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Siege Handbook

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Ingame Command Syntax help

//siege capture <location id> <race id> [legion id]

//siege set <location id> <current state> [next state]

//siege help capture

//siege help set

#

//siege cap(ture) <siegeid> <race>

//siege set <siegeid> <0|2> [next state] <0|1>

0 = Invulnerable

2 = Vulnerable

#

[next state]

0 = Invulnerable

1 = Vulnerable

#

//siege set 1011 0 = Invulnerable

//siege set 1011 2 = Vulnerable

With: [next state]

//siege set 1011 2 1 = Vulnerable [next state] Vulnerable

//siege set 1011 2 0 = Vulnerable [next state] Invulnerable

//siege set 1011 0 1 = Invulnerable [next state] Vulnerable

//siege set 1011 0 0 = Invulnerable [next state] Invulnerable

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Example: for Divine Fortress

1. //siege capture set 1011 asmos

2. //siege set 1011 2

F O R T R E S S C O M A N D

This admin command will be used for quests, the Fortress status will be PEACE (no Siege, no General)

//fortress capture <location_id> <race> (optional) <legion>

Example:

//fortress capture 1011 balaur

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English Siege Locations and ID's

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<abyss id="1011"><name>Divine Fortress</name> <type>fortress</type>
<abyss id="1012"><name>Aetheric Renewal</name><type>artifact</type>
<abyss id="1013"><name>Abyssal Aura</name><type>artifact</type>
<abyss id="1014"><name>Abyssal Aura</name><type>artifact</type>
<abyss id="1015"><name>Abyssal Aura</name><type>artifact</type>
<abyss id="1016"><name>Abyssal Fury</name><type>artifact</type>
<abyss id="1017"><name>Fiery Staccato</name><type>artifact</type>
<abyss id="1018"><name>Fiery Staccato</name><type>artifact</type>
<abyss id="1019"><name>Fiery Staccato</name><type>artifact</type>
<abyss id="1020"><name>Daevic Innervation</name><type>artifact</type>
<abyss id="1131"><name>Siel's Western Fortress</name><type>fortress</type>
<abyss id="1132"><name>Siel's Eastern Fortress</name><type>fortress</type>
<abyss id="1133"><name>Abyssal Aura</name><type>artifact</type>
<abyss id="1134"><name>Abyssal Aura</name><type>artifact</type>
<abyss id="1135"><name>Abyssal Aegis</name><type>artifact</type>
<abyss id="1141"><name>Sulfur Fortress</name><type>fortress</type>
<abyss id="1142"><name>Abyssal Aura</name><type>artifact</type>
<abyss id="1143"><name>Abyssal Aegis</name><type>artifact</type>
<abyss id="1144"><name>Tenebrous Cloak</name><type>artifact</type>
<abyss id="1145"><name>Kerubic Metamorphosis</name><type>artifact</type>
<abyss id="1146"><name>Daevic Efflux</name><type>artifact</type>

<abyss id="1211"><name>Roah Fortress</name><type>fortress</type>
<abyss id="1212"><name>Abyssal Fury</name><type>artifact</type>
<abyss id="1213"><name>Restorative Grasp</name><type>artifact</type>
<abyss id="1214"><name>Aion's Rebuke</name><type>artifact</type>
<abyss id="1215"><name>Tenebrous Cloa</name><type>artifact</type>
<abyss id="1221"><name>Krotan Refuge</name><type>fortress</type>
<abyss id="1222"><name>Abyssal Fury</name><type>artifact</type>
<abyss id="1223"><name>Daevic Efflux</name><type>artifact</type>
<abyss id="1224"><name>Flaming Hell</name><type>artifact</type>
<abyss id="1231"><name>Kysis Fortress</name><type>fortress</type>
<abyss id="1232"><name>Abyssal Fury</name><type>artifact</type>
<abyss id="1233"><name>Restorative Grasp</name><type>artifact</type>
<abyss id="1241"><name>Miren Fortress</name><type>fortress</type>
<abyss id="1242"><name>Abyssal Fury</name><type>artifact</type>
<abyss id="1243"><name>Abyssal Aegis</name><type>artifact</type>
<abyss id="1251"><name>Asteria Fortress</name><type>fortress</type>
<abyss id="1252"><name>Daevic Innervation</name><type>artifact</type>
<abyss id="1253"><name>Anacros Malady</name><type>artifact</type>
<abyss id="1254"><name>Verdandi's Prank</name><type>artifact</type>

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German Siege Locations

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Siege IDs:

//Namen

siegeid = 1141## 1141 Schwefelbaum-Festung";}

siegeid = 1131## 1131 Siels Westfestung";}

siegeid = 1132## 1132 Siels Ostfestung";}

siegeid = 1011## 1011 Götterfestung";}

siegeid = 1211## 1211 Festung von Roah";}

siegeid = 1221## 1221 Krotan-Festung";}

siegeid = 1231## 1231 Kysis-Festung";}

siegeid = 1241## 1241 Miren-Festung";}

siegeid = 1251## 1251 Asteria-Festung";}

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siegeid = 1142## 1142 Aura des Abyss";}

siegeid = 1143## 1143 Schild des Abyss";}

siegeid = 1144## 1144 Regen der Illusion";}

siegeid = 1145## 1145 Kraft der Legende";}

siegeid = 1146## 1146 Schrei des Blutes";}

siegeid = 1133## 1133 Aura des Abyss";}

siegeid = 1134## 1134 Aura des Abyss";}

siegeid = 1135## 1135 Schild des Abyss";}

siegeid = 1012## 1012 Ätherfeld des Abyss";}

siegeid = 1013## 1013 Aura des Abyss";}

siegeid = 1014## 1014 Aura des Abyss";}

siegeid = 1015## 1015 Stärkende Ranken";}

siegeid = 1016## 1016 Zorn des Abyss";}

siegeid = 1017## 1017 Lava-Explosion";}

siegeid = 1018## 1018 Lava-Explosion";}

siegeid = 1019## 1019 Lava-Explosion";}

siegeid = 1020## 1020 Himmlischer Atem";}

siegeid = 1215## 1215 Regen der Illusion";}

siegeid = 1212## 1212 Zorn des Abyss";}

siegeid = 1213## 1213 Stärkende Ranken";}

siegeid = 1214## 1214 Wurzel der Leerheit";}

siegeid = 1222## 1222 Lava-Explosion";}

siegeid = 1223## 1223 Schrei des Blutes";}

siegeid = 1224## 1224 Flammenhölle";}

siegeid = 1232## 1232 Lava-Explosion";}

siegeid = 1233## 1233 Stärkende Ranken";}

siegeid = 1242## 1242 Lava-Explosion";}

siegeid = 1243## 1243 Schild des Abyss";}
siegeid = 1252## 1252 Himmlischer Atem";}
siegeid = 1253## 1253 Fluch des Himmels";}
siegeid = 1254## 1254 Verdandis Spott";}

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//sieg set 1011 2 0 Götterfestung
//sieg set 1211 2 0 Festung von Roah
//sieg set 1221 2 0 Krotan-Festung
//sieg set 1231 2 0 Kysis-Festung
//sieg set 1241 2 0 Miren-Festung
//sieg set 1251 2 0 Asteria-Festung
//sieg set 1132 2 0 Siels Ostfestung
//sieg set 1131 2 0 Siels Westfestung
//sieg set 1141 2 0 Schwefelbaum-Festung

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