WARLOCK II
THE EXILED

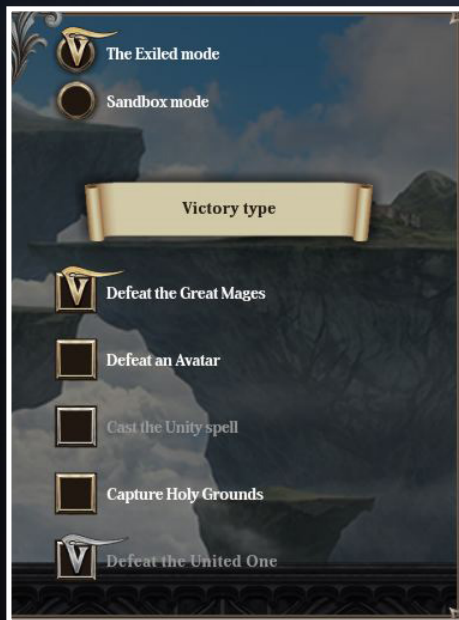# Map and Scenario Editor

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Map editor

To edit maps, press the 'Maps' button in the main modding menu.

In the opened window you can create a new universe and edit or delete an existing one:

To create a new universe, press the 'Create' button.

Choose one of the game modes:

- ➤ The Exiled mode (in this mode you need to cross many worlds to reach Ardania and defeat the United One)

- ➤ Sandbox mode (choose freely among the victory conditions)

Choose what victory conditions need to be fulfilled.

Note that some victory conditions are only available in Sandbox Mode:

➢ Defeat the Great Mages (defeat all Great Mages on the map)

➢ Defeat an Avatar (defeat an Avatar of any god)

➢ Cast the Unity Spell (cast the Unity spell)

➢ Capture Holy Grounds (capture a number of Holy Grounds depending on the difficulty level)

➢ Defeat the United One (defeat the United One and his lieutenants. This victory is available only in The Exiled mode, and in this mode it is switched on by default).

World Config screen

From the World Config screen you can:

➢ Set the map size (for Sandbox mode) or the number of the worlds for The Exiled mode

➢ Set the number of other Great Mages that will start in the universe (the bigger the map, the more Great Mages you can have)

Great Mage configuration screen

In the Great Mage configuration screen you can:

Select which Great Mage will be set as default Great Mage for each player. You can change the name of the selected Great Mage by clicking the 'Quill' icon next to the name.

Click the 'Customise' button to configure the Great Mage's default perks, colours, and which race he/she will command.

Map editing

The map editing screen gives you a number of options. Here's what you can find in each drop down menu:

1. In the Editor drop down menu:
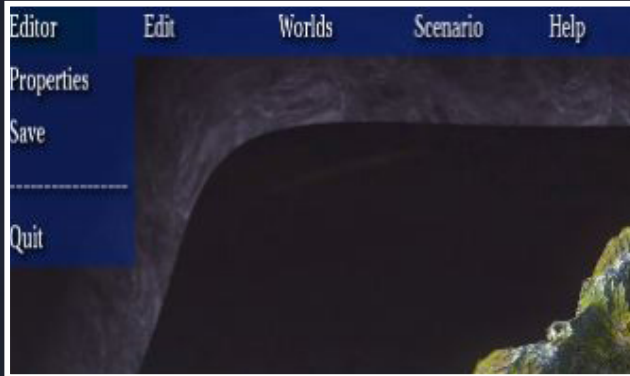
> ➢ Change the name of the universe

> ➢ Change the universe's description

> ➢ Change victory conditions

2. In the Edit drop down menu:

> ➢ With 'Draw Terrain' you can edit the landscape and special landscape objects such as templates.

> ➢ By clicking 'Place Resources' you can edit the placement of local resources (iron, silver, gold, pumpkin fields, etc.)

> ➢ 'Place Units' lets you do just that; place units and set what faction they belong to.

> ➢ Clicking 'Place Locations and Portals' lets you place portals and monster lairs on the map.

➢ Cities (along with their factions) can be placed and edited by selecting 'Place Cities'

➢ 'Draw areas for scenario' will allow you to place special trigger zones required for events and quests.

Selecting any one of the options in the Edit drop down menu brings up the 'Entities' window. Entities are units, templates, local resources, landscapes, monster lairs, etc.):

1. To place an entity on the map select it from the list, choose the hex(es) you want to put this entity on and click the hex with the LMB.

2. To delete an entity from the map, open the corresponding list of entities from the 'Edit' drop down menu, click the 'Remove' button and use the LMB to click on the entity you want to remove.

Features you might find useful:

➢ From 'Edit' - > 'Draw Terrain' you can choose not only to draw the landscape, but also to add special objects such as multi-hexed templates to the map.

➢ From 'Edit' - > 'Place Units' you can select the faction of a unit (e.g. choose the 'Monster' faction for an Ogre, and 'Neutral' faction for Dwarves and Elven Archers).

➢ From 'Edit' - > 'Place Locations and Portals' you can add special entities such as: Lost Caravan, Lost Artefact, Shipwreck, etc.

➢ From 'Edit' - > 'Place Locations and Portals' you can add portals, linking the worlds together.

From the 'Worlds' drop down menu you can navigate between the worlds available for editing by clicking 'Next World' or 'Previous World':


Note that you can edit the default settings of different entities on the map:

➢ To edit a unit's settings, move the cursor to the desired unit and click the RMB.

➢ To edit a lair's settings, move the cursor to the desired unit and press Shift + RMB.

➢ To connect Portals, go to the Worlds Map, hold Shift and right click the two portals you want to connect.

Scenario editor (built into the map editor)

Creating or editing

In the Maps editor you can also create or edit quests. To do so, click 'Quests' in the 'Scenario' drop down menu.
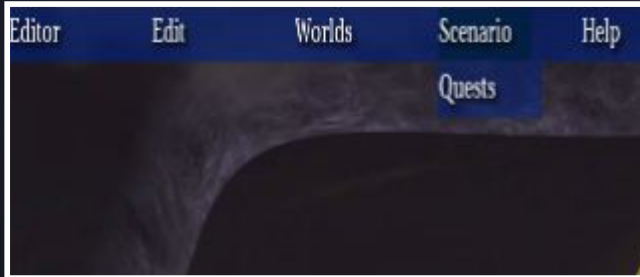
In the opened window you can:

> ➢   Create a new quest.

> ➢   Edit existing quests.

You can create new quests based on any of the existing ones:

To create a new quest, click on the quest to use as a basis for the new one. In the New Entity Creation window, write the system name for your quest:

Quest settings screen

This is the Quest settings screen:

From here you can:

- ➢ Edit the quest's task position by clicking on the 'feather'.

- ➢ Choose the picture for the quest from the list of the existing ones.

- ➢ By checking the 'Is random' check box, you make the quest 'random'. This means it will be given to a player on a random turn (if all requirements are met).

- ➢ Checking the 'Cancellable' check box makes it possible to cancel the quest. This allows players to refuse the quest.

- ➢ Set the 'Weight' value for the quest (large numbers increase the probability that the quest will trigger, whereas small numbers make it less likely to trigger).

- ➢ 'Turn' – the maximum number of turns the player has to finish the quest. When the set number of turns has passed, the quest ends automatically.

Action types

You can also select the quest objective or action type:

Capture	Capture an enemy city, location, faction, etc.
Create	Create something: hire a unit, build a city, build a specific building, etc.
Destroy	Destroy a city, unit, faction, location, etc.
MakePeace	Make peace with another faction.
MakeWar	Go to war against another faction.
Select	The quest will have several options (responses) available to select. Each option can have: ➢ A reward ➢ A penalty ➢ A chain quest An option can also have several possible outcomes that are more or less likely to happen. For example: 40% chance of the Troll being fooled vs. 60% of the Troll attacking.
Explore	Reach a new world.
Alive	Stay 'alive' (don't lose the game).

Quest target

By clicking the 'Edit Target' button you can set the quest target:

- ➢ Single entity (City, Unit, Building)

- ➢ Number of targets

- ➢ Single entity that will be randomly selected from the **list** of targets

- ➢ You can also set a general unit type of a specific race and stage as a valid target.

The requirements window allows you to set the prerequisites for the quest to be given:

FractionLevel	What level the faction must be before it can receive the quest (min/max)
ResearchPerTurn	How many research points per turn the faction must produce before it can receive the quest (min-max)
FoodPerTurn	How much food per turn the faction must produce before it can receive the quest (min-max).
GoldPerTurn	How much gold per turn the faction must produce before it can receive the quest (min-max).
ManaPerTurn	How much mana per turn the faction must produce before it can receive the quest (min-max).
Gold	How much gold the faction must have before it can receive the quest
Mana	How much mana the faction must have before it can receive the quest.
GodRelation	What relation with a specific god is needed to trigger the quest
FractionRace	Race of the faction (set to be sure that the quest can be given only to a certain race).
Trigger	The cause of the quest's activation.
GameMode	In what game mode the quest can be given (The Exiled or Sandbox mode).
WorldStages	The required World Level for the quest to be activated.

If you need to set several quest requirements, click the 'AddRequirement' button and select the settings for the additional requirement displayed in the window.

If you want to make a quest with several options that may be selected, you have to set the option parameters:
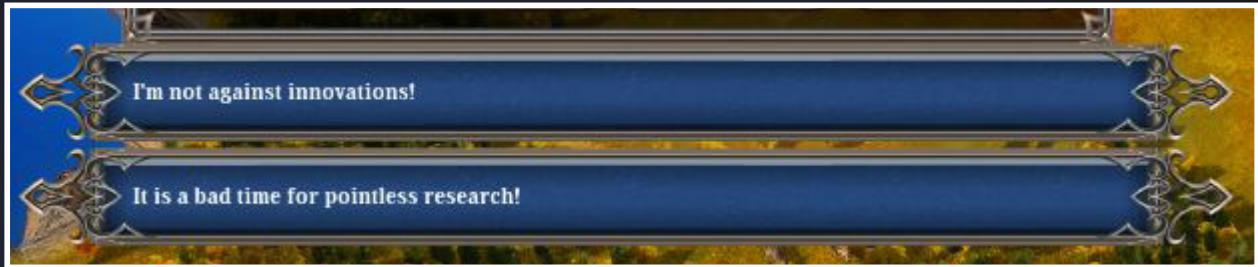
For each of the options you can:

➢ Write unique text (click on the option and then on the 'feather' with the LMB)

➢ Select one or several 'rewards' for the option by clicking the 'Add Reward' button. Remember that the 'reward' can be something positive (+ mana or gold or some positive perk) or a penalty (a curse or – to mana or gold).

Right click a 'Reward' to remove it.

➢ A resource prerequisite is required if you use an option with a gold or mana penalty. For example, if you want a player to pay 100 gold to escape certain war, set the prerequisite for gold to 100-100000 (100000 is the maximum possible amount of gold), and in that case if a player has less than 100 gold the option cannot be selected.

Be sure that the numbers for the penalty and in the prerequisite are the same (check the screenshot examples)

➢ The 'Add Result' button allows you to select the option's results:

Here you can edit:

➣ The text of the result

➣ 'Reward' (either positive or negative). Remember to set the prerequisite for options that require resources (like paying gold)!

➣ Add a chain quest to the result.

The next quest in the chain will be activated after the completion of the previous quest. You can set the time (in turns) for every quest chain.

Some options may lead to several possible results; for example, the quest where a troll demands 60 gold for opening the bridge for the player's units. The player can try to trick him by conjuring up some illusory gold for a cost of 20 mana. The trick will work only 50% of the time, so there is a 50% chance that the troll will believe you and open the bridge, and a 50% chance that he will see through the spell and attack you for your lie. To set up such an option, you need to do the following:

➢ Add two results to the same option;

➢ Set the weight of each result so that the sum is 100 (e.g. you can set the options' weights to 70/30 or 50/50 as you like).

➢ To the first result, add a chain quest where the 'Troll attacks' in the same turn.

➢ Then add an action ('Bridge will be opened') to the second result.

This way you can easily create your own quests with chance-based options.

Triggers

Some quests can be given to a player only if a player's unit 'steps' on a special place on the map (aka the 'trigger area'). To create this kind of quest with a trigger area, click Edit -> Draw areas for scenario.
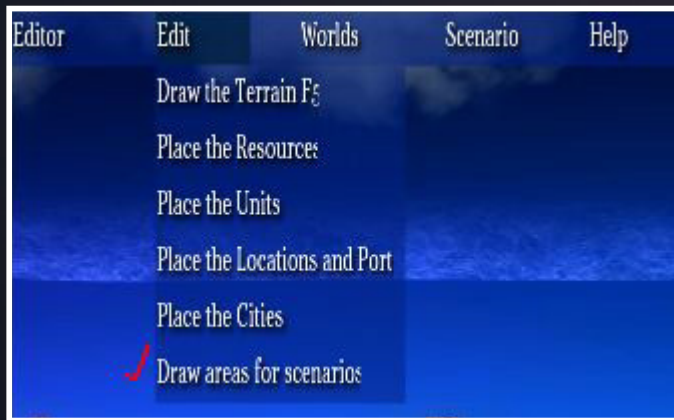
First you have to draw the trigger boundaries on the map. Click the 'Create' button to do so:

The cursor will become 'active' and you can draw a trigger area on the desired hexes by clicking the LMB.

You can also delete a trigger area by clicking it a second time or by clicking the 'Remove' button and then selecting the area you want to remove.

To create a quest linked to any trigger area, select that area in the menu (e.g. by clicking on 'area1') and click the 'Trigger' button that will become active:

In the opened window, click 'Create' and select a corresponding quest from the list.

The editing process for this kind of quest is almost the same as for any other quest, but please remember that:

> ➢   'Is Random' must be checked.

> ➢   'Weight' must be set to zero.
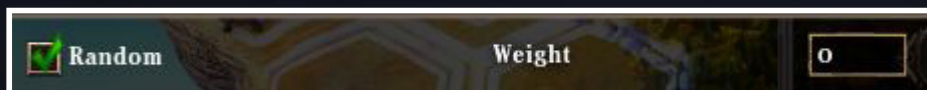
The quest will only be given to a player if these parameters are true when a player's unit enters the trigger area.

Warning: be sure this quest has no other triggers!

Some nuances of quest making

Chain quests

For any chain quest (any quest that will be given as a result of the 'parent' quest), set 'Weight = 0' or that quest will be given to a player as a generic random quest.

Non-random quests

If you want to give a player a non-random quest (e.g. a plot quest), uncheck the 'Random' check box and !!!IMPORTANT!!! set the prerequisite so the game knows when the quest should be given (e.g. if you choose Requirements -> Trigger -> Start Game, the quest will be given at the start of the game).

Victory quest

You can create new conditions for victory by creating a 'victory quest', a quest that rewards the successful player with Victory (instead of, say, gold or spells).

For example, you can create a quest with the objective of gathering 10000 gold wherein the first player to amass this amount wins the game. To do so, simply choose 'Win' as the reward for that quest.