This is a 3 piece weapon add on (a magic gem, and 2 broken pieces of a Lich staff). When you have each of the 3 parts you double click the gem and you will get the Lich Staff. You just drop these files wherever you put your custom scripts. Introduce them into the game in any way you want. They make a nice quest addition. I simply added them as a possible loot drop on the Lich.

3 pieces to assemble staff:

BrokenLichStaffPart1

BrokenLichStaffPart2

LichGem

Together they create the Staff - LichStaff

Tukaram June2017

To make them a possible loot drop on the Lich I added this region just under "loot pack" and above "serialization" in lich.cs.

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| #region loot test |
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| --- |
| public override void OnDeath(Container c) // (random chance) |
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#region Lich Staff

public override void OnDeath(Container c) // (random chance)

{

base.OnDeath(c);

if (0.10 > Utility.RandomDouble()) // 0.1=10% chance to drop

switch (Utility.Random(3))

{

case 0: c.DropItem(new BrokenLichStaffPart1()); break;

case 1: c.DropItem(new BrokenLichStaffPart2()); break;

case 2: c.DropItem(new LichGem()); break;

}

}

#endregion