

# Making New Spells and Enchantments Through the Editor

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Creating new spells and magic effects for enchanting items can be very useful to know, especially if you are trying to make new content that involves unique weapons etc.

Making spells in the editor is similar to making them in the game, but you have more control over the effects, and it's all laid out in a straight forward manner:

The screenshot shows the 'Spellmaking' editor window. At the top, the 'ID' field contains 'burning rage' and the 'Full Name' field contains 'Burning Rage'. Below this is a table of effects with columns for 'Effects', 'Cost', 'Range', 'Area', 'Duration', 'Magnitude', and 'Total Cost'. The first three rows are populated with 'Fortily Atack', 'Fortily Health', and 'Resist Fire'. At the bottom, there are checkboxes for 'Auto Calculate Cost', 'PC Star: Spell', 'Always Succeeds', and 'Blocked', along with 'OK' and 'Cancel' buttons.

Effects	Cost	Range	Area	Duration	Magnitude	Total Cost
Fortily Atack	1.0C	Self	0	30	10 20	22.50
Fortily Health	1.0C	Self	0	30	20 20	30.00
Resist Fire	2.0C	Self	0	30	20 20	60.00
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	

The first thing you need to do is give your spell a name and ID. The name is unimportant, but it helps if you relate it to the type of spell that you are making. Mine here, is an adrenaline rush type spell, so I called it Burning Rage, and gave it an ID to match, so that I can find it easily later on. Giving unique and easy to remember IDs for your creations is vital if you want to create new content with the minimum of fuss.

From the effects list you can select various effects for your spell, and the usual things like the range, duration and magnitude of the effects. Also, at the bottom, you can select the type of spell. Spells are normal spells that you can buy and use in the game. Abilities are spells that are in constant effect, and can be assigned to a new character only. The diseases options are pretty self-explanatory, as is the Curse option. The Power option is something that you can assign to an existing or new race as a special, unique spell that can be cast once per day only.

Try selecting different types of spells from the list. Each type will block out different options for your spell, giving you a better idea of how each type works.

The auto calculate cost option works out the spell points that it will take to cast for you. PC start spell makes it a spell that starts with the player, and always succeeds ensures perfect casting, no matter what skill you have in the required school of magic (mostly used for guaranteed success with powers).

Once you have all the settings you want set up, click on the OK button to create the spell.

That's it. You now have a spell ready to put into the game.

## Enchantments

Making enchantments is very similar to making spells. The difference is that you don't get to name the enchantment, only give it an ID (this is because the item that you enchant will carry the name), you don't have a spell type to choose, but in its place it a cast type. The cast type is one of the following: Cast Once, Cast When Strikes, Cast When Used, and Constant Effect. Cast once means that once you cast it, the enchantment will be gone.

Effect	Cost	Range	Area	Duration	Magnitude	Total Cost
Weakness to Poison	2.00	Touch	0	5	10 10	5.00
Poison	9.00	Touch	0	5	10 30	45.00
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	
			0	0	0 0	

The auto calculate will automatically calculate the cost of the enchantment for you, much like with the spells. Keep this enabled unless you want to cheat and set it lower than it should be :-)

To apply the enchantment, click the OK button, and then find the weapon you want to enchant in the list under the Weapon tab. Double click the weapon to bring up its status:

Damage	Minimum	Maximum
Chop	2	8
Slash	2	8
Thrust	5	32

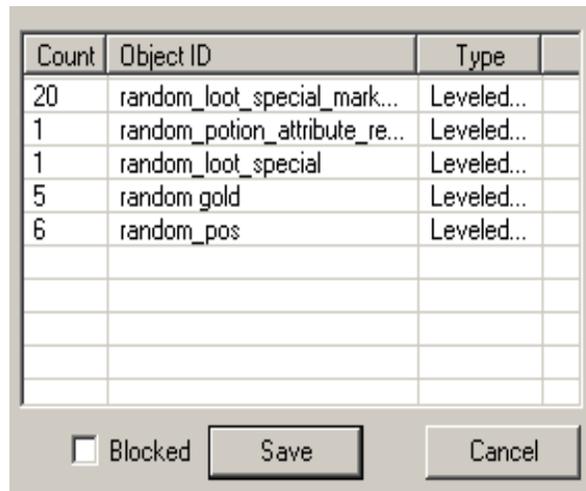
Firstly, change the weapon's ID to something unique, or all the occurrences of this weapon in the game will have your enchantment on it, which isn't really what you want...

Next give it a name that reflects the kind of enchantment that it will have. This is how it will appear in your inventory if you hover the

cursor over it's icon.

Now, select the enchantment that you just made from the Enchanting drop-down list in the window (see above), and click the save button. Now all you have to do is place it in the game!

Open up one of the external Balmora cells and double click on one of the crates outside:



Count	Object ID	Type	
20	random_loot_special_mark...	Leveled...	
1	random_potion_attribute_re...	Leveled...	
1	random_loot_special	Leveled...	
5	random_gold	Leveled...	
6	random_pos	Leveled...	

Blocked     

Now, left click and drag your new weapon into the list of contents for that crate - it should now be in the list. Click save, save the plugin and go test it out!

Example plugin: None

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