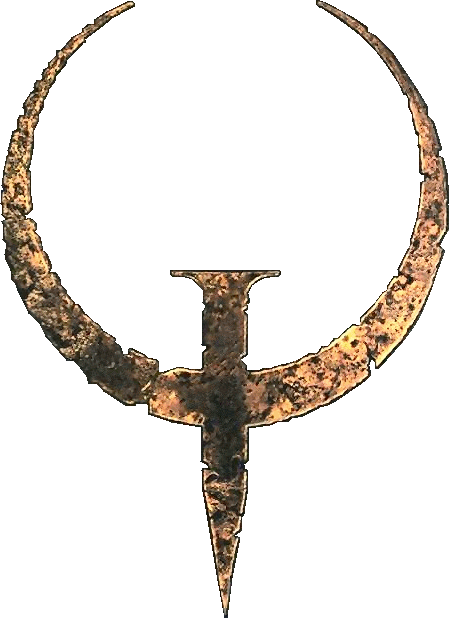
keep mod

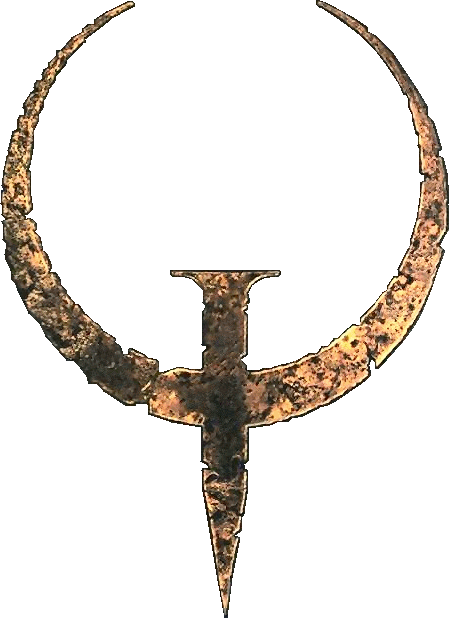
Edited by W. Josiah Jack, aka Qmaster.

7/14/2020

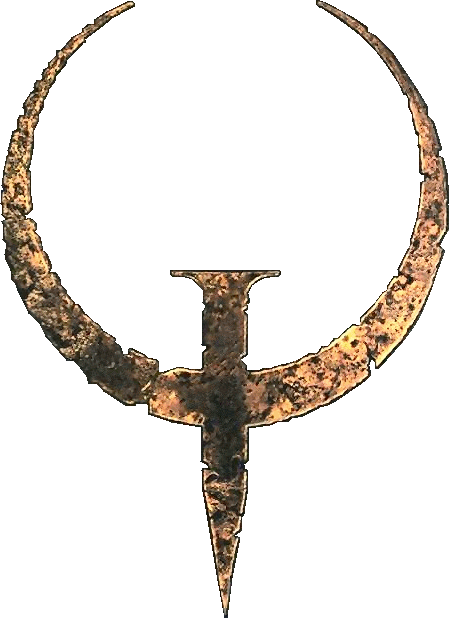
What started as an effort to add a few items from both mission packs into one single player level eventually grew over time to be a massive compilation of features from across the Quake community. This mod is primarily a full combination of the following mods’ enemies, weapons, items, traps, and other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

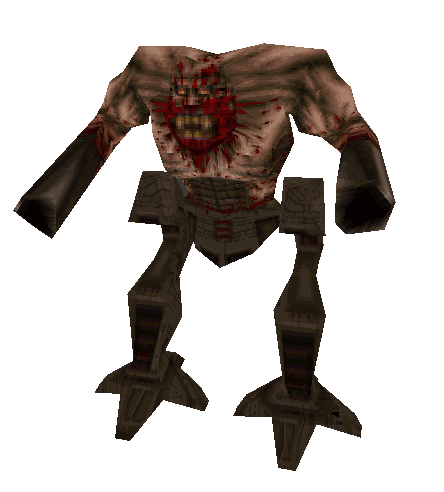
ENEMIES

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.



EXAMPLE















SKIN1

SKIN2

SKIN0



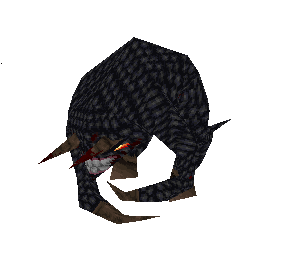
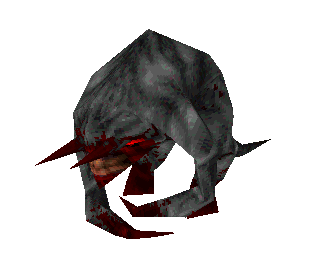












SKIN2

SKIN1

POISONOUS

SKIN3

SKIN0





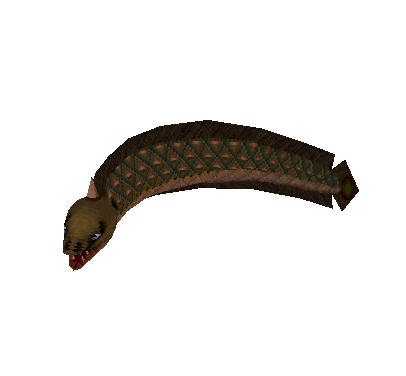














WEAPONS

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

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

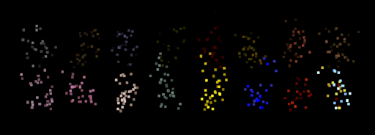
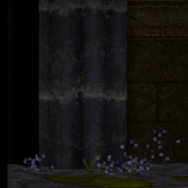
The

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.



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

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

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

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

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

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