain.

**movehome**

Moves home citadel location to target square.

**putcorpses <nbr>**

Creates a number of human corpses in the target square (as if a fight involving humans had taken place there). Add 10000 to nbr in order to make the number of corpses scale with the sacrifice amount used.

## Affect Target Unit

**teleportloc <1-2>**

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

**selectfx <fx nbr>**

Sets mod-fx-nbr to this value. Used by next command.

**setfx <value>**

Gives target unit a fx of type mod-fx-nbr and sets it to this value.

**fillmirror <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.

**updatehome**

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

**bentarg <ben nbr>**

Gives a beneficial bitmask to the target unit. See table [Special Benefits](#). Particularly useful values for rituals are  $2^{26}$  to get the twiceborn effect or  $2^{24}$  to get the Stygian Bath effect. Note that most ben effects are temporary any will disappear after battle or during the turn and will be useless for rituals.

**afftarg <aff nbr>**

Gives an affliction bitmask to the target unit. See table [Special Afflictions](#).

**bentargall <ben nbr>**

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

**setvar <nbr>**

Set the generic modding variable to this value.

**bentargvar <ben nbr>**

Like bentarg, but the unit will only be affected if he is located in the terrain in the generic modding variable.

**cureoneaff <chance>**

Has this chance of curing one affliction on the target unit.

**insanity <value>**

Gives insanity to the target unit. Negative value can be used to cure insanity. Only works if target is a commander.

**ritequipall**

Gives all items in "|..." strings to the target unit. E.g. use addstring "|Ring of Protection" if you want the target unit to receive a ring of protection.

## Special Commands

**soundfx <sound>**

Play this sound effect.

**transformtarg <mode>**

Target unit will be transformed into one of the monsters added by addstring. Normally you want to use mode 1. Mode 2 will transform the units into higher monsters if they have higher skill level than necessary to cast the ritual.

**gainbless <percent>**

Percent chance of gaining a bless effect.

**gaindarkbless <percent>**

Percent chance of gaining a dark bless effect.

**ornext <percent>**

This ritual will have one of two possible effects. The first effect will consist of the following command, the next effect will consist of the remaining commands. Percent is the chance of the first effect happening.

**ornext2 <percent>**

This ritual will have one of two possible effects. The first effect will consist of the two following commands, the next effect will consist of the remaining commands. Percent is the chance of the first effect happening.



**ornext3 <percent>**

This ritual will have one of two possible effects. The first effect will consist of the three following commands, the next effect will consist of the remaining commands. Percent is the chance of the first effect happening.

**ornext4 <percent>**

Like the other ornext commands.

**ornext5 <percent>**

Like the other ornext commands.

**castertarg**

Sets target unit to caster.

**closewin**

Closes the ritual window after the ritual has completed.

**failplayer <player nbr>**

Failed summons will be owned by this player.

**centercaster**

Center map on caster.

**unfollowtarg**

Removes all followers from the target, should he be a commander that is commanding any units.

**simulacrum**

Creates a simulacrum.

**enchreqterr <terrain nbr>**

Enchantment will be auto dispelled if it is outside this terrain.

**forgetcurrit**

Caster will forget this ritual after casting it.

## Event interaction

**seteventvar <var>**

set this event variable to 1

**cleareventvar <var>**

set this event variable to 0

**addeventvar <var>**

increases the value of this event variable by 1

**subeventvar <var>**

decreases the value of this event variable by 1

## AI hints

**aiwhere <terrain nbr>**

restricts the AI to only cast ritual in this terrain

**aialways <chance>**

AI will always (if chance = 100 try to cast this ritual, but not make any long time plans for it. chance=999 is special and means the AI will also make plans for the ritual.)

**airare <chance>**

Reduces the chance of the AI trying to use this ritual. Chance is the chance of casting the ritual and can be from 1-99. -1 is a special value meaning never cast it.

**aiweakonly <troop strength>**

AI commander will only cast this ritual if his troop strength is below this value. One spearman gives 10 troop strength points.

**aionlyplane <plane nr>**

AI will only cast ritual when on this plane

**aitarg <value>**

For long range rituals. 1=try to target squares with enemy commanders, 2=try to target valuable squares with corpses in

**ainothere <terrain nbr>**

AI will not cast ritual in this terrain

**ainotclose1 <terrain nbr>**

AI will not cast ritual if close to this terrain, radius=1

**ainotclose2 <terrain nbr>**

AI will not cast ritual if close to this terrain, radius=2

**ainotclose3 <terrain nbr>**

AI will not cast ritual if close to this terrain, radius=3

**ainotnearhome <mindist>**

AI should not cast this ritual close to home (mindist = nbr of squares away)

**aiapprspam <chance>**

AI will dedicate apprentices to stay at home and only spam this ritual. Chance is 0-100

**ainosimul**

No more than one commander may plan to cast this ritual at once

**airestrig <value>**

AI will always try to cast this ritual if it has at least this many of the primary resource for the ritual

**aimaxcast <value>**

An AI player will never cast this ritual more than this number of times in a game

## Sound Sample Modding

This command can be used to modify or create new sound samples. These can then be used as sound effects for weapons and rituals in the mod.

**sample <sound> "sample.sw"**

Sets a sample file (sample.sw) as a certain sound effect number (sound). The sound effect number can be between 0 and 249, high numbers (170+) will create new samples and low number will replace the old samples that already occupies those numbers. The sample file should have the .sw (mono) or .sw2 (stereo) extension and be saved as a signed 16-bit 22050 Hz sample.

**sampleismusic <sound>**

Turns this sample into one a class specific tunes. That means it will loop into a background tune when it has finished playing. If you create a sample as a class specific tune, this must be used on that sample to keep the music playing. If used on a background tune it will remove that tune from the loop of background music.

**sampleisloopmusic <sound>**

Turns this sample into one of the background tunes. That means it will loop into another background tune when it has finished playing.

## Misc Modding

For those commands that do not fit into one of the usual categories.

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

Sets the default color for a player. Each color value is between 0 and 255.

## Events

Events are composed of one start command, usually one or more triggers, one or more actions and finally the end command.

The trigger determines when the event will happen and the action determines what will happen as the result.

Events can be added both to mods and to custom map files.

# Event Start & End

## **playerevent**

Once for each player every turn, occurs in home citadel by default

## **squareevent**

For each player and each square in the world every turn

## **endevent**

All events must end with this command

# Event Triggers

Restricts when the event can occur. Note that all triggers can be inverted by writing - instead of +.

## **+squareowner <player>**

True if target square is owned or occupied by this player.

## **+armyowner <player>**

True if square is occupied by this player.

## **+turnnbr <turn nbr>**

True if the current turn number is this turn nbr. Games start at turn 0 and any turn 0 events are executed before each player can play their first turn. But events are also run once before the game has started for anyone at turn -1.

## **+minturnnbr <turn nbr>**

True if the current turn number is this turn nbr or greater.

## **+chance <percent>**

Trigger has percent chance of being true.

## **+player <player>**

True if current player has this player number.

## **+class <player> "class name"**

True if this player is this class.

## **+humanplayer <player>**

True if this player is a human player (not an AI player).

## **+aiplayer <player>**

True if this player is an AI player. Only real AI players are valid, not the different independent factions.

## **+hascom <player> "commander's name"**

Also sets target unit.

**+hascomhere <player> "commander's name"**

Also sets target unit.

**+ownsloc <player> <terr nbr>**

True if player owns this terrain anywhere in the world.

**+ownsloctarg <player> <terr nbr>**

True if player owns this terrain anywhere in the world. Also sets target location to this place.

**+terrain <terr nbr>**

True if target square is of this terrain.

**+season <0-3>**

0=summer, 1=autumn, 2=winter, 3=spring.

**+seasondelay <1-3>**

3=early (guaranteed to only happen once per season, 2=mid, 1=late).

**+varequal <var> <value>**

var = 0-9999, true if variable equals value.

**+varlesser <var> <value>**

True if the variable is less than value.

**+vargreater <var> <value>**

True if the variable is greater than value.

**+hasunit <player> "monster name"**

True if player has this kind of unit somewhere in the world. Also sets target unit (player -1 = any player)

**+hasunitthere <player> "monster name"**

True if player has this kind of unit at current square. Also sets target unit (player -1 = any player)

**+hasitem <player> "item name"**

True if player has this kind of magic item somewhere in the world. Also sets target unit to wielder (player -1 = any player)

**+hasitemhere <player> "item name"**

True if player has this kind of magic item in current square. Also sets target unit to wielder (player -1 = any player)

**+squarename "square name"**

True if square has this name. e.g. "Crab Harbor" or "The Old Tower"

**+plane <planenr>**

True if target square is on this plane. See table [Plane Numbers](#). The special values -1 (all planes) and -2 (Elysium-near planes) can also be used.

### **+mincorpses <nbr>**

True if at least this many corpses of any type are present in the square.

### **+minhumancorpses <nbr>**

True if at least this many human corpses are present in the square.

### **+minhumanoidcorpses <nbr>**

True if at least this many humanoid corpses (humans, hoburghers, giants) are present in the square.

### **+minanimalcorpses <nbr>**

True if at least this many animal corpses (of any type) are present in the square.

### **+hasaffunithere <player> <aff>**

True if player has a unit in the current square that has all the afflictions in the aff mask. See table [Special Afflictions](#). Also sets target unit (player -1 = any player)-

### **+squareactivated**

True if active square is in its activated state. Terrains like Stone Henges can be (de)activated and their status can be checked with this trigger.

### **+varvarequal <var1> <var2>**

var = 0-9999, true if variable 1 equals variable 2.

### **+varvarlesser <var1> <var2>**

var = 0-9999, true if variable 1 is lesser than variable 2.

### **+varvargreater <var1> <var2>**

var = 0-9999, true if variable 1 is greater than variable 2.

## **Event Actions**

### **Basic actions**

#### **addresources <player> <resource type> <amount>**

Adds an amount of resources to a player. See table [Resource Types](#) for resource types.

#### **message <to player> "text"**

Sends a text message to a player.

### **Affect target location**

#### **newunits <player> "monsters"**

also sets target unit

#### **promoteunits <player> <max amount> "from monster" "to monster"**

also sets target unit

**alterterrain <terrain nbr>**

changes the terrain of the current location

**killsquare**

kills everyone in target square

**namesquare "square name"**

Sets name of square, e.g. "Crab Harbor" or "!2The Old Forest" or "!!The Old Tower"

**removecorpses <nbr>**

Removes this many corpses from target location. Nbr must be a positive value.

**removehumanoidcorpses <nbr>**

Removes this many humanoid corpses from target location. Nbr must be a positive value.

**removeanimalcorpses <nbr>**

Removes this many animal corpses from target location. Nbr must be a positive value.

**holdit <0-1>**

1=Any independent units on this square will hold and not move away. This holdit flag is cleared if the square is conquered or if any unit is spawned on it.

**Change where the target location is****setloc <x> <y>**

Move target location to a fixed location. Cannot be used on squareevents.

**randloc <planenr> <terr nbr>**

Move target location to a random location. See table [Plane Numbers](#). The plane special values -1 (all planes) and -2 (Elysium-near planes) can also be used. Negative terrain numbers can also be used for special group of terrains. Cannot be used on squareevents.

**scatterloc <radius>**

Makes target location deviate a bit, can result in the same square. Cannot be used on squareevents.

**targunitloc**

Set target location to the place where the target unit is.

**Affect target unit****comname "commander name"**

Gives a new name to the target unit. Only works if the target is a commander.

**newitem "item name"**

Gives a specific magic item to the target unit.

**randitem <rare chance>**

Gives a random magic item to the target unit. Rare chance is the chance of being eligible for a rare magic item. It will always be an item that the target unit has appropriate equipment slots for.

**randmisc <rare chance>**

Gives a random magic misc item to the target unit. Rare chance is the chance of being eligible for a rare magic item.

**killunit <dmg>**

Hits the target unit with this amount of damage. Use 9999+ for a purge that will disregard any special abilities the target might have (including immortality).

**gainxp <xp>**

Gives XP to the target unit. XP can be negative to remove XP.

**promote <commanderize> "monster"**

commanderize 0 = do not alter commander status, 1 = turns a non commander into a commander

**makestationary**

Makes target unit stationary on world map.

**makeblind**

Makes target unit blind.

**makediseased**

Makes target unit diseased.

**makenhwound**

Gives target unit a never healing wound.

**cureoneaff**

Cures one affliction.

**changeowner <player>**

changes ownership of unit to this player

**makeaff <aff>**

Gives an affliction to target unit. See table [Special Afflictions](#).

**makeben <ben>**

Gives a special benefit to target unit. See table [Special Benefits](#). Particularly useful values are 2^26 to get the twiceborn effect or 2^24 to get the Stygian Bath effect. Note that most ben effects are temporary any will disappear after battle or during the turn and will be useless for events.

**makeminoraff**

Gives a random minor affliction to target unit.



## Set variables

**setvar** <var> <value>

var = 0-9999, sets a variable to a value

**addvar** <var> <value>

var = 0-9999, adds a value to a variable

**copyvar** <var1> <var2>

var = 0-9999, copies variable 1 to variable 2

All variables are set to zero when the game begins.

## Special Values

Where a "player" number is required one of these numbers can be used.

### *Player numbers*

0-23 = player number  
24 = Independents  
25 = Special monsters  
26 = Horrors  
27 = Hades  
28 = Inferno  
29 = Celestial  
30 = Kingdom/Empire  
-1 = everyone (only for messages and a few triggers)  
-2 = event player (current player)  
-3 = square owner  
-4 = army owner

## Updating a Mod

Updating a mod might break old saved games using that mod unless you take some special care.

Any new units have to be added after all previous units and any new classes after all other classes and so on. If updates are done in this way, saves should remain compatible. Adding a new unit in the middle of a mod will shuffle around all the ones behind it and break any saved games.