

# BAGNAC CASTLE

a mod for **SEVERANCE**  
BLADE OF DARKNESS

Version 1.0 NewObjects4 Mod

LOAD NEWOBJECTS4 ( mods )  
and select the object ( dragonspear )

< **Dragonspear** >



OBJESCUDO  
OBJWEAPON  
OBJARROW  
OBJARCO  
OBJQUIVER  
OBJKEY  
OBJMAGICAS  
REMOVE

Add my object to the NewObjects4 Mod list

Add my Map to the Bagnac Mod list

RESTART CASA

BACK

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Version 1.0 NewObjects4 Mod

< **Dragonspear** >



select the type of object ( object weapon )

OBJESCUDO  
OBJWEAPON  
OBJARROW  
OBJARCO  
OBJQUIVER  
OBJKEY  
OBJMAGICAS  
REMOVE

Add my object to the NewObjects4 Mod list

Add my Map to the Bagnac Mod list

RESTART CASA

BACK

# BAGNAC CASTLE

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## OBJWEAPON

type: < OBJWEAPON >

POW: < 1000 >

RES: < -300 >

throwmult: < 2.3 >

throwtype: < THRSTRAIGHT >

flag: < WFLAG2W >

cone: < PI >

height: < 2000 >

rad: < 1250 >

deg: < 1000 >

Brk: < 1000 >

Sound: < GolpeArmaEscudoMadera >

CREATE

ADD IN FILES

## RESTART CASA

BACK

select the options of object

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## OBJWEAPON

type: < OBJWEAPON >

POW: < 1000 >

RES: < -300 >

throwmult: < 2.3 >

throwtype: < THRSTRAIGHT >

flag: < WFLAG2W >

cone: < PI >

height: < 2000 >

rad: < 1250 >

def: < 1000 >

Brk: < 1000 >

Sound: < GolpeArmaEscudoMadera >

press create to valid the object

CREATE

ADD IN FILES

## RESTART CASA

BACK

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## OBJWEAPON

type: < OBJWEAPON >

POW: < 1000 >

RES: < -300 >

throwmult: < 2.3 >

throwtype: < THRSTRAIGHT >

flag: < WFLAG2W >

cone: < P1 >

height: < 2000 >

rad: < 1250 >

def: < 1000 >

Brk: < 1000 >

Sound: < GolpeArmaEscudoMadera >

CREATE

ADD IN FILES

## RESTART CASA

BACK

press add in files to add the object  
to bagnacmod selection weapon

# BAGNAC CASTLE

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Version 0.1 Trépt Map

◀ **Caramon** ▶



LEVEL

BACK

LOAD NEWOBJECTS4 ( mods )  
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choose the player level it give  
automatic the maximum live for this  
level and Press maps selection

Version 0.1 Trépt Map

< 17 >

MAPS SELECTION

BACK

# BAGNAC CASTLE

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Version 0.1 Trépté Map

choose the map and Press  
weapons selection

◀ **bagnactest** ▶



**WEAPONS SELECTION**

**BACK**



# BAGNAC CASTLE

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Version 0.1 Tptpt Map

choose the map and Press  
weapons selection or start to load

< **Dragonspear** >



ESCUDO SELECTION

START

BACK

# BAGNAC CASTLE

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Version 0.1 Trépt Map

choose the shield and Press  
quiver selection or start to load

< DalShield >



QUIVER SELECTION

START

BACK

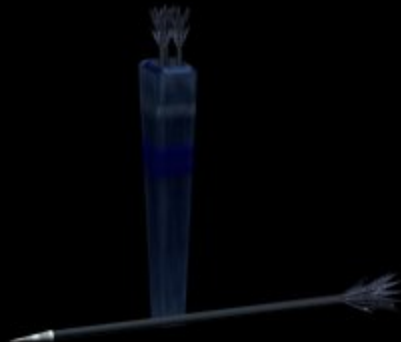
# BAGNAC CASTLE

a mod for **SEVERANCE**  
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Version 0.1 Trépt Map

choose the quiver and Press  
objects selection or start to load

< Carcajpipe >



OBJECTS SELECTION

START

BACK

# BAGNAC CASTLE

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Version 0.1 Tptpt Map

choose the object and Press start  
to load the maps

< Camabad >



START

BACK

5380/5380

Level 18

DEF 68

POW 36