

# Devil Whiskey – Monsters Tutorial

## Section 1 – Files and tools

There is one file you'll need to edit to create and modify monsters, it is simply called `monsters.txt`, and should be included with the toolkit. Next you'll need a program to make this plain text file something the game can read, that program is called `mtcompile`, and should also come with your toolkit. When you run `mtcompile` on `monsters.txt`, it creates a new `monsters.dat` file, which you'll need to place at `<install-dir>\data` so the game will pick it up

## Section 2 – `monsters.txt` file format

As with other devil whiskey text files, the `#` symbol can start a line to indicate that the line is a comment, and should not be processed. The format is as follows:

```
<name>
<plural name>
<ST> <IQ> <WI> <DX> <CN> <CH> <CO> <LK> <AC>
<avoidFire> <dmgFire> <avoidEarth> <dmgEarth> <avoidAir> <dmgAir> <avoidWater> <dmgWater>
<nat> <back-damage> <type> <level> <gender>
<max HP> <HP var>
<max SP> <SP var>
<max XP> <xp var>
<max GP> <gp var>
<picture-index name>
<numSkills> <numSpells> <numItems>
<skill action-id>                one for each num of skills
<spell action-id>                one for each num of spells
<item name>                       one for each num of Items
```

- name – the name the monster will be known as in game – spaces are allowed.
- plural name – the name when referring to a group of these monsters.
- ST – strength
- IQ – intelligence
- WI – wisdom
- DX – dexterity
- CN – Constitution
- CH – Charisma
- CO - comeliness
- LK – Luck
- AC – Armor Class
- avoid fire - % chance to avoid fire attack
- dmg fire - % if negative, fire damage is reduced. If positive, fire damage is increased.
- avoid earth - % chance to avoid earth attack
- dmg earth - % if negative, earth damage is reduced. If positive, earth damage is increased
- avoid air - % chance to avoid air attack
- dmg air - % if negative, air damage is reduced. If positive, air damage is increased

- avoid water - % chance to avoid water attack
- dmg water - % if negative, water damage is reduced. If positive, water damage is increased
- nat – number of attacks per round
- back-damage – a number of d4’s to roll for damage done to an attacker upon a hit
- type – the type of monster, valid values listed in Appendix A
- level – the level of the monster, comparable to player levels, used for random encounter balancing calculations
- gender – optional parameter, defaults to 0 – gender neutral, can also be 1 for female and 2 for male.
- max HP – the maximum possible HP (hit points) this monster can have
- HP var – the amount of variation in HP’s between individual monsters of this type
- max SP – the maximum possible SP (spell points) this monster can have
- SP var – the amount of variation in SP’s between individual monsters of this type
- max XP – the maximum possible XP (experience points) this monster can have
- XP var – the amount of variation in XP’s between individual monsters of this type
- max GP – the maximum possible GP (gold points) this monster can have
- GP var – the amount of variation in GP’s between individual monsters of this type
- picture-index name – the name of the portrait used for this monster, this is the name given in the picture index file, NOT the pathname to the image.
- numSkills – an integer noting how many special skills this monster has
- numSpells – an integer noting how many unique spells this monster has
- numItems – an integer noting the number of items this monster may be carrying
- skill action-id – the ActionID of the skill possessed by this monster, must exist in Actions.dat or in the game engine source code
- spell action-id – the ActionID of the spell possessed by this monster, must exist in Actions.dat or in the game engine source code
- item entry – the name of the item followed by the chance of discovery, followed by the amount. The format is as such:  
  - <item\_name> <chance (out of 1000)> <count (<x>d<y>+<z>)> if item name is “random” (without quotes) then a random item from the current map will be selected.

## Appendix A – Monster types:

|                        |             |
|------------------------|-------------|
| Normal -----           | 1 (default) |
| Water Creature -----   | 2           |
| Boss -----             | 4           |
| Human-like -----       | 16          |
| Large Human-like ----- | 17          |
| Large Non-Human -----  | 18          |
| Mage-like -----        | 19          |
| Senrats -----          | 20          |
| Undead -----           | 21          |