



THE ORDER OF THE  
**FALLEN HEROES**  
VOLUME I: TALES OF THE SHADOW LANDS

JOIN THE **MCMODELS** & **EMAGINATION**  
DISCORDS FOR SUPPORT AND MORE COOL STUFF!



JOIN MCMODELS!



DISCORD!



SUBSCRIBE!



JOIN E-MAGINATION!



REQUIRES MODELENGINE 2+



# THANK YOU!

YOU JUST PURCHASED A LEGENDARY ASSET  
THAT TOOK A VERY LONG TIME AND A GOOD  
AMOUNT OF LOVE.

IT WAS, BACK IN 2021 THE PIONEER  
PACK THAT INSPIRED ME TO CREATE  
ALL THE  
MODERN FALLEN SERIES!

THANK FOR YOUR SUPPORT!

:3

# ALSO CHECK!



MADE FOR MODEL ENGINE & MINECRAFT JAVA



THE ORDER OF THE

## FALLEN HEROES

VOLUME II: THE FALLEN DEVASTATOR

HAVEN'T YOU BOUGHT THE FALLEN DEVASTATOR? WITH THIS PACK, YOU MIGHT HAVE SOME EXTRA REASONS TO! STAY TUNED IN OUR DISCORD!



## INSTALLATION GUIDE

# IMPORTANT NOTICE

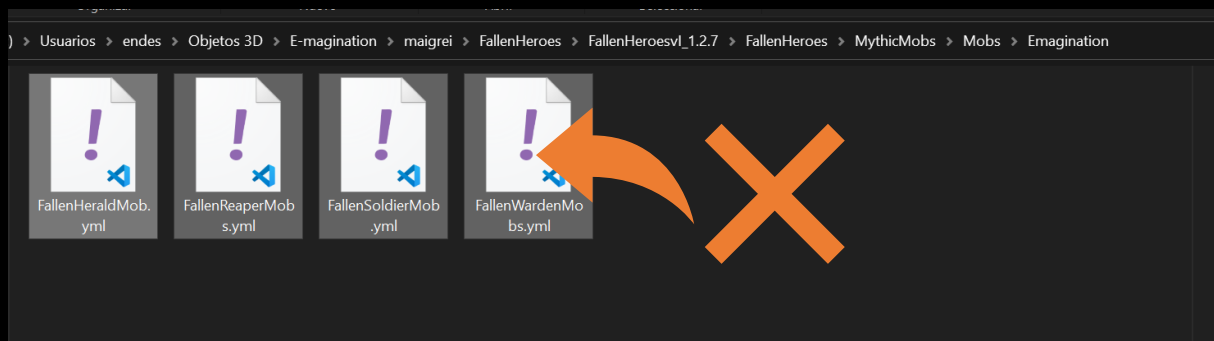


IF YOU ALREADY OWN THE FALLEN HEROES VOL1  
YOU MUST FIRST UNINSTALL THE **FALLEN**  
**RELATED MYTHICMOBS FILES** UNDER

**MYTHICMOBS\MOBS\EMAGINATION**

**MYTHICMOBS\SKILLS\EMAGINATION**

**MYTHICMOBS\ITEMS\EMAGINATION**



AFTER THIS, YOU CAN SIMPLY FOLLOW THE  
INSTRUCTIONS BELOW.

IF YOU DO **NOT** WISH TO INSTALL THE **NEW MODELS**,  
YOU CAN SIMPLY INSTALL THE  
“**FALLENHEROESCLASSIC**” BLUEPRINTS FOLDER,  
WHILE UNINSTALLING/REINSTALLING THE REST.  
(REINSTALLING THESE “CLASSIC” BLUEPRINTS MEANS YOU GET TO KEEP  
THE OLD MODELS BUT THE NEW ANIMATIONS!)

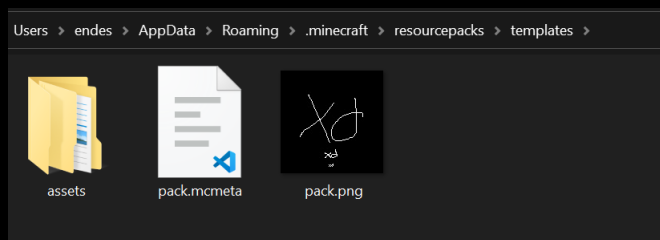
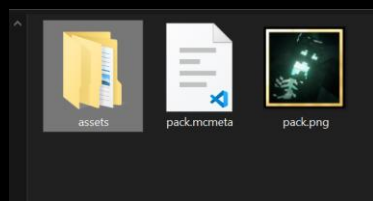
**SERIOUSLY, DO THIS OR IT WON'T UPDATE THE  
SKILLS OR BUG OUT AND I'LL SMACK YOU**



# INSTALLATION GUIDE



COPY THE PROVIDED RESOURCEPACK'S **ASSETS** FOLDER, AND MERGE IT WITH **YOUR** RESOURCEPACK'S ASSETS FOLDER



IT IS NOT NECESSARY TO COPY ANYTHING ELSE, AND YOU CAN INSTEAD JUST USE THE PROVIDED RESOURCEPACK AND BUILD INTO IT, YOU WILL HAVE TO MERGE FILES IN THE NEXT STEPS ANYWAY.

THIS WILL INSTALL THE **CUSTOM SOUNDS** AND THEIR ROUTINGS AND IS NECESSARY FOR THE SOUNDS.

THIS WILL NOT OVERRIDE ANYTHING ELSE (EXCEPT IF YOU ALREADY OWN FALLEN HEROES, IT WILL OVERRIDE A FEW SOUND FILES IN THIS CASE)



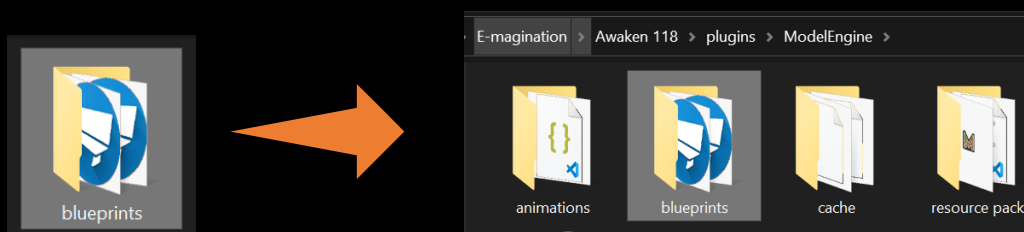


REQUIRES MODELENGINE 2+

# INSTALLATION GUIDE

1)

COPY THE CONTENTS OF **BLUEPRINTS** INTO YOUR  
SERVER'S  
/PLUGINS/MODELENGINE/BUEPRINTS



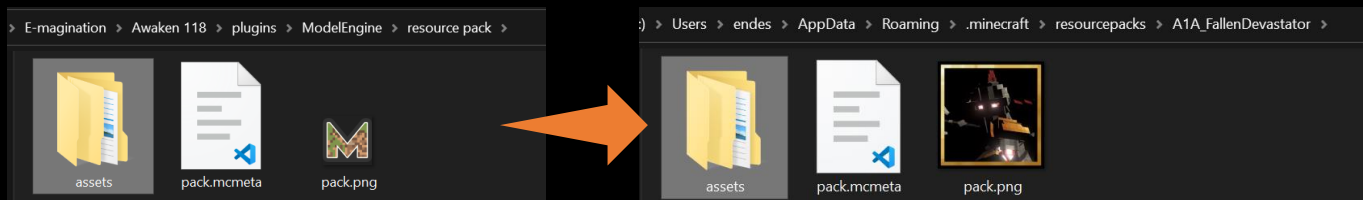
2)

PERFORM  
**/MEG RELOAD MODELS**  
IN YOUR CONSOLE OR INGAME

```
[19:33:53 INFO]: [ModelEngine_Beta] Generating ravage_effectus_xd.bbmodel.  
[19:33:53 INFO]: [ModelEngine_Beta] Generating ravager_fire_blade.bbmodel.  
[19:33:53 INFO]: [ModelEngine_Beta] Generating ravager_fireblade2.bbmodel.  
[19:33:53 INFO]: [ModelEngine_Beta] Generating ravagerstatue.bbmodel.  
[19:33:53 INFO]: [ModelEngine_Beta] Resource pack zipped.  
> meg reload models
```

3)

COPY OUR PROVIDED RESOURCEPACK, AND THEN  
COPY THE NEWLY GENERATED RESOURCEPACK  
FROM /PLUGINS/MODELENGINE/BUEPRINTS  
AND PASTE IT INTO **YOUR** RESOURCEPACK





REQUIRES MODELENGINE 2+

# INSTALLATION GUIDE

4)

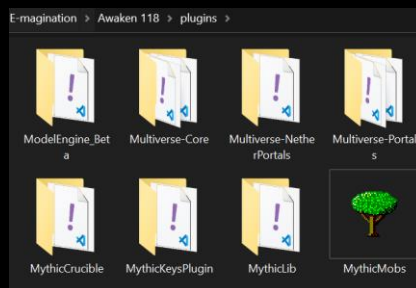
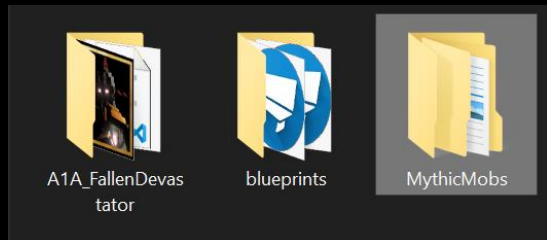
PRESS  
F3 + T

INSIDE MINECRAFT (IF YOU'RE INGAME), TO  
RELOAD THE CURRENT RESOURCEPACK YOU  
JUST ADDED THE ASSETS INTO. A RP  
LOADING SCREEN SHOULD APPEAR.



5)

COPY THE FOLDER "MYTHICMOBS" FROM OUR  
PACK AND PASTE IT INTO YOUR SERVER'S  
/PLUGINS/ FOLDER



THIS SHOULD NOT PROMPT YOU TO REPLACE ANYTHING, AND SHOULD INSTALL  
ALL MYTHICMOBS CONTENT INSTANTLY!

6)

ISSUE THE COMMAND  
/MM RELOAD  
ON YOUR CONSOLE OR IN GAME.

YOU ARE READY TO GET DESTROYED!







# TECHNICAL INFO

## MYTHICMOBS MOB NAMES

/MM M S REAPERFALLEN  
/MM M S HERALDFALLEN  
/MM M S WARDENFALLEN

THE MOBS WERE ORIGINALLY BALANCED AROUND  
DIAMOND + PROTECTION IV ARMOR. HOWEVER, YOU CAN FINE TUNE  
THEM WITH THE MODULATION GUIDE BELOW!







# MODULATION GUIDE

INSIDE  
MYTHICMOBS/PACKS/EM\_FALLENHEROESV1/MOBS  
YOU WILL FIND THE INDIVIDUAL MOBS YML FILES.  
THERE, YOU CAN EASILY MODIFY  
DROPS, BOSSBAR, HEALTH, AND DAMAGE.

```
defenderfallen_activated:
  Type: skeleton
  Display: 'Fallen Defender'
  AIGoalSelectors:
  Modules:
    ThreatTable: true
  AITargetSelectors:
  - 0 clear
  - 1 SpecificFaction Zombie
  - 2 attacker
  - 3 players
  AIGoalSelectors:
  - 0 clear
  Health: 350
  BossBar:
    Enabled: true
    Title: '&cFallen Defender'
    Range: 40
    Color: GREEN
    Style: SEGMENTED_20
  Faction: FallenHero
  DamageModifiers:
  - FIRE 0
  - MAGIC 1.1
  - PROJECTILE 0.25
  Damage: 12 #10 is the BASE damage. Setting it to 20 will DOUBLE damage. S
  KillMessages:
  - '<target.name> was killed by the fallen heroes.'
  - 'The fallen heroes have claimed justice over <target.name>.'
  - '<target.name> suffered the revenge of the fallen heroes.'
  - 'The fallen heroes have claimed <target.name>'s soul.'
  - '<target.name> tried to defy the fallen heroes. Tried.'
  Equipment:
  - air:4
  - air:3
  - air:2
  - imbootsfallen:1
  - iron_axe:0
  - air:5
  Drops:
  - exp 100-250 1
  - exp 100-250 1
  - exp 100-250 1
```

THIS VALUE WILL BE  
THEN USED IN A HEALTH SCALING  
FORMULA (READ NEXT PAGE)

DON'T WANT A BOSS BAR?  
SET THIS TO FALSE

THIS VALUE WILL AUTOMATICALLY  
UPDATE THE DAMAGE OF ALL SKILLS,  
MAKING IT EASIER TO ADAPT IT TO  
YOUR SERVER'S NEEDS.

YOU CAN MODIFY THE DROPS  
FOLLOWING ALL THE MYTHIC  
GUIDELINES. LEARN MORE [HERE](#)



# MODULATION GUIDE

2) DYNAMIC HEALTH SCALING IS POSSIBLE FOR WHEN A VERY LARGE GROUP IS FIGHTING THE BOSS.

MYTHICMOBS/PACKS/EM\_FALLENHEROESV1 /SKILLS

HERE YOU WILL FIND THE SKILLS. IT IS A VERY LONG FILE, BUT YOU CAN LOOK FOR A SKILL THAT INCLUDES **HP\_CHECK** (AT THE BEGINNING OF THE FILE)

```
! bandita_skills.yml    ! FallenReaperSkills.yml X    ! bandita_mob.yml    ! v1Bandit_items.yml    ! banditb_mob.yml

MythicMobs > Packs > em_fallenheroesv1 > Skills > ! FallenReaperSkills.yml
1  freaper_hp_check:
2    Cooldown: 999
3    Conditions:
4      - playersinradius{a=>1;r=80} true
5    Skills:
6      - skill{s=freaper_hp_checkB} @pir{r=80} #MODIFY THE RANGE TO CHECK FOR PLAYERS
7    # GUIDE TO CUSTOMIZE HEALTH SCALING
8    freaper_hp_checkB:
9      Conditions:
10     Skills:
11       - setvariable{var=skill.amount_targets;val=<skill.targets>}
12       - setmaxhealth{amount=<caster.var.eichpee>+20*<skill.var.amount_targets>;mode=SCALE} @self
13     # AMOUNT = (BASE HEALTH DESIRED) + (ADDITIONAL NET HEALTH PER PLAYER IN RANGE, #Modify this#) * <
14     # (That is just the variable for number of players, don't touch it.)
15
```

THIS NUMBER DETERMINES THE AMOUNT OF **ADDITIONAL HIT POINTS** ADDED FOR EVERY **PLAYER NEARBY** WHEN THE MOB **SPAWNS**. THE BASE HEALTH IN THE FORMULA WILL BE AUTOMATICALLY GRABBED FROM THE MOB FILE, SO YOU JUST NEED TO MODIFY THIS NUMBER.

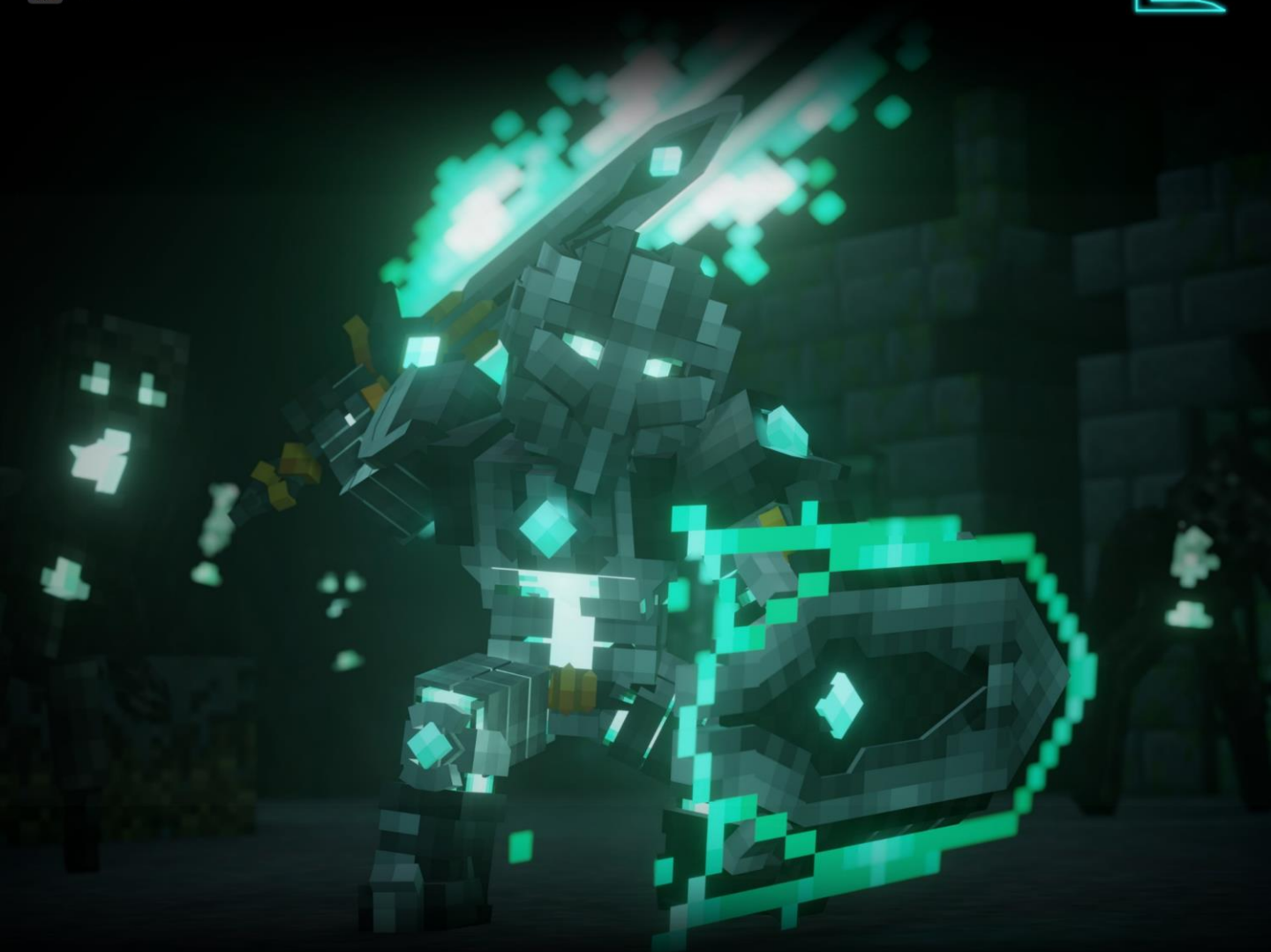


ALSO CHECK: THE FALLEN DEFENDER

# ALSO CHECK!

**MODEL  
ENGINE**

MADE FOR MODEL ENGINE & MINECRAFT JAVA



## THE ORDER OF THE **FALLEN HEROES** VOLUME II: THE FALLEN DEFENDER



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