



**Conquest of Elysium 3  
Modding Guide  
v3.16**

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## Content

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## Organization & Editing

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# 1 Introduction

This user guide contains instructions on how to make mods for Conquest of Elysium 3 to change aspects of the game and add new content.

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

See section [chapter name] [section number]

or

See section [section number] [section name].

## 1-1 General Information

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

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

Conquest of Elysium 3 mods are text files with a series of commands that the game interprets and uses to alter the desired objects. The file extension for CoE3 mods is **.c3m**.

The mod files are stored in the mods subdirectory of the CoE3 game directory. If you place the icons and graphics used in the mod in a subdirectory of the mods directory, use the following file path notation:  
“./subdirectoryname/filename.tga”

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

It is advisable for Windows users to use a text editor other than *Notepad* because CoE3 uses Unix type endline characters and *Notepad* handles endline characters differently than Unix based systems. Using *Notepad* may work, but it is not guaranteed that your mods will work for others without problems.

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

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

## 1-2 Mod Mechanics

Regardless of content, all CoE3 mods have a similar structure.

All modding commands must be saved in a text file with the **.c3m** (Conquest of Elysium mod) extension. The c3m file must be located in the directory called mods in the coe3 directory.

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

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

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

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

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

## 1-3 Mod Syntax

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

**Lines starting with # are comments and will be ignored.**

## 2 Mod Info

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

### icon “<bannerimage.tga>”

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

### description “<text>”

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

## 3 GUI Modding

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

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

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

### lighttextcolor <red 0-255> <green 0-255> <blue 0-255> <alpha 0-255>

Set text color for light-colored text (e.g. the World News headline). The default color is white.

### darktextcolor <red 0-255> <green 0-255> <blue 0-255> <alpha 0-255>

Set text color for dark-colored text (for example the recruitment lists). The default color is black.

### titletextcolor <red 0-255> <green 0-255> <blue 0-255> <alpha 0-255>

Set text color for title texts.

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

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

### guibordertext "image"

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

### guiborder2tex "image"

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

### guiborder3tex "image"

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

### guiborderthintex "image"

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

### guibordersquaretex "image"

Sets the graphic for the commander list box.

### guititletex "image"

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

### guibartex "image"

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

### guibardarktex "image"

Sets the graphic for the dark horizontal bar.

### guihbartex "image"

Sets the graphic for the dark horizontal bar filling.

### guisbartex "image"

Sets the graphic for the scroll bar texture.

## 4 Weapon modding

These commands create new weapons and modify existing weapons.

### newweapon "weapon name"

This command creates a new weapon.

### select weapon "name" | <nbr>

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

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

### wtrgrank <target rank>

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

Nbr	Target Rank
1	Enemy front row
8	Rearmost enemy row
9	Random enemy row
0	Self
-1	Friendly front row
-9	Random friendly row

**Table 1: Target Ranks**

### wdmgtype <damage type>

Sets the damage type for the weapon. **Table 2** contains the list of possible damage types. The default value is 3 (piercing damage).

### wdmg <damage>

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

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

### waoe <aoe>

Sets the area of effect for the weapon. The default value is 1 (a single monster). A value of x will hit up to x monsters near the target. A value of -x means that x random monsters will be hit. A value of 99 means the area of effect is one entire row, 999 an entire team and 9999 the entire battlefield.

### wlook <look>

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

### wsound <sound>

Sets the sound effect for the weapon. The default value is 1 (spear). Some of the most common sound effects are listed in **Table 3**. For a complete list, refer to separate documentation.

### wnext

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

### wnextdmg <damage>

Sets the damage of the chained weapon.

### wspec <spec>

This command will reset special properties of the weapon to the specified value. The spec value is a bitmask that combines powers of 2 up to  $2^{30}$ , for a value range of 1 to  $2^{30}$ . See **Table 5** for the special weapon properties. The commands below add some of the special properties directly.

### wmundane

Being *Ethereal* protects against this weapon. Same as **wspec 4096**.

### wnostr

The weapon is unaffected by damage bonuses from any source. Same as **wspec 8192**.

### wan

The weapon is armor negating. Same as **wspec 128**.

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

Table 2: Damage Types

Nbr	Sound Effect
1	Spear
8	Sword
9	Whip
13	Crossbow
14	Bow
15	Sling
16	Fire
18	Life Drain
19	Javelin
22	Fear
24	Lightning
29	Blessing
32	Pain
66	Wind
88	Water 1
89	Water 2

Table 3: Some sound Effects

Nbr	Name	Approximate Description
1	Pain	beige sparkling column
2	Disease	purple cloud
3	White Flare	white cloudy burst
5	Fear	pale purple circle
6	Bane Fire	pale green cloud
7	Poison Cloud	verdant green cloud
8	Charm	multicolored column
9	Flame	burst of fire
10	Charm	multicolored ring
11	Sleep	cyan cloud
12	Cold	white cloud
17	Water	blue cloud
18	Iron Storm	dark gray mist explosion
19	Sun Flare	yellow spiraling burst
20	Bolt of Unlife	dark magenta mist
21	Curse	pink/magenta cloud
22	Briar Cage	verdant green circle
23	Weakness	dark + light purple mist
24	Huge Lightning	large lightning bolt
25	Small Lightning	small lightning bolt
26	Wind	white cloud with blobs
27	Earth	gray mist
28	Stellar Bolt	white bolt, vertical
29	Words of the Void	cloud of greenish blobs
30	Mind Burn	cyan glowing circle
31	Soul Slay	white circle
32	Dimension Shift	faint sparkling column
33	Lashes of Death	purple circle
34	Blood Burst	red mist
35	Pillar of Fire	column of fire
36	Shooting Thorns	dark green mist explosion
37	Syllable of Death	white sparkling ring
38	Purify	blue-purple cloud
39	Darkness	dark purple cloud
40	Smite	thin white column
41	Blood Boil	orange mist
42	Dehydration	blue swirling cloud
43	Sailor's Death	blue and purple cloud
44	Stone Skin	thick gray column
45	Iron Skin	thick white column
46	Strength	thick red column
47	Smokeless Flame	bright burst of fire
48	Confusion	blue/purple sparkl. column
49	Acid	dark green cloud
50	Rain of Blood	red roiling cloud
51	Golden Flare	golden roiling cloud
52	Harm	white starburst
53	Sunlight	yellow sparkling sunburst
54	Color Spray	cloud of colored points

Table 4: Visual Effects

Pwr	Special	Effect
2^0	drain	Life drain
2^1	oneshot	One shot per battle
2^2	reload1	Strikes every 2 rounds
2^3	reload2	Strikes every 3 rounds (combined with reload1 strikes every 4 rounds)
2^4	easymr	Easy MR negates
2^5	mr	MR negates
2^6	hardmr	Hard MR negates
2^7	an	Armor negating
2^8	shieldneg	Negates shields
2^9	strresist	Str negates
2^10	holykill	Double damage to undead
2^11	affectundead	Only affects undead
2^12	mundane	Ethereal affects this weapon
2^13	nostr	No damage bonus can be added to this attack
2^14	drown	Water breathers are immune
2^15	affectanimal	Only affects animals
2^16	reanimate	Slain target will be reanimated as soulless to fight on the other side
2^17	undead	Undead are immune
2^18	hardmorale	Morale vs 1d20 to negate
2^19	mutate	Victim becomes the monster after the killer (doppelspawn)
2^20	replicate	Victim becomes same monster as killer (ghoul)
2^21	yellow	Yellow floating text on strike back
2^22	blue	Blue floating text on strike back
2^23	ethereal	Ethereal units are immune
2^24	mind	Mindless units are immune
2^25	inanimate	Lifeless units are immune
2^26	huge	Giant units are immune
2^27	affecthuman	Only affects units with conversion resistance
2^28	flying	Flyers & floaters are immune
2^29	arrow	Can be negated by air shield
2^30	morale	Morale vs 1d10 to negate

Table 5: Weapon Special Properties

## 5 Monster Modding

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

### 5-1 Names and Visuals

#### **selectmonster “<name>” [<offset>]**

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

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

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

#### **newmonster “<monster name>”**

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

#### **name “<name>”**

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

#### **spr1 “<imgfile>”**

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

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

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

#### **spr2 “<imgfile>”**

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

#### **look <1>**

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

#### **looklike <offset>**

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

## 5-2 Clearing and Copying Attributes

### clearspec

Removes all special abilities from the active monster. The special abilities are things like *Fire Immunity*, *Regeneration*, etc. This command does *not* clear movement abilities, which are set with the **movemask** command.

### clearweapons

Removes all weapons from the active monster.

### copystats "<monster name>"

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

## 5-3 Attributes

### hp <hit points>

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

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

### str <strength>

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

### mor <morale>

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

### mr <magic resistance>

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

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

### armor <armor value>

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

### rank <value>

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

### rearpos

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

### extraeyes <amount>

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

## 5-4 Movement

### move <movemask>

Sets the movement abilities of the monster. The movement mask values are listed in **Table 6**. Add the values of the masks together to give the monster several different movement abilities.

The movement masks from 1024 to 16777216 govern the movement behavior of the monster when it is an independent.

The notation **terrain1** means the monster loves that kind of terrain and will never leave once it finds it, but it may move to other squares of the same terrain. This means that in order for the monster to move, the squares must be adjacent, since it will not cross over intervening squares of a different terrain type.

The notation **terrain2** means the monster likes that type of terrain and will prefer to stay within such squares, but it can leave the preferred terrain and move elsewhere.

The **money1** and **money2** terrain notations mean squares that generate money, i.e. farms, villages, towns, mines etc.

The **horror** notation means that the monster likes killing creatures and will attack armies that come within range and will seek out other targets of opportunity.

**Stupid** monsters move independently of the player and cannot be controlled.

Mask	Movement
1	Flying
2	Giant Sized
4	Immobile
8	Slow
16	Fast
32	Swamp
64	Amphibian
128	Floating
256	Mountain
512	Aquatic
1024	swamp1
2048	swamp2
4096	desert1
8192	desert2
16384	deadforest1
32768	deadforest2
65536	mountain1
131072	mountain2
262144	jungle1
524288	jungle2
1048576	money1
2097152	money2
4194304	horror
8388608	forest1
16777216	forest2
33554432	Stupid

**Table 6: Movement Masks**

### aihold <1>

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

## 5-5 Monster Types

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

### human

The monster is human.

### animal

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

### undead

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

### inanimate

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

### noleader

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

### unique <1>

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

### loner <dmg>

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

## 5-6 Healing

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

### noheal

All damage done to the monster is permanent.

### fastheal

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

### regeneration

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

### immortal

The monster is *Immortal* and will reform at the home citadel if slain in combat. The monster heals permanent afflictions over time, but not as quickly as a monster with the regeneration ability.

### immortalap <AP>

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

### eatvillage <1>

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

## 5-7 Stealth and Scouting

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

### acutesenses

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

### spirightsight

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

### stealth

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

### foreststealth

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

### invisible

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

## 5-8 Weapons

Weapon number can be used to select the weapon instead of name if needed. One monster can have a maximum of 9 weapons, including spell weapons added by commands listed in section 5-6 *Magic*.

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

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

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

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

### meleeweapon <dmg> "weapon"

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

### meleeweaponbonus <dmg> "weapon"

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

### meleeweaponlong <dmg> "weapon"

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

### rangedweapon <dmg> "weapon"

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

### rangedweaponbonus <dmg> "weapon"

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

### rangedweapon25 <dmg> "weapon"

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

### rangedweapon50 <dmg> "weapon"

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

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

Table 7: Some Magic Weapons

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

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

Nbr	Weapon	Dmg	Special
442	Arbalest	1d12	1 / 3 rounds
3	Axe	1d5	
258	Battle Axe	1d8	
237	Boulder	*	hit anyw., 1 / 2 rnd
238	Boulders	*	hit anyw., 1 / 3 rnd
7	Bow	1d4	
2	Broadsword	1d6	
19	Club	1d3	
170	Coil Spring Gun	*	hit anyw., stun (str)
9	Crossbow	1d8	1 / 2 rounds
1	Dagger	1d3	
0	Fist	1d1	
259	Fist	*	
25	Flail	1d6	
239	Giant Arrow	*	1 / 2 rounds
425	Glaive	1d7	
142	Great Maul	1d8	
21	Greatsword	1d9	
160	Greatsword	1d9	
23	Halberd	1d8	
6	Hammer	1d4	
24	Javelin	1d5	1 per battle
13	Lance Charge	*	1 per battle
28	Longbow	1d5	
20	Mace	1d5	
125	Net	#	1 per battle
424	Obsidian Club	1d4	
227	Obsidian Clubsword	1d7	
228	Obsidian Clubsword	1d5	
441	Pick Axe	1d7	
22	Pike	1d5	
88	Pitchfork	1d4	
375	Poison Blowgun	1d1	1d10 poison (an)
34	Poison Bow	1d5	1d5 poison (an)
146	Poison Dagger	1d3	1d15 poison (an)
182	Poison Dagger	1d3	hit rear, 1d15 pois.
278	Poison Glaive	1d8	1d10 poison (an)
277	Poison Spear	1d5	1d10 poison (an)
322	Scepter	1d4	
100	Scythe	1d6	
135	Serpent Staff	1d4	1d5 poison (an)
8	Shortsword	1d5	
377	Shortsword	1d5	strikes rear
376	Shuriken	1d2	
99	Sickle	1d3	
260	Sickle Sword	1d5	
27	Sling	1d3	
4	Spear	1d5	
5	Staff	1d3	
465	Stone Axe	1d5	
26	Trident	1d7	

Tables 8 &amp; 9: Human &amp; Monster Weapons

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

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

Table 10: Special Damage Bitmasks

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

Table 11: Special Benefit Bitmasks

**prebatweapon <dmg> "weapon name"**

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

**assassinweapon <dmg> "weapon name"**

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

**siegeweapon <dmg> "weapon name"**

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

## 5-9 Magic

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

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

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

### spellweapon <path> <level>

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

### spellweaponbonus <path> <level>

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

### spellweapon50 <path> <level>

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

### spellweaponsingle <path> <level>

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

### more1spells <amount>

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

### more2spells <amount>

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

### more3spells <amount>

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

Nbr	Path
1	Infernal Magic
2	Elemental Magic
3	Pyromancy
4	Hydromancy
5	Storm Magic
6	Geomancy
7	Hedge Magic
8	Unlife
9	Dark Magic
10	Foul Magic
11	Blood Magic
12	Crystal Sorcery
13	Garnet Sorcery
14	Jade Sorcery
15	Onyx Sorcery
16	Silver Arcana
17	Spiritism
18	Fortune Magic
19	Solar Magic
20	Mysticism
21	Serpent Magic
22	Golden Arcana
23	Iron Arcana
24	Kuro Do
25	Prayer
26	Enchantment
27	Frost Magic
28	Dark Prayer
29	Wizardry
30	Shamanism
31	Invocations of the Sun
32	Invocations of the Moon
33	Invocations of the Rain
34	Invocations of the Land
35	Nahualli Magic
36	Command
37	Black Magic
38	Necromancy
39	Druidism
40	Witchery
41	Troll Magic
42	Deep Magic
43	Illusionism
44	Sage Magic
45	Dwarf Magic
46	Maladies
47	Beast Wards
48	Warrior Wards

**Table 12: Magic Paths**

## 5-10 Resistances and Damage Reduction

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

### fireres

The monster has *Fire Immunity*.

### coldres

The monster has *Cold Immunity*.

### poisonres

The monster has *Poison Immunity*.

### shockres

The monster has *Shock Immunity*.

### firevul

The monster has *Fire Vulnerability* and suffers double damage from fire attacks. If set on fire, it will also burn longer.

### coldvul

The monster has *Cold Vulnerability* and suffers double damage from cold attacks.

### sleepres

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

### charmres

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

### diseaseres

The monster is immune to *Disease*.

### bluntres

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

### slashres

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

### pierceres

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

### ethereal

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

### bad sight

The monster has *Bad Sight*, which causes a 33% chance to miss attacks in combat.

### shield

The monster has a *Shield*, which gives it a 20% chance to reduce damage from incoming attacks by 4 points unless the attack is armor negating or negates shields.

### largeshield

The monster has a *Large Shield*, which gives it a 30% chance to reduce damage from incoming attacks by 4 points unless the attack is armor negating or negates shields.

### airshield <value>

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

### lucky

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

### vengeance <value>

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

## 5-11 Combat Abilities

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

### awe <level 1-5>

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

### fear

The monster *Causes Fear* in enemies when it is in the front row of an army. The fear causes an automatic 1d7 damage vs. morale for all enemies in the front row, like the *Terror* spell.

### leadership <morale boost>

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

### localleadership <morale boost>

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

### fireaura <dmg>

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

### coldaura <dmg>

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

### shockaura <dmg>

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

### poisonaura <dmg>

The monster has the *Poison Aura* special ability. Any monster attacking it in melee will be poisoned and takes poison damage.

### poisonexpl <dmg>

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

### fireexpl <dmg>

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

### shardexpl <dmg>

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

### berserker

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

### holy

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

### digest <dmg>

Damage for swallowed victims per combat round.

### incorporate <dmg>

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

### hpooverflow <1>

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

### growhp <hp>

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

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

**shrinkhp <hp>**

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

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

**firstshape <1>**

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

**secondshape <1>**

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

**5-12 Non-Combat Abilities**

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

**armytrainer <xp boost>**

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

**burnforest <1 or 100>**

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

**scry <radius\*10>**

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

**scrycost <gold>**

Performing a scrying ritual costs this much gold.

**slavehunt <level>**

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

**spawnmonster <1>**

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

**spawnnextmon <chance>**

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

**terraform <1>**

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

**eatdead <chance>**

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

**eatdeadcap <chance>**

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

**absorbdead <corpses>**

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

## 5-13 Special Powers

These commands set the special class related powers for the monster, except for the **terraform**, **scry** and **slavehunt** abilities.

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

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

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

Table 13: Special Powers

### classcost <bonus>

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

### sacrlimit <level 1-3>

Sets the limit on how many resources the monster can use for rituals. A value of 1 means the monster can only spend low amounts (half the normal amount), a value of 2 allows normal number of resources and a value of 3 allows a generous amount (50% more).

### sumpow <tag value>

A commander with this ability has the special power to summon creatures. He can summon monsters with the same tag value and up to 19 higher depending on how many summoning levels there are.

The tag value can be anything from 1000 to 2000000000 (2,000,000,000). Values of less than 1000 are reserved for further game development and should not be used.

### amountlevels <0,3,4>

Sets the amount of resources that can be used to perform the summoning. A value of 0 means the cost of the summoning is set and cannot be altered. This is the default behavior.

A value of 3 means the resource amount can be low, medium or high and a value of 4 means the amount of resources used can be none, low, medium or high.

### sumcost <level> <cost>

Sets the summoning level and cost for the primary resource required by the ritual to this many of the type specified by the **sumcosttype** command. The amount is set for the lowest amount possible or the only amount possible, whichever applies.

The level should be a number between 0 and 19. The level is added to the **sumpow** of the commander and a random monster with that monster tag is summoned.

*Example: A commander with a sumpow of 5000 and a sumcost 5 1 would summon a monster with the monster tag of 5000+5 and it would cost one resource of the appropriate type.*

### sumcosttype <level> <resource type>

Sets the type of primary resource used by summonings of a given level. See **Table 14** for the resource cost type. Type 11 is trade, which cannot be used.

**sumcostB <level> <cost>**

Sets the summoning cost for the secondary resource required by the ritual to this many of the type specified by **sumcosttypeB** command. The amount is set for the lowest amount possible or the only amount possible, whichever applies. (not fully implemented)

Nbr	Resource
0	Gold
1	Iron
2	Herbs
3	Fungi
4	Sacrifices
5	Hands of Glory
6	Weed
7	Rubies
8	Sapphires
9	Diamonds
10	Emeralds
12	Relics

Table 14: Summoning Cost Type

**sumcosttypeB <level> <resource type>**

Sets the type of secondary resource used by summonings of a given level. (not fully implemented)

**sumterreq <level 0-19> <terrain nbr>**

Sets the required terrain for a summoning ritual. In addition to the standard terrain numbers, the special terrain numbers in **Table 15** can be used.

**montag <tag value>**

Sets the summoning tag value referenced by the **sumpow** modding command.

Note that if there are several different monsters with the same name that are subject to the summoning, any summoning rituals involving those monsters will summon a random mixture of all the different monsters with that name.

For example, the Necromancer's *Raise Dead* ability summons a number of longdead, each one of which is randomly chosen from the nine different longdead in the game.

**ctrchance <0-100,997,998,999>**

Sets the chance to successfully control the summoned monster. The default value is 999. The control chance is set for the lowest level of resources spent.

Using a normal amount of resources doubles the control chance and using a generous amount triples it.

- ◆ A value of 999 sets the summoning message to "<monster> summoned".
- ◆ A value of 998 sets the summoning sound effect to the one used by the necromantic Raise Dead ability.
- ◆ A value of 997 sets the summoning message to "<monster> constructed".

Only values of 0 – 100 and 997 – 999 can be used. If the summoning uses no resources, the control chance is automatically set to 0 unless the values of 997 – 999 are used.

**sumamount <nbr>**

Sets the number of monsters summoned per casting. A value of -1 means the summon is a commander. Otherwise a semi-open die of this size will be used to determine amount of monsters summoned. The default value is 1.

**chainsum <1 or 2>**

Sets up a chained summoning. When this monster is summoned, another monster is summoned at the same time. A value of 1 means that the next monster defined in the mod file will also be summoned. A value of 2 means that the [next+1] monster will also be summoned.

**ritualname <level 0 – 19> "name"**

Set the name of the generic summoning ritual that can be modded to a monster. Renaming existing rituals is not possible.

**dosename <level 0 – 3> "name"**

Set the dosage name for the generic summoning ritual. A value of 0 sets the name for the *no sacrifice* level of resource use, a value of 1 sets the name of the *small sacrifice* level etc. For example, "Use fungi sparingly" etc.

**mastery <monster offset>**

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

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

There can be up to 10 mastery rituals for one commander.

The **mastery** command must be the first command of every mastery ritual. Commands like **masteryname** must follow immediately after the **mastery** command if they are used.

**masteryname "ritual name"**

Sets the name of the mastery ritual.

**masterycost <cost>**

The ritual of mastery costs this many resources of the appropriate type to perform.

**masterycosttype <resource type>**

Sets the resource type required by the ritual of mastery. Resource types are listed in **Table 14**.

**masterycostB <cost>**

The ritual of mastery costs this many resources of the appropriate type to perform.

**masterycosttypeB <resource type>**

Sets the resource type required by the ritual of mastery. Resource types are listed in **Table 14**.

**masteryterreq <terrain nbr>**

Sets the required terrain for a mastery ritual. In addition to the standard terrain numbers, the special terrain numbers in **Table 15** can be used.

Nbr Terrain	
-1	Any temple
-2	Any library
-3	Any mine
-4	Any mountain
-5	Any forest or jungle

**Table 15: Special Terrains**

## 5-14 Resources

### **gold <extra income>**

The monster provides an additional amount of gold every turn.

### **iron <extra income>**

The monster provides an additional amount of iron every turn.

### **trade <extra income>**

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

### **gatherherbs**

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

### **gatherfungus**

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

### **gathersacr**

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

### **gatherhands**

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

### **gatherweed**

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

### **gathergems**

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

### **gatherrelics**

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

## 5-15 Item Slots

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

### **allitemslots**

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

### **weaponslots**

The monster has weapon slot and two misc slots.

### **miscslots**

The monster has two miscellaneous item slots.

### **noboostslot**

The monster has all item slots except boot slot.

### **noslots**

The monster has no item slots.

## 5-16 Magic Items

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

### **randomitem <chance>**

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

### **randomweapon <chance>**

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

### **randommisc <chance>**

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

### **randomrare <chance>**

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

### **indepitem <chance>**

The monster has a percentage chance of spawning with a random magic item, but only if the monster is owned by the independents (Player 8).

### **startitem "magic item name"**

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

### 5-17 Nametypes

#### nametype <nametype 0-50>

Sets nametype for the monster. When the monster is a commander, it gets a name from the corresponding list. The nametypes used in CoE3 are listed in **Table 16**.

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

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

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

Tables 16 & 17: Nametypes

## 6 Class Modding

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

### 6-1 Mandatory Commands

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

#### `selectclass <class nbr>`

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

#### `newclass`

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

#### `setclassname "class name"`

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

#### `classdescr "description for the class"`

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

### 6-2 Terrain Commands

#### `hometerr <terrain>`

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

#### `clearstartterr`

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

#### `addstartterr <terrain>`

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

#### `reqterr <terrain>`

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

### 6-3 Resource Modifiers

#### `goldbonus <bonus>`

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

#### `ironbonus <bonus>`

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

#### `tradebonus <bonus>`

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

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

Table 18: Class Numbers

## 6-4 Starting Troops

### clearstartunits

Clears the starting army for the active class.

### addstartunits "monster name" <nbr>

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

### addstartcom "monster name"

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

### setmaincom "monster name"

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

## 6-5 Recruitment Lists

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

### clearrec

Clears the recruitment list for the active class.

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

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

### addmercerc "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.

### templerec

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

### libraryrec

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

### templebonusdescr "text"

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

### libbonusdescr "text"

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

### stdtroops

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

### nostdtroops

Standard troops are not available to the class.

### recwizchance <bonus>

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

### recherchance <chance>

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

### recasschance <chance>

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

## 7 Event Modding

These commands allow inserting map events into a mod. The events can occur in any game that uses the mod.

### **event**

This command begins modding an event. Use the event commands from the *Map Editor Guide* to construct the event. Event triggers and event codes should be added just like they would be to map file.

### **endevent**

This command ends modding of the event.

## 8 Tips & Tricks

### **Changing an ongoing game**

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

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