KEEP MOD

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What started as an effort to add a few items from both mission packs into one single player level eventually grew over time to be a massive compilation of features from across the Quake community. This mod is primarily a full combination of the following mods' enemies, weapons, items, traps, and other features in addition to my own features:

Standard Quake (ID1)

Hipnotic

Rogue

Arcane Dimensions (AD)

Quoth

Kinn

Soul of Evil (SOE)

Custents

Pox's Extras (extras_r4)

Arcane Dimensions serves as the primary base for all added content due to its excellent formatting, enhanced enemy infighting code, and excellent structure.

Any conflicts have been resolved in such a manner as to retain the unique features of the primary mods above, for instance by using spawnflags. The entity definition file contains all the necessary fields and spawnflags for accessing these conflict resolving features as well as any Keep specific features that have been added.

All features of this mod are documented below in their various sections. A complete entity list can be found in the appendix. In every section the entities are listed alphabetically by entity name.

ENEMIES

The enemies of Quake, commonly referred to as monsters, are many and varied. Keep contains support for [TODO:recount #] different enemies. Many have alternate skins or upgraded versions such as the ogre family, death knight brigade, grunts, and enforcers.

Name	<Enemy's Proper Name>			Picture	
Entity	<entity_name>				
Mod	<name of mod> (original mod credit)				
Health	number (health amount)				
Gib Health	number (damage below 0 to gib)				
Pain Flinch	number (damage to cause flinch)				
Pack Contents	number of Type				
Description	<Interesting info that isn't described in other fields. Example: Not actually an available entity. Able to teleport away.>				

	Attack Name	Easy dmg	Speed		
Projectile Attacks	<Attack1 Name>	1-10	300(100)		
	<Attack... Name>				
	<Attackn Name>				
Melee Attacks	<Attack1 Name>	14			
Special Attacks	<Attack1 Name>	(20)			

(Speed numbers in ( ) indicate speed added per skill level)

(Damage numbers in ( ) indicate radius)

Name	Anaconda				Picture	
Entity	monster_anac					
Mod	Anaconda					
Health	2500					
Description	Large snake enemy. Usually used as a boss, though is able to be used multiple times. Intended to be trapped in a liquid (uses lava splash effect) with minimum depth of 32 and that has an alpha of 1.0 - dives when player is out of sight and the re-emerges later to surprise player. Needs 368 units of overhead height above the liquid and 80 units of side clearance to avoid model going through walls/ceiling.					

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Bite (5 then 3 spikes emitted)	30				
	Vomit (14 emitted)	10(30)				
Death	Gib Explosion (144 gibs, 72 coop)	(20)				

Name	Armagon			Picture
Entity	monster_armagon			
Mod	Hipnotic			
Health	3000			
Gib Health	0			
Pain Flinch	0			
Description	Large ugly gremlin-like monster combined with servo-mech legs. Top half explodes on death and leaves behind non-solid legs. Attacks with different projectile attacks. Repels player if they get too close.			
	Attack Name	Easy dmg	Speed	
Projectile Attacks	10 Lasers Barrage While Planted	18		
	6 Rockets Barrage While Planted	100-120(40)		
	2 Lasers	18		
	2 Rockets	100-120(40)		
Special Attacks	Repulse Knockback	(60)		

Name	Grunt			Picture
Entity	monster_army			
Mod	ID1			
Health	30			
Gib Health	-35			
Pain Flinch	20			
Pack Contents	2-6 Shells			
Description	Weak base soldier. Makes grunting idle sounds.			
	Attack Name	Easy dmg	Speed	
Projectile Attacks	Shotgun (narrow spread 0.1 0.1 0)	4-16		

Name	Grenade Grunt			Picture
Entity	monster_army_grenade			
Mod	AD			
Health	60			
Gib Health	-35			
Pain Flinch	20			
Pack Contents	1 Rocket			
Description	Base soldier.			
	Attack Name	Easy dmg	Speed	
Projectile Attacks	Grenade	40(40)		

Name	Plasma Grunt	Picture
Entity	monster_army_plasma	
Mod	AD	
Health	75	
Gib Health	-35	
Pain Flinch	20	
Pack Contents	1 Cell	
Description	Strong base soldier.	

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Plasma	15-20(20)				

Name	Rocket Grunt	Picture
Entity	monster_army_rocket	
Mod	AD	
Health	45	
Gib Health	-35	
Pain Flinch	20	
Pack Contents	1 Rocket	
Description	Base soldier.	

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Homing Rocket	25-30(45)				

Name	Axe Knight					Picture
Entity	monster_axeman					
Mod	SOE					
Health	300					
Gib Health	-35					
Pain Flinch	40					
Description	Medium sized knight wielding an axe. Moves fairly quickly. Tougher than an ogre. Uses attacks in sequence.					

SKIN0

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Melee Attacks	Axe Swing 1	1-15				
	Axe Swing 2	1-10				
	Axe Swing 3	1-10				
	Axe Swing 4	1-10				

Alternates

SKIN1

SKIN2

Name	Chthon					Picture
Entity	monster_boss					
Mod	ID1					
Health	3					
Gib Health	0					
Pain Flinch	0					
Description	Large lava monster who can only be killed through using special lightning setup. Three lightning strikes and he dies. Immune to all other attacks. Requires two func_door's with target of "lightning" on each. When the doors are open, then targetting an event_lightning entity creates lightning between the two doors and triggers Chthon's pain animation. The lightning will start and end in the middle of the func_door, 16 units above the bottom of the doors.					

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Lavaball (speed = 250+50*skill)	100-120(120)				

Name	Centurion					Picture
Entity	monster_centurion					
Mod	Rubicon					
Health	120					
Gib Health	-35					
Pain Flinch	60					
Pack Contents	1-3 Cells					
Description	Hovering eliminator.					
	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Plasma	15-20(20)				

Name	Crossbow Knight					Picture
Entity	monster_dcrossbow					
Mod	AD					
Health	75					
Gib Health	-25					
Pain Flinch	40					
Description	Small knight with a crossbow. Fairly quiet, good for ambushes. Only does 5 damage against other crossbow knights. Melee attack does double damage against other monsters. Enabling spawnflag 2 (Sniper) removes range check for attacks. Enabling spawnflag 4 (Tracking) causes enhanced tracking for attacking moving players or enemies.					
	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Crossbow Bolt	15				
Melee Attacks	Whack With Crossbow	15-45				

Name	Death Guard					Picture
Entity	monster_death_guard, monster_deathguard					
Mod	Quoth					
Health	200					
Gib Health	-50					
Pain Flinch	40					
Description	Medium knight. Fireball attack can gib zombies.					
		Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg
Projectile Attacks		Fireball	27-29(40)			
Melee Attacks		Charge	1-5			
		Slow Charge	2-8			
		Slash	30			

Name	Death Lord					Picture
Entity	monster_death_lord					
Mod	Quoth					
Health	400					
Gib Health	-60					
Pain Flinch	80					
Description	Powerful knight. Takes half damage when his shield aura is up. Shield drops while attacking. Only ever walks. Grenades bounce off aura and lightning is reflected.					
		Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg
Projectile Attacks		30 Semi-homing Stars	9			
Special Attacks		Lightning + Strike Melee	5-30+30			

Name	Defender					Picture
Entity	monster_defender					
Mod	Quoth					
Health	100					
Gib Health	-35					
Pain Flinch	20					
Pack Contents	4-8 Shells					
Description	Tougher enforcer. Resistant to rockets and grenades which only do half damage. Grenades bounce off. Uses double barrel shotgun attack when within melee range.					

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Grenade Launcher	(40)				
	Double Barrel Shotgun (10 pellets)	4				

Name	Fiend					Picture
Entity	monster_demon1					
Mod	ID1					
Health	300					
Gib Health	-80					
Pain Flinch	200					
Description	Medium sized monster which makes lunging leaps towards the player. Typically travels in pairs or groups of 3. Capable of destroying breakable when jumping. Jump attacks do not hurt other fiends. Poisonous alternate gives poison buff from jump attack when .poisonous is set to a value greater than 0.					

SKIN0

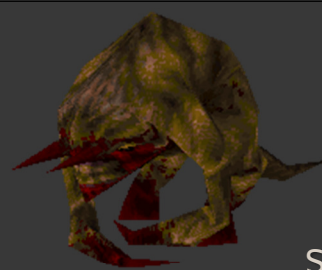|	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Melee Attacks	Jump Lunge	40-50				
	Paw Swipes	10-15				

Alternates

SKIN1

SKIN2

SKIN3

POISONOUS

Name	Fury Knight					Picture
Entity	monster_dfury					
Mod	AD					
Health	400					
Gib Health	-50					
Pain Flinch	80					
Description	Special knight which can lunge jump while slicing with his two swords. Similar to a fiend mixed with a death knight. Does double damage against other monsters when infighting. Swords glow different colors depending on which projectile attack he is about to use.					

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	3 Exploding Stars (swords orange)	20(20)				
	10-15 Slime Balls (swords green)	9				
Melee Attacks	Slice With Both Swords	0-45				
	Smash With Both Swords	0-120				
	Right Arm Swing	0-27				
	Left Arm Swing	0-27				
Special Attacks	Lunge Jump and Slice	20-30				

Name	Death Guard					Picture
Entity	monster_dguard					
Mod	AD					
Health	30					
Gib Health	-35					
Pain Flinch	20					
Description	Weak small knight.					

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Melee Attacks	One Hand Slashing Run	0-36				
	Swinging Sword Left to Right	0-54				
	Smash From Overhead to Ground	0-27				
	Two-Handed Slash Right Then Left	0-27+0-27				

Name	Death Knight	Picture
Entity	monster_dknight, monster_dknightghost	
Mod	AD	
Health	250	
Gib Health	-40	
Pain Flinch	40	

Description: More detailed than a Death Knight (monster_hell_knight). *Charge attacks unused, no th_checkattack.*

Ghost alternate has alpha transparency of 0.1 (very faint), cannot be hurt, makes no footstep noises, has special glow and particle effects, and starts invisible until triggered. Either use monster_dknightghost or simply set spawnflag 4096.

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg
Projectile Attacks	Spray of 6 Magic Firespit Casts	9			
Melee Attacks	*Charge Slice Right Then Left A*	0-63			
	Charge Slice Right Then Left B	0-45			
	Slice Right Then Left	0-45			
	Smash From Overhead to Ground	0-45			
	Two-Handed Slash	0-72			

Name	Rottweiler	Picture
Entity	monster_dog	
Mod	ID1	
Health	25	
Gib Health	-35	
Pain Flinch	10	

Description: Bad doggie! Leap bite does not damage other dogs. Randomized idle between sniffing ground, growling, or howling at the moon.

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg
Melee Attacks	Leap Bite	10-20			
	Bite	0-24			

Name	Dragon	Picture
Entity	monster_dragon	
Mod	Keep	
Health	4000	
Description	Medium flying dragon, modified from Rogue. Requires dragon_corner's setup in a path for the dragon to fly along (same as path_corner's). Targets "dragondoor" and bursts into gibs on death.	

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	90-120 Fire Sprays	3				
Melee Attacks	Tail Jab	15-45				

Name	Drole	Picture
Entity	monster_drole	
Mod	Quoth	
Health	500	
Gib Health	-60	
Pain Flinch	200	
Description	Bizarre eldritch abomination. Gets enraged when health is lower than 70% of maxhealth (0.7 * 500 = 350). When enraged, droles begin to charge and whack with their arms. Also, trigger_drolejump causes the Drole to be able to jump when enraged, making them an interesting replacement for ogres up on ledges. Melee-only alternate that starts in rage mode can be created by setting attack_rage to 1.	

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Exploding Fireball	40-50(80)				
Melee Attacks	Left Tentacle Strike	12-54				
	Right Tentacle Strike	12-54				

Name	Death Sergeant					Picture
Entity	monster_dsergeant					
Mod	AD					
Health	400					
Gib Health	-60					
Pain Flinch	80					
Description	Blue flail knight who charges swinging its flail hurting anything in its path. If player is not on a similar height, he will keep using his projectile attacks rather than charging. Exploding stars can gib zombies.					
	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Homing Exploding Star	40(40)				
Melee Attacks	Smash Overhead to Ground	0-90				
	Two-Handed Right Then Left	0-60+0-60				
	One Handed Swinging Run	0-90				

Name	Electric Eel					Picture
Entity	monster_eel					
Mod	Rogue					
Health	60					
Gib Health	-25					
Pain Flinch	10					
Description	Swimming eel.					
	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Plasma Shot	15-20(20)				
Special Attacks	Radius Shock in Melee Range	(45)				

Name	Eliminator	Picture
Entity	monster_eliminator	
Mod	Rubicon	
Health	120	
Gib Health	-35	
Pain Flinch	20	
Pack Contents	2-4 Cells	
Description	Tough elite enforcer.	

	Attack Name	Easy dmg	Nor dmg	Har dmg	Ngh dmg	
Projectile Attacks	Plasma Shot	15-20(20)				

WEAPONS

Name: Axe
Entity: weapon_axe
Damage: 20
Description: Weakest weapon. Simple axe with a few different swing angles.
Mod: ID1
Ammo: None
Impulse: 1

Name: Crossbow
Entity: weapon_crossbow
Damage Normal: 100
Damage Poison: 110
Description: Fires either normal bolts or poison bolts. Poison bolts cause poison debuff. Excellent stealth weapon since enemies can be shot without angering them.
Mod: ITS
Ammo: Bolts
Alternate Ammo: Poison Bolts
Impulse: 178

Name: Grenade Launcher
Entity: weapon_grenadelauncher
Damage: 100-120(120)
Description: Lobs an explosive that explodes in TODO:# seconds
Mod: ID1
Ammo: Rockets
Impulse: 6

Name: Laser Cannon
Entity: weapon_laser_gun
Damage: 18

Description: Fires lasers in a pattern of 2 blasts at once - 1 blast - 2 blasts at once. Lasers can ricochet off walls up to 3 times but lose 10% damage with each ricochet with a 15% chance of not ricocheting. Very rapid fire.
Mod: Hipnotic
Ammo: Cells
Impulse: 9

Name: Lava Nailgun
Entity: weapon_lava_nailgun
Damage: 15
Description: Lava variant of the Nailgun. Fires red hot nails that pierce armor. Cannot hurt Hephaestus (monster_lava_man). Only does 9 damage against players.
Mod: Rogue
Ammo: Lava Nails
Impulse: 60

Name: Lava Super Nailgun
Entity: weapon_lava_super_nailgun
Damage: 30
Description: Lava variant of the Perforator. Fires red hot nails that pierce armor. Cannot hurt Hephaestus (monster_lava_man). Only does 18 damage against players.
Mod: Rogue
Ammo: Lava Nails
Impulse: 61

Name: Thunderbolt
Entity: weapon_lightning
Damage: 30 per 0.1 seconds
Description: Fires a continuous stream of lightning. Discharging in the water drains all cells and causes damage in a (35Xammo_cells) radius.
Mod: ID1
Ammo: Cells
Impulse: 8

Name: Mjolnir's Hammer
Entity: weapon_mjolnir
Damage Melee: 50, 70 to zombies
Damage Lightning: 80, then 30 every 0.2s after that
Description: More powerful melee weapon that does powerful blunt force but also shoots out lightning at any nearby enemies when hit on the ground. Lightning continues to hurt its target until the target reaches 0 health or moves out of range. Firing in water has the same discharge effect as the lightning gun killing everything in a (35Xammo_cells) radius.
Mod: Hipnotic
Ammo: Cells
Impulse: 177

Name: Multi-Grenade Launcher
Entity: weapon_multi_grenade
Main Grenade Damage: (120)
Mini Grenade Damage: (90)
Description: Fires a yellow grenade that splits into 5 mini-grenades that then explode soon after. If main grenade hits enemy or player before splitting, it does normal grenade damage.
Mod: Rogue
Ammo: Multi-Grenades
Impulse: 62

```
Name: Multi-Rocket Launcher
Entity: weapon_multi_rocket
Damage: 60-75(75)
Description: Fires 4 rockets at once in a horizontal spread pattern.
Mod: Rogue
Ammo: Multi-Grenades
Impulse: 63

Name: Nailgun
Entity: weapon_nailgun
Damage: 9
Description: Fires nails out rapidly from one barrel and then the other.
Mod: ID1
Ammo: Nails
Impulse: 4

Name: Plasma Gun
Entity: weapon_plasmalightning
Lightning Ball Damage: 80-100(70)
Lightning Damage: 50
Description: Fires a lightning ball that explodes on impact.  Lightning ball
shoots out lightning at any nearby enemies if there are some.
Mod: Rogue
Ammo: Plasma
Impulse: 64

Name: Proximity Gun
Entity: weapon_proximity_gun
Damage: (95)
Description: Fires a red mine that sticks to walls.  The mine explodes only
when something moves near it.
Mod: Hipnotic
Ammo: Rockets
Impulse: 176

Name: Rocket Launcher
Entity: weapon_rocketlauncher
Damage: 100-120(120)
Description: Fires a rocket that explodes on impact.
Mod: ID1
Ammo: Rockets
Impulse: 7

Name: Shotgun
Entity: weapon_shotgun
Damage: 4-28
Description: Fires a fairly tight burst of pellets up to long distances.  One
of the weakest weapons in the game.
Mod: ID1
Ammo: Shells
Impulse: 2

Name: Perforator
Entity: weapon_supernailgun
Damage: 18
Description: Fires nails rapidly for high damage.
Mod: ID1
Ammo: Nails
Impulse: 5
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Name: Double-barreled Shotgun
Entity: weapon_supershotgun
Damage: 4-56
Description: Fires a double burst of pellets in a wide spread.
Mod: ID1
Ammo: Shells
Impulse: 3

Name: Shadow Axe
Entity: weapon_upgrade_axe
Damage: 35
Description: Replaces the normal axe.  Does more damage and is capable of
gibbing corpses or lying zombies.
Mod: AD
Ammo: None
Impulse: 1

Name: Plasma Gun
Entity: weapon_upgrade_lg
Damage: 45(20)
Description: Replaces the lightning gun.  Fires a rapid burst of plasma
balls.  The plasma balls explode on impact causing splash damage.
Mod: AD
Ammo: Cells
Impulse: 8

Name: Widowmaker
Entity: weapon_upgrade_ssg
Damage: 4-84
Description: Replaces the Double-barreled Shotgun.  Fires three bursts of
bellets in a wide spread.
Mod: AD
Ammo: Shells
Impulse: 3
```
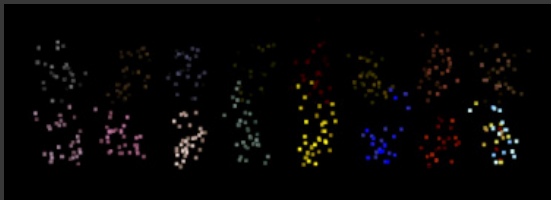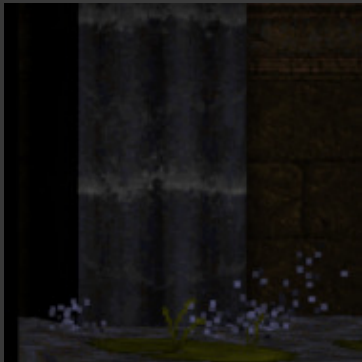
ITEMS

The

TRAPS

The

BRUSH ENTITIES

The

POINT ENTITIES

The following entities don't have a particular category and will be listed in alphabetical order. These have many many different uses.

Name	Splash Effect	Picture
Entity	misc_splash	
Mod	Rubicon	
Description	Effect emitter that creats particles moving upward to simulate splash or spray, e.g. from a waterfall. Default settings emit 10 particles every 0.1s for a rate of 100 particles per second. Color settings correspond to every 16th index color in the 256 color palette. The value gets random colors on that row centered about that index value.	
wait	0.1 Time between bursts	
volume	10 Particles per burst	
col	0 Light Gray	
	1 Brown	
	2 Blue	
	3 Green	
	4 Blood Red	
	5 Greenish Brown	
	6 Reddish Brown	
	7 Tan	
	8 Pale Purple	
	9 Purple	
	10 Pale Tan	
	11 Forest Green	
	12 Yellow	
	13 Vivid Blue	
	14 Bright Red	
	15 Lava and Smoke	

APPENDIX

Point Entity List:

air_bubbles

ambient_comp_hum

ambient_custom_loop

ambient_custom_sound

```
ambient_drain
ambient_drip
ambient_drone
ambient_eerie
ambient_factory
ambient_fan_blowing
ambient_flies
ambient_flouro_buzz
ambient_flys
ambient_general
ambient_generalpurpose
ambient_grinder
ambient_highwind
ambient_humming
ambient_lapping
ambient_lapping2
ambient_light_buzz
ambient_machines
ambient_nehum
ambient_rain
ambient_riftpower
ambient_running_lava
ambient_running_water
ambient_rushing
ambient_sizzle
ambient_sound
ambient_stargate_hum
ambient_suck_wind
ambient_swamp1
ambient_swamp2
ambient_swamp3
ambient_teeth
ambient_teleport
ambient_thrum
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ambient_thunder
ambient_toggle
ambient_water_fall
ambient_waterfall
ambient_whnoise
ambient_zzxzz
corpse_crucified1
corpse_crucified2
corpse_flayed1
corpse_flayed2
corpse_flayed3
corpse_flayed4
corpse_impaled_back1
corpse_impaled_back2
corpse_impaled_back3
corpse_impaled_front1
corpse_impaled_front2
corpse_impaled_front3
corpse_impaled_horizontal1
corpse_impaled_horizontal2
corpse_impaled_horizontal3
corpse_impaled_horizontal4
corpse_impaled_vertical1
corpse_impaled_vertical2
corpse_impaled_vertical3
corpse_lynched1
corpse_lynched2
corpse_lynched3
custom_item
dragon_corner
earthquake
effect_teleport
event_lightning
func_breakable_spawner
```

```
func_clock
func_counter
func_earthquake
func_exploder
func_instance
func_multi_exploder
func_oncount
func_placeholder
func_rotate_door
func_rotate_entity
func_rotate_train
func_rubble
func_rubble1
func_rubble2
func_rubble3
func_teleport_train
info_bomb
info_command
info_command_server
info_command_spawn
info_effect_pulse
info_intermission
info_notnull
info_null
info_overlord_destination
info_particles
info_player_coop
info_player_coop2
info_player_deathmatch
info_player_start
info_player_start2
info_rotate
info_screenshake
info_skullwiz_destination
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info_target
info_teleport_destination
item_armor1
item_armor2
item_armorInv
item_artifact_cross
item_artifact_empathy_shields
item_artifact_envirosuit
item_artifact_horn
item_artifact_invisibility
item_artifact_invulnerability
item_artifact_lavasuit
item_artifact_nail_piercer
item_artifact_random
item_artifact_sharp_shooter
item_artifact_super_damage
item_artifact_trinity
item_artifact_wetsuit
item_backpack
item_bolts
item_cells
item_circuitboard
item_custom
item_health
item_key1
item_key2
item_keyx
item_lava_spikes
item_multi_rockets
item_plasma
item_poison
item_powerup_belt
item_powerup_shield
item_random_powerup
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item_rockets
item_shells
item_sigil
item_spikes
item_taunt
item_tomeofpower
light
light_beacon
light_candle
light_fixture1
light_flame_brazier_short
light_flame_brazier_tall
light_flame_large_yellow
light_flame_small_white
light_flame_small_yellow
light_fluoro
light_fluorospark
light_globe
light_lantern
light_lantern2
light_marsh
light_postlight
light_torch_long_walltorch
light_torch_small_walltorch
light_tubelight
ltrail_end
ltrail_relay
ltrail_start
mapobject_custom
misc_biobox_l
misc_biobox_s
misc_boom
misc_builtineffects
misc_drip
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misc_explobox
misc_explobox2
misc_fireball
misc_misc
misc_model
misc_particle
misc_particle_burst
misc_particletemplate
misc_plasmabox
misc_plasmabox_s
misc_shake
misc_slime_ball
misc_smoke
misc_smokemaker
misc_spark
misc_sparks
misc_splash
misc_targetdummy
misc_targetnumber
misc_teleporttrain
misc_textbook
monster_armagon
monster_army
monster_army_grenade
monster_army_plasma
monster_army_rocket
monster_axeman
monster_bob
monster_boss
monster_centurion
monster_dcrossbow
monster_death_guard
monster_death_lord
monster_defender
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monster_dfury
monster_dguard
monster_dknight
monster_dog
monster_dragon
monster_dreadnought
monster_drole
monster_dseargeant
monster_eel
monster_eliminator
monster_enforcer
monster_firetopboss
monster_fish
monster_gargoyle
monster_gaunt
monster_golem
monster_gremlin
monster_gug
monster_hell_knight
monster_hell_knight_champion
monster_hogre
monster_hogreham
monster_hogremac
monster_imp
monster_impling
monster_jim
monster_knight
monster_lava_man
monster_lostsoul
monster_minotaur
monster_morph
monster_mummy
monster_ogre
monster_ogre_flak
```

```
monster_ogre_marksman
monster_ogre_multi
monster_ogre_spikeshooter
monster_oldone
monster_polyp
monster_pyro
monster_scorpion
monster_scourge
monster_shalrath
monster_shambler
monster_shuffler
monster_skullwiz
monster_spider
monster_spikemine
monster_super_wrath
monster_sword
monster_tarbaby
monster_tarbaby_mitosis
monster_turret
monster_vermis
monster_voreling
monster_wizard
monster_wraith
monster_wrath
monster_zombie
monster_zombiek
monster_zombiep
random_thunder
path_corner
path_rotate
play_sound
play_sound_looped
play_sound_triggered
trap_gasshooter
```

```
trap_gods_wrath
trap_gravity_well
trap_grenadeshooter
trap_lightning
trap_lightning_switched
trap_lightning_triggered
trap_lightningshooter
trap_pendlong
trap_pendlongx
trap_pendshort
trap_pendshortx
trap_rocketshooter
trap_sawbladex
trap_sawbladey
trap_shooter
trap_spike_mine
trap_spikeshooter
trap_switched_shooter
trap_tesla_coil
trap_turret
trigger_counter
trigger_entitystate_disable
trigger_entitystate_off
trigger_entitystate_on
trigger_entitystate_reset
trigger_explode
trigger_monsterbreak
trigger_monstermovespeed
trigger_relay
weapon_axe
weapon_crossbow
weapon_grenadelauncher
weapon_laser_gun
weapon_lava_nailgun
```

```
weapon_lava_super_nailgun
weapon_lightning
weapon_mjolnir
weapon_nailgun
weapon_plasma
weapon_proximity_gun
weapon_rocketlauncher
weapon_shotgun
weapon_supernailgun
weapon_supershotgun
weapon_upgrade_axe
weapon_upgrade_lg
weapon_upgrade_ssg
viewthing

Brush Entity List:
exploding_wall
func_bob
func_bobbingobject
func_bobbingwater
func_bossgate
func_breakable
func_breakable_wall
func_breakawaywall
func_button
func_detail
func_door
func_door_button
func_door_secret
func_elvtr_button
func_episodegate
func_explobox
func_explodable
func_exploder
```

```
func_group
func_illusionary
func_ladder
func_ladder_toggle
func_laser
func_movewall
func_multi_exploder
func_new_plat
func_particlefield
func_plat
func_pushable
func_skill
func_slidebox
func_togglewall
func_train
func_train2
func_train_inv
func_turret
func_wall
misc_bob
rotate_object
trigger_changelevel
trigger_command
trigger_command_contract
trigger_console
trigger_cvarset
trigger_damagethreshold
trigger_drolejump
trigger_earthquake
trigger_earthquake_kill
trigger_fog
trigger_gravity
trigger_heal
trigger_hurt
```

```
trigger_ladder
trigger_monsterjump
trigger_monsterturret
trigger_multiple
trigger_once
trigger_push
trigger_quake
trigger_qtele
trigger_remove
trigger_rune
trigger_secret
trigger_setgravity
trigger_setskill
trigger_teleport
trigger_void
trigger_waterfall
```