



Editor Manual

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Intro

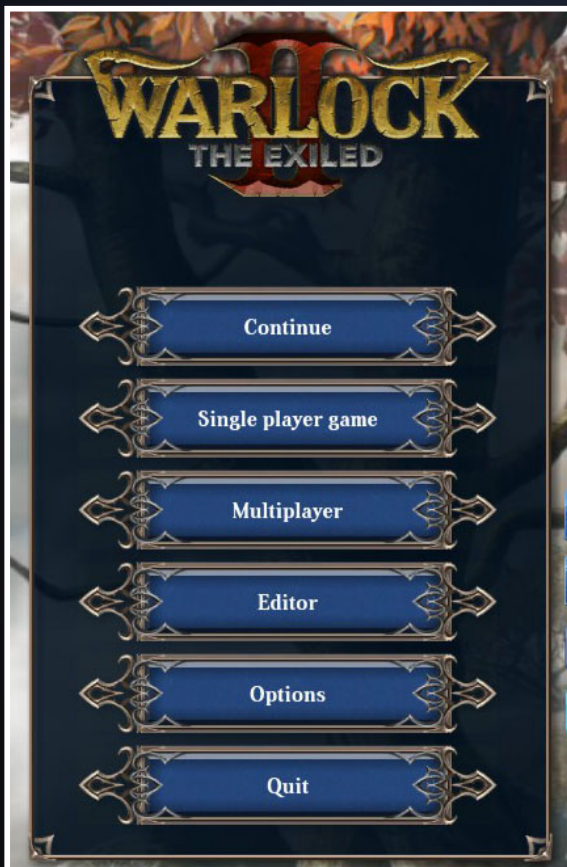
The modding documentation consists of three files for better navigation.

- The first one is the **'Editor Manual'**. This is a good place to start. It consists of general information on how to modify the different game entities from our in-game editor.
- The second one is the **'Map and Scenario Editor'**, which shows the process of creating new custom maps, editing them and creating/editing quests for those maps.
- The third, **'Advanced modding'**, is for those who want to do something bigger, like add new 3D models or go beyond the capabilities of the in-game editor.

Disclaimer. The editor is constantly evolving – new functions appear, errors are fixed, and usability is always improving. It is possible that menus in your version are not the same as they are described in this manual. If you have any difficulties, please proceed to the modding forum and [Wiki!](#)

Creating new mods or modifying the existing ones

To create or modify a mod, press the 'Editor' button in the main menu of the game.



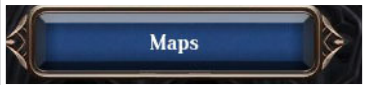




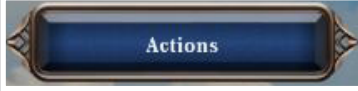




In the opened window you can select the mod you want to modify or create a new one.





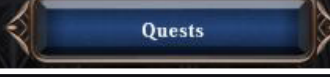
.....
! Known issue: sometimes you cannot edit the string with the mod name or any other name in the editor. In this case, simply press Cancel and try creating or modding the same entity again – editing should be available. Hopefully the bug will be fixed soon.
.....

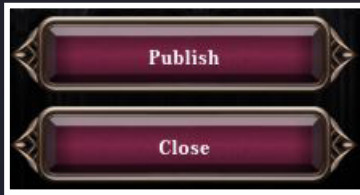


In the mod you can edit all kinds of entities:

Button	What is it?	What you can do from it:
	<p>Map and Scenario Editor (see corresponding document)</p>	<p>What you can do from it:</p> <p>Edit universes:</p> <ul style="list-style-type: none"> ➤ Game modes (Sandbox or The Exiled mod) ➤ Victory types ➤ Size of the universe/map and the Great Mages in it <p>Edit maps:</p> <ul style="list-style-type: none"> ➤ Landscape and templates ➤ Local resources ➤ Portals between the worlds ➤ Units ➤ Lairs and treasures ➤ Cities ➤ Triggers for scenario editor <p>Edit scenarios:</p> <ul style="list-style-type: none"> ➤ Quests for the current map
	<p>Campaign Editor</p>	<ul style="list-style-type: none"> ➤ Create a campaign from maps you have created
	<p>Unit Editor</p>	<p>Create a new unit or modify an existing one:</p> <ul style="list-style-type: none"> ➤ Parameters and localisation ➤ Unit's actions ➤ Unit's perks ➤ Icons

	Action Editor	Edit unit actions: <ul style="list-style-type: none"> ➤ Localisation ➤ Parameters ➤ Icons
	Perk Editor	Edit perks and their icons: <ul style="list-style-type: none"> ➤ Unit perks ➤ City perks ➤ Faction perks
	Spell Editor	Edit spells: <ul style="list-style-type: none"> ➤ Localisation ➤ Parameters ➤ Icons
	Combat Building Editor	Edit special buildings that can attack targets: <ul style="list-style-type: none"> ➤ Localisation ➤ Parameters ➤ Building's attacking actions ➤ Icons
	Building Editor	<ul style="list-style-type: none"> ➤ Building's parameters (Capital/Castle, Town building, Free town, Stronghold, etc.) ➤ Icons and bonuses

	Race Editor	Edit races: <ul style="list-style-type: none"> ➤ Localisation ➤ Population dependence on resources ➤ Transport ships ➤ Cities ➤ Building Trees ➤ Icons ➤ Adding units to buildings, etc.
	Location Editor	Edit monsters' lairs: <ul style="list-style-type: none"> ➤ Localisation ➤ Units that will be spawned ➤ Spawn parameters ➤ Loot ➤ Icons
	Artefact Editor	Edit artefacts: <ul style="list-style-type: none"> ➤ Localisation ➤ Stage and parameters ➤ 'Parts' of artefacts ➤ Icons
	Great Mage Editor	Edit Great Mages: <ul style="list-style-type: none"> ➤ Localization ➤ Icons ➤ Perks ➤ Behaviour (AI) ➤ Race ➤ Colours
	Quests Editor	Creation of common quests that will be available for all maps (opposite to the scenario editor).



Publish your mod to the Steam workshop under the name you want players to see!

The 'Close' button will close the modding and will return you to the main menu.

Editing game entities

In this chapter you can find information on how to edit units, perks and much more.

Creating and changing an entity

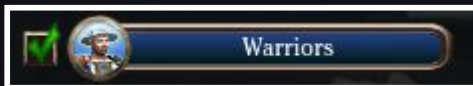
Many in-game entities consist of different settings, logic data and graphical art. That's why, by default, you have to create a new entity from a copy of an existing ones.

Note: Upon copying, the new entity becomes fully functional and unlinked to the 'prototype'. A player can easily change its properties and data without changing the original entity or vice versa.

Removing an entity

You can completely remove an entity from a mod. For example, if you want to 'extract' warriors from the human race, you can:

Press the 'Modify' button in the Unit editor. You will see a tick near all units:



By unticking the box you will remove the entity from the mod data.

Here is what the removed entity looks like:



Be careful removing entities!

- It may be impossible to remove an entity if it is needed for other data. E.g. Rainbow Dragon is a part of the story quest, so it cannot be removed from the data. In order to remove it, first you have to remove the quest itself. In any such cases you will receive the message below. Note that the message informs you about entities dependent on the one you want to remove:

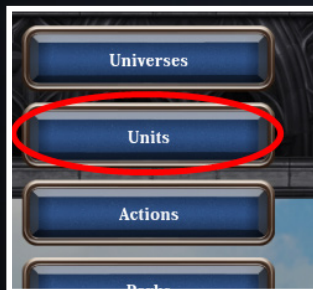


- Sometimes you can remove an entity, but that will also remove it from some other entities. E.g. by removing the 'Basic Armour' perk you will remove it from the following units:



Unit Editor

In the main modding menu, press the 'Units' button.



Select a unit for editing

The unit modding window will appear:



In the window you can:

1. Create a new unit. You will be asked to choose an existing unit you want to be the 'prototype' for a new one.
2. Edit an existing in-game unit.
3. Check the list of units created or edited in the mod. Click on one to edit it.
4. Find a unit using the search field.
5. Navigate through the list once there are enough units.
6. Close the editor.

You have to enter a new unique system name for any new unit:



The system name won't be shown to a player – it is required by the engine for identification of the unit in-game.

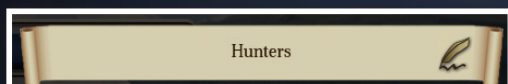
After selecting the unit's 'prototype', you will see the unit settings window:

Unit settings window



Here you can edit:

Localised name of a unit and its description



Press on the 'feather' to edit the unit's name and description.



Name: This is the localised name of the unit that will be seen by players in-game.

Item hint: This is a short hint on the unit that contains information on its role or main strength.

Item description: Lore description that can be seen in the unit information window.

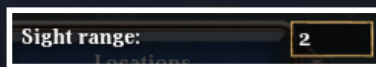
Language: Here you can choose a localised language for your text. The languages you can edit depend on the localisation of your installed game version. The English language is always available - if you have the German language version installed, you can edit

English and German text.

Basic properties of the unit



1. Select an icon (see above).
2. Select the unit's class. This affects such parameters as the default table of level-ups, what building perks are available for the unit, and unit hiring AI.
3. Settings for the unit's base attack, range and damage type
4. Unit's health points.
5. Movement type and number of movement points.

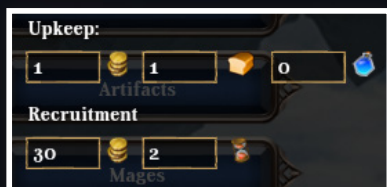


Basic sight range of the unit. We recommend setting it to 2 (default setting for all units), and changing the actual sight range value by perks.

Selecting the icon

When you create a new entity, it loses its icon, but you can select a new icon from several different places, including all of the game icons of such entities. The new icon will be imported (copied) into your mod.

Cost of hiring and upkeep of the unit



Upkeep: the amount of resources per turn the unit will consume.

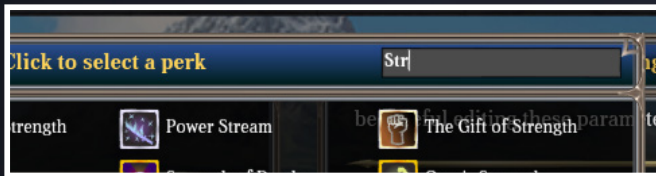
Recruitment: how much the unit will cost to hire and its building time.

Important! Only the units you hire in cities have a recruitment cost. Units that are, for example, summoned by magic spells have a spell casting cost (it should be edited in that spell's parameters).

Perks and actions



Here you can set in-built perks and actions of the units. By pressing the 'Arrows' button you will open the list of all perks (except buff enchantments and curses). To quickly find a perk, please use the search field in the upper right corner of the window.



To remove a perk or an action from the unit, click it with the RMB.

Service buttons



Accept – accept the changes and close the window.

Reset – revert all changes.

Cancel – cancel the editing.

Delete – delete the selected entity. That can be done only for new entities that are saved in the mod.

Advanced options

Attention! Advanced options are only for experienced modders! Be very careful when editing the following parameters as they could affect very different aspects of the game.

Unit category



Regiment – normal units including those that can be hired, or spawned or summoned.

Hero – these are the in-game lords. Lords can use artefacts, have 9 randomly chosen names, get faster XP gathering, and have a higher max level than that of the regular units.

Unique Hero – these are unique lords. There can be only one instance of each unique lord in a game at any time (so if a player has hired a unique lord, it cannot be hired by

any other Great Mages and vice versa). Unique lords have 9 identical names (randomly chosen).

Improvement hero – these are the lords that cannot be hired during the game. They can be given to a faction at the start of the game if the faction (the Great Mage) has certain perks. These perks should be edited separately.

Creature – units that don't receive any XP points (e.g. settler units).

Stage: sets the stage of a unit (from 1 up to 5). The stage of units affects lots of aspects in the game, for example, what units will be spawned in what worlds and what zones. Also: the higher the stage of the unit, the less susceptible it is to enemy curses.

Race: sets the race of a unit.

Table of Level-ups: Here you can choose what table of level-ups a unit will use (they can be selected from the standard or unique tables). The table of level-ups defines what perks and actions the unit will be able to select upon levelling up.

Artefact slots. Here you can set the number of artefact slots for heroes. This option is disabled for common units.

Possible upgrades. Here you can set what unit the current unit could be upgraded to and how much such an upgrade will cost.

Note: To upgrade a unit into another unit you need to build a building that allows you to hire the target unit. To delete the unit from upgrades, click it with the RMB.

Unit actions editor

Press the 'Actions' button in the main modding menu.



As in the unit editor, in the opened window you can:

1. **Create.** Create a new action. You can select the 'prototype' existing action.
2. **Modify.** Modify the existing action.
3. **View** the list of actions created or modified in the current mod. Click

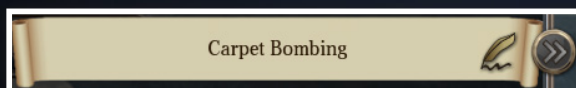
on any action to edit it.

4. Find an action using the search field.
5. Navigate through the list once there are enough actions.
6. Close the window.

Action editing



Localised name of an action and its description



Press on the 'feather' to edit the action's name and description.



Name: The name of the action that will be shown in game.

Item description: Describes in short form what the action does.

Language: Here you can choose the language in which your texts will be available. The languages you can edit depend on the localisation of your installed game version. The English language is always available - if you have the German language version installed, you can edit English and German texts.

Selecting icon

Works in the same way as selecting an icon for a unit.

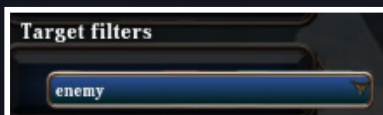
Buff enchantment/curse




Here you can set the 'buff/enchantment' or 'curse/debuff' group that the action will apply to the target.

There are some advanced buffs/debuffs in the game. These can be accessed either directly through XML editing or by using an existing action with this buff/debuff as a base for your new one. (Example: Splinter of Death – resurrects a killed unit with the 'dead' and 'summoned' perks on it to fight on the user's side.)

Target filters



Here you can choose who or what will be affected by an action. A typical damage action should have an 'enemy' filter for example. Thus, it will not damage friendly units if they get into the area of effect.

Target filters are a rather complex matter. So if you need to do something unusual (and you feel really confident) you may choose the 'Combo' filter type. 

This will unlock full target options, as they are seen by developers. Good luck!



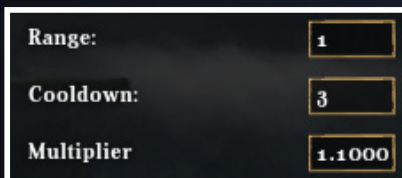
Just don't forget to test your settings. Rigorously.

Terramorphing effects



You can select terramorphing effects from the range.

Numerical parameters of an action



Range. The range of the action defines on what distance, in hexes, the action can be applied to a target. Note that if the number is greater than 1, the enemies can't respond to the attack.

Cooldown (in turns). Defines how often a unit will be able to use the action.

Multiplier. Defines how much damage, in comparison to the base attack value of the unit, the action does (e.g. multiplier = 1 shows that the action will deal the damage equal to the damage from the unit's basic attack).

Type of effect

(In the current version of the editor it is mistakenly shown as 'Damage')



Select one of six damage types.

Area of Effect



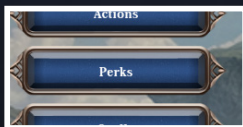
Here you can set what area the action will affect. Read the hints for the icons to learn more.

Pollution



Some very powerful magical actions may cause magical pollution. If powerful magical spells and actions are used often in one area of the map, that place will be polluted and its landscape will be changed. The number here represents the power of pollution where, for example, 5 is very low and 50 is extremely powerful.

Perk editing



You can create, modify and delete perks just as you do for units and actions.

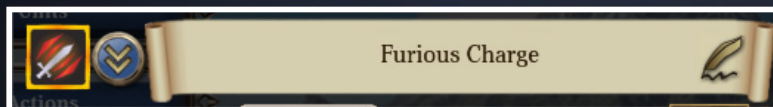


Perk editor window



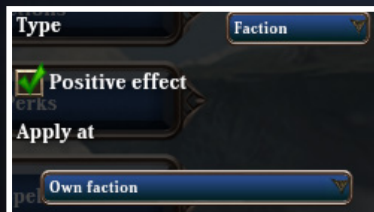
Here you can edit all perks, enchantments and curses for units, cities and Great Mages (factions).

Icon and localisation



You can edit these just like the icons and localisation of the units and actions.

Type of perk and applicable entities



The type defines on what entity the perk can be applied: unit, city or faction.

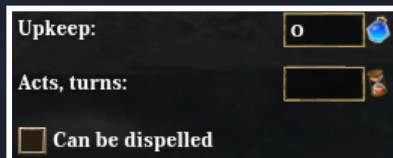
'Positive effect' is important for enchantments/curses - the game needs to understand if the perk is positive or negative for the bearer. If the perk can be removed by a friendly dispel, for example, the positive effect will be dependent on this.

'Apply at': what entities the perk's effect will be 'spread' to (depending on what type of perk you have set):

- Unit:
 - ➔ Own unit – affects only the unit the perk is applied to.
 - ➔ Neighbour friendly unit – aura perk that affects neighbour friendly units.
 - ➔ Neighbour enemy unit – aura perk that affects neighbour enemy units.
- Faction:

- Own faction – affects only the faction the perk is applied to.
- Faction Unit – affects all units of the faction the perk is applied to.
- Any Faction – affects all factions (all Great Mages) in the game.
- Town:
 - Own city – affects only the city the perk is applied to.

Upkeep cost and perk cancelling



In Warlock 2 all perks that have an upkeep cost, a built-in timer, or can be dispelled are counted as enchantments/curses.

Usually a typical enchantment (a positive perk) has an upkeep cost and can be dispelled. A typical curse (a negative perk) stays for a specific time (in turns) and can be dispelled. You can set these parameters as you like in your mod.

Perks only use Mana for upkeep.

Acts, turns: the number of turns the enchantment/curse stays.

Can be dispelled: if an enchantment/curse can be dispelled.

Perk effects



This button allows you to add one more effect to a perk. 'Effects' here mean what the perk will actually do. What effects are available to a perk depends on the perk's target (what the perk can be applied to).



A typical effect could be 'NewAttack'. That adds a new damage type to the unit's attack.

Value: a multiplier for the attack power that the perk will add to the basic unit attack power based on its initial value).

Damage: the type of that additional damage. So if this perk is applied to a melee unit with attack power = 10, with the perk its attack power will be 12 (10 from melee and 2 from elemental attack).

Here is the list of effect 'options':

- AddAction – gives a unit a new action. Usually it is used to give a unit a perk with an action upon level-up.
- ExpPerTurn – gives a set amount of experience points per turn.
- Flight – allows a unit to fly.
- Healability – changes the effect of the incoming healing by multiplier (if set to 1, the incoming healing won't be affected).
- HealingPower – changes the power of the healing. Multiplier (shows how well a unit can heal others).
- Immunity – gives immunity to the set type of damage.
- ModifyCooldowns – changes the cooldowns of all actions of a unit for a set number of turns.
- ModifyDispleasure – changes the unrest generation per turn.
- ModifyGold – gives a set amount of gold per turn.
- ModifyMana – gives a set amount of mana per turn.
- ModifyMoveCostTileToTile – allows you to choose what type of terrain a unit will move unhindered over.
- ModifyMovePoints – changes the maximum number of a unit's movement points.
- ModifyPower – changes the power of all action attacks including the basic attack of a unit, modifier.
- ModifyResearch – adds a set number of research points per turn.
- ModifySupport – gives a unit the ability to support friendly units under attack during enemy turns, number indicates the available number of such 'supports'.
- NewAttack – adds a new type of damage to a unit's attack. Value: is a multiplier for the attack power that the perk will add to the basic unit attack power based on its initial value. 'Damage' is the type of that additional damage.
- Poison – an effect that gives consecutive damage each turn.
- PutDebuff – when a unit with this perk effect attacks, the selected curse (enchantment) will be applied to the target.

- Regeneration - restores a set number of hit points each turn.
- Resistance – changes the resistance of a unit to the set damage for the set value. Note: changing a unit's resistance to 50 for one damage type will halve the incoming damage from that type of attacks.
- SelfDestruct – when a perk with this effect expires, the unit that has the perk will be destroyed.
- SelfResurrect – after death a unit with this perk will be automatically resurrected (but it will lose the perk 'SelfResurrect' in the process).
- SetHatredStatus – a unit with a perk with this effect will have a bonus to attacking and defending against units that have the set status (in their perks).
- SetUnitStatus – gives a unit a certain status from the list. Check the existing perks to see how it is used. For example, 'Never retreats' status means that a unit will never retreat after suffering a defeat in melee combat.
- SightRange – changes the sight range of the unit (in hexes).
- SpecialImmunity – lets you make a unit immune to curses, enchantments and dispels.
- Vampirism – with each attack, a unit with a perk that has this effect will heal itself by a set percentage of its attack power or multiplier.
- Waterwalk – gives a unit the ability to walk on water as if it were land.

Service buttons

Accept – accepts all changes and closes the window.

Reset – reverts all changes.

Cancel – cancel the editing.

Delete – deletes the selected entity. That can be made only for new entities that are saved in the mod.

Spell editor

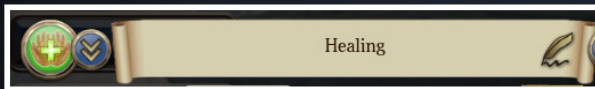


You can create, modify or remove spells just like units or perks.



Editing a spell

Icon and localisation



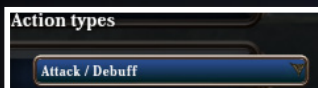
You can edit these just like actions.

Stage of the spell



The higher the stage of a spell, the harder it will be to find in monster lairs. Also, units will be less resistant to curses the spell could apply.

Action types



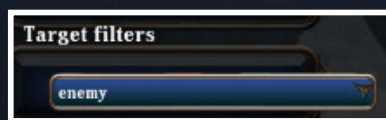
Allows you to select the main action a spell will do. All other parameters depend on it.

- Attack / Debuff – these are spells that could damage the target or apply a curse on it.
- Heal / Buff – these are spells that could heal the target or apply a positive enchantment on it.
- Summon unit – the spell summons a set unit. Note that units that

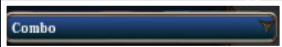
were summoned by spells do not have a termination timer (unlike units that are summoned by actions).

- Teleport Unit – the spell teleports a unit to a hex. The distance of the teleport is set in the ‘spell power’. If the number is set to ‘0’ the spell could teleport a unit to any world and there are no distance limits.
- Teleport city – the spell teleports the ‘capital ability’ to another city.
- Resurrect – the spell resurrects one of your destroyed units.
- Dispel – the spell dispels an enchantment/curse from the target.
- Destroy – the spell destroys a target building.
- Artefact craft – the spell creates an artefact with parameters that can be selected.
- Terramorphing – the spell alters the landscape.

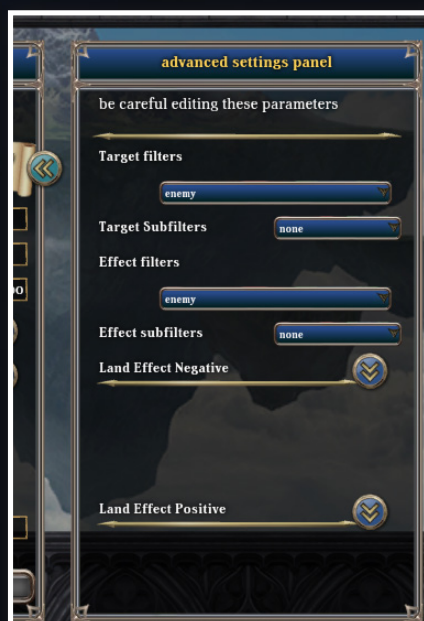
Target filters



Here you can choose who or what may be affected by the spell. A typical damage spell should have the ‘enemy’ filter for example. That way it won’t damage friendly units if they get into the area of effect.

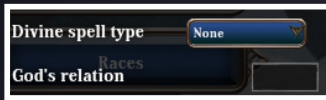
In fact, target filters are a rather complex matter. So if you need to do something unusual (and you feel really confident) you may choose the ‘Combo’ filter type. 

This will unlock the full target options as they are seen by developers. Good luck!



Just don’t forget to test your settings. Rigorously.

Gods



If a spell is 'divine', you can set which god it refers to and the minimal level of the 'relationship' you need to research and use the spell.

School of magic



You can set the magic school of the spell.

You can also set another spell as a research prerequisite to the one you are making. In that case the edited spell will be put into the same school prerequisite.

Spell parameters



Spell power – this is the damage/heal/range according to the set spell action type.

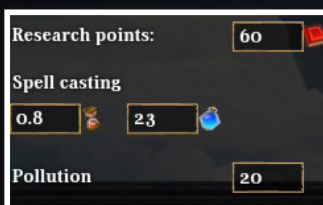
Damage – type of effect. You can select one of six types.

Area of effect – here you can set what area the action will affect. Read the hints for the icons to learn more.

Spell enchantment – this can be a perk, a summoned unit, or something else according to the set spell action type.

Number of glyphs – the number of glyph slots the spell will have.

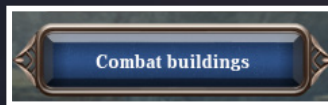
Spell costs



Cost in research points, time, and mana of the casting are self-explanatory.

Pollution. Some very powerful spells may cause magical pollution. If powerful magical spells and actions are being used often at some area on the map, that place will be polluted and its landscape will be changed. The number here represents the power of pollution where, for example, 5 is very low and 50 is extremely powerful.

Combat building editor



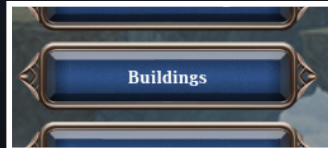
A combat building is a unit that can be linked to a building (note that there cannot be a combat building in the game by itself – it can only be as a part of a general building).

Editing combat buildings is very similar to editing units but with fewer options available:



Note: It's easier if the localised names and icons of a combat building and the general building it is connected to are the same.

Building editor



Building editor window:



The icon and localised text can be edited just like those of units or perks.

Basic parameters:



Ticking **Castle** means that the building is a castle (the central hex of a city). At this time it is not possible to make a castle from scratch. If you need to create new castles, please copy the parameters of one the existing ones.

Indestructible – such buildings cannot be destroyed after the city is captured by an enemy.

Access to transport ships – the building gives the possibility to use faction transport ships.

Turns – the time required for construction.

Divine spell type – if you need a building to be devoted to a god, you can set the god here.

Temple – temples to gods are very important as the gods pay special attention to them being built or destroyed. Temples also count as one of the victory types.

Economy settings:



Upkeep – the upkeep cost of the building.

Production – What resources does the building produce, and how much of each. Numbers in the cells with '+' mean the direct production of a resource (per turn). Numbers in the cells with '%' increase the percent of resource production in a whole city.

Unrest – influence on the unrest in a city (per turn).

About castles and combat buildings



Combat building (Battle Tower) – here you can select a built-in combat building (that can be edited separately in the combat building editor).

Possible upgrades – for castles – by switching levels from 1 to 4 you can set the parameters of combat buildings at each castle level.

Perks from buildings

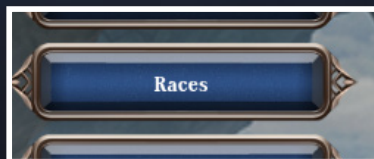


Give Perk – choose a perk the building should give upon construction.

For classes – choose unit classes that could receive the perk.

Cost – set the cost of the perk per 1 unit.

Race editor



City population – here you can set the resource the race cities will consume as a 'food'.

Transport ship of the race – all units of the race will use the set ship as a transport ship.

Race for Great Mage – some races (e.g. wild monsters) do not have their own building trees and cannot be controlled by Great Mages.

View – Lets you view the whole building tree of the race you are editing. (Currently the editor will copy the whole building tree in the mod when this option is used – be careful)

Cities – Not yet implemented. It will eventually be possible to edit templates of cities.

Buildings tree – Here you can edit a building tree and attach units to buildings.



Capital building – selects a capital.

Castle building – selects an ordinary city for this race.

Settlers – selects the basic race settler.

Add building – adds a new building to the building tree.

Right Click on a building icon to make it possible to remove it from the building tree.

Left Click on a building icon to modify the building.



Unique – makes the building unique:

- City - only one building per city
- Capital – only one building in capital
- None – not unique; you can build several buildings of this type in any city

City size – prerequisite city size

Can be built on – prerequisite resource

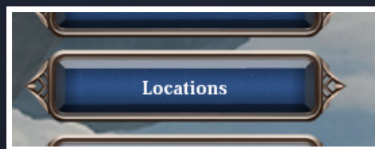
God's relation – prerequisite god's relation

Can be built near – for water-adjacent buildings

Requirements for build – puts building after another building in the building tree

Allow to hire units – You can attach up to 4 units to this building. If the same unit is attached to several buildings it will be available to build only if all those buildings are present in one city.

Locations



Here you can edit the locations and monster lairs.



You can edit icons and localized texts just like in other editors.

Type: there are several types of locations:

- Location – general location/lair;
- Water Location – sea location/lair;
- Teleport – a portal to other worlds;
- Epicentre – a special type of location used in Warlock: Armageddon.

Stage: The stage of a location is counted during map generation (the higher the stage of the location, the higher stage zone and world it will require to spawn (this is also true for spawning events)).

Important: for sea locations, set 1 if you want them to appear in coastal zones, and set 2 if you want them to appear in deep water.

Do not change the terrain: tick the box if you don't want the location to change the landscape under it. By default it is set as 'on' for portals.

Event: here you can set the type of event that will spawn the location.

Event probability: the higher the number, the higher the probability that during the set event this exact location will be spawned (instead of the others that are set in that event).

World Preset: at this moment this parameter is not used.

Loot parameters



For each location you can set one or several types of loot. Press the 'Add loot' button to add a loot type and click the red cross if you want to remove it from the location.

Note: Each loot type has its own independent chance of appearing in the lair.

Settings for loot:

- Type: what kind of loot it is – resource (e.g. gold), glyph, artifact, spell or unit.
- Probability: the chance that the loot will be spawned in the location. Note that it is a good practice to set the probability to 100% for at least one loot type to ensure that there will be no 'empty' monster lairs.
- Stage: the stage of an entity set as loot. Can be used for glyphs, artefacts, units and spells.
- Content: for some loot types you have to set additional information – so for resources you could choose between gold and mana, or select a god for a spell (if you want to set a divine spell as loot).
- Amount: here you can set the range for the random amount of the resource that will be looted.

Location Defenders



For each location you can set one or more types of ‘monsters’ that will spawn in it and defend it. Click ‘Add an army’ to add a unit to defenders or remove it by pressing the red cross.

‘Spawn an army’ defines how often units will be spawned from this location. Note that in the game, especially towards the end when the factions of the Great Mages become really strong, units from locations will be spawned more often than set!

Settings for each of units:

Type: you can set to:

- Specified – the specified unit (e.g. mages), or
- Random – random unit of the set race and stage.

Number spawned: how many of the set unit types will appear at the location’s spawn (at the start of the game or by an event).

Stage: you can set the stage of random ‘monsters’.

Race: you can set the race of random ‘monsters’.

Unit: you can choose a unit for the specified type.

Faction Level: defines the level of Great Mage factions that influence the set unit type which spawns at the location. For example, if the level is set to ‘3’, it means that a player has several units at the 3rd stage, cities with size 15 and several high-stage spells.

Probability: chance for the unit to be spawned in the location.

Mages editor

Here you can edit the Great Mages.



You can change icons and localisation text for a mage just as you do for other entities. But note that for a mage you will need a small icon and a big portrait.

The default perks and spells can be set just like in the game.

Below you can set the personal traits of a mage to define its behaviour under AI command.

Cooperativeness – a mage with a high cooperativeness will offer peace and alliances more often.

Greediness – a mage with high greediness will offer less profitable trades.

Treachery – a mage with high treachery will more often attack other mages and send demands.

Bravery – a mage with high bravery tends to overvalue his own power while deciding on peace or war.

Evilness – an 'evil' mage hates the others; this can be set to a negative value for 'friendly' mages.

Victory goal – a special parameter that defines the style of play for a Great mage, and what victory he/her will try to achieve. For now this can be set to:

- Still in the Game – default behaviour. AI won't set long-term goals and will only try to get more power.
- Annihilate Mages – an aggressive mage who will try to destroy all other mages one by one (but will try to elude the war at all fronts,

so they could offer peace treaties but only to break them at the appropriate moment).

- Capture Holy Places – an explorer Great Mage. They tend to be less aggressive, but only if another mage doesn't possess something they want (e.g. Holy Grounds – they will attack anyone for these).

Quests editor

This is much like the scenario editor in the maps editor. Please consult the corresponding manual.

The only difference is that from here you can create random quests that could be given in any map and game (with the mod switched on), and in the scenario editor you can create quests that will only appear on certain maps.

