



SEA OF PILLAGE

VOLUME I - Flintlocks, muscle & blades

kid yes, not creative name, get over it

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



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THANK YOU!

YOU JUST PURCHASED A VERY NICE AND COMPLETE PACK,
ONE OF THE **BEST OPTIMIZED** COMBAT PACKS AVAILABLE,
PERFECT FOR POPULATING YOUR RPG WORLDS!

MADE WITH TONS OF LOVE, BY **ENDESMAN**, FROM **E-
MAGINATION**

PLEASE READ THE INSTRUCTIONS
BELOW FOR CUSTOMIZATION AND INSTALLATION



THIS PRODUCT WAS THOROUGHLY TESTED
AND DEVELOPED WITH BOTH **MODELENGINE
3** AND THE NEW AND REVOLUTIONARY
[MODELENGINE 4!](#)

IF YOU HAVEN'T SWITCHED TO
[MODELENGINE 4](#), [CLICK HERE TO KNOW
MORE!](#)



TECHNICAL INFO

MYTHICMOBS MOB NAMES

/MM M S EMPGUNNER1_EM

/MM M S EMCREWMATE1_EM

/MM M S EMBUCCANEER_EM

YOU CAN ALSO CHECK FOR THE VFX MOBS
IN PACKS/V1_PHANTOMNIGHTMARE/MOBS/

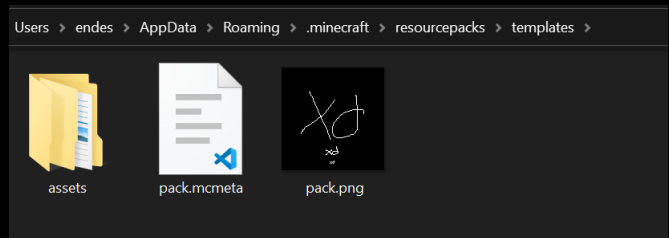
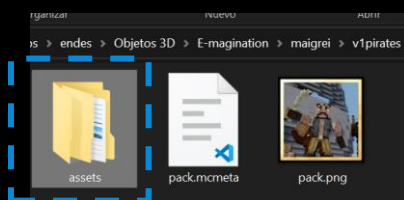




INSTALLATION GUIDE



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 **ONLY** INSTALL THE **CUSTOM SOUNDS** AND THEIR ROUTINGS AND IS NECESSARY FOR THE SOUNDS IN-GAME.

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

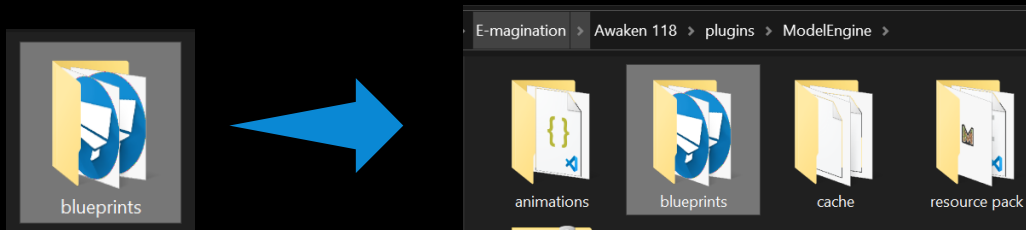




INSTALLATION GUIDE

1)

COPY THE FOLDER OF OUR PACK'S BLUEPRINTS
INTO YOUR SERVER'S
/PLUGINS/MODELENGINE/BUEPRINTS



THE MODELS CAN BE INSIDE FOLDERS, INSIDE BLUEPRINTS.
SO YOU CAN HAVE BLUEPRINTS/VIPIRATES

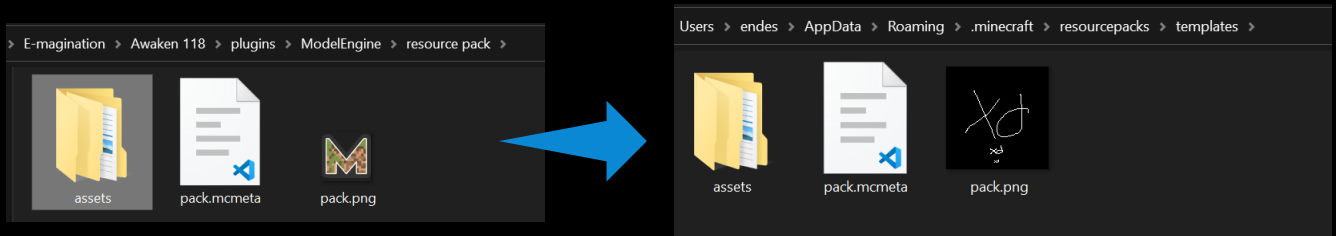
2)

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 THE NEWLY GENERATED RESOURCEPACK ASSETS
FROM /PLUGINS/MODELENGINE/BUEPRINTS
INTO YOUR RESOURCEPACK



THIS WILL PROMPT YOU TO CHOOSE IF YOU WANT TO REPLACE ITEMS..
CLICK "YES", BECAUSE YOU NEED TO RE-MAP THE CUSTOM MODEL DATA TO
EVERY NEW PACK/MODEL YOU INSTALL!

E

INSTALLATION GUIDE

4)

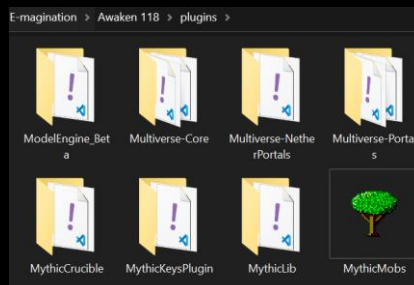
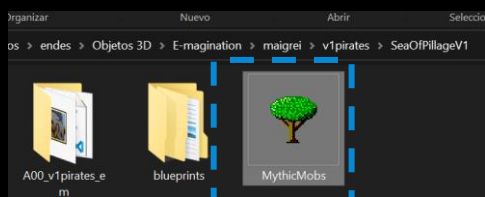
PRESS
F3 + T

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

MOJANG
STUDIOS

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.

YARR! SET SAIL!





MODULATION GUIDE

1)

INSIDE

MYTHICMOBS/PACKS/EM_V1PIRATES/MOBS
YOU WILL FIND THE INDIVIDUAL MOBS YML
FILES. THERE, YOU CAN EASILY MODIFY
DROPS, HEALTH, AND DAMAGE.

```
empgunner1_em:  
  Type: illusioner  
  Display: 'Gunner Crewmate'  
  AIGoalSelectors:  
  Modules:  
    ThreatTable: true  
  AITargetSelectors:  
    - clear  
    - attacker  
    - players  
  AIGoalSelectors:  
    - clear  
    - lookatplayers  
    - meleeattack  
  # - fleeConditional{distance=3;speed=1;safespeed=1;conditions=[ - v  
    - randomstroll  
    - randomlookaround  
    - float  
  Health: 35  
  Faction: Pirate  
  DamageModifiers:  
    - FIRE 1.8  
    - MAGIC 1.1  
    - PROJECTILE 0.45  
  Damage: 6 # this is the BASE damage. Applies for ALL skills Setting  
  KillMessages:  
    - '<target.name> was shot by a Pirate.'  
    - 'A Pirate robbed <target.name>.'  
    - '<target.name> was shot by pirates'  
    - 'A crew of pirates killed <target.name>.'  
  Equipment:  
    - air:4  
    - air:3  
    - air:2  
    - imboots_empgunner1:1  
    - air:0  
    - air:5
```

YOU CAN ALSO USE
CUSTOM
TARGETERS TO
SPECIFY FACTIONS
OF MOBS TO MAKE
THEM HATE EACH
OTHER!

MORE INFO [HERE](#)

MODIFY BASE
HEALTH HERE!

MODIFY BASE
DAMAGE HERE!





MODULATION GUIDE

2) MODIFYING DAMAGE WILL AUTOMATICALLY SCALE AND ADAPT ALL OF THE MOB'S SKILLS.

YOU CAN ALSO MODIFY HEALTH, AND THIS WILL HAVE AN ADDITIONAL SCALING OPTION:

MYTHICMOBS/PACKS/EM_V1PIRATES/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)

```
- blockstepsound{p=<random.Float(1.1to1.3);v=0.0} @selflocation{y=-0.3}
✓ emcrewmate1_hp_check:
  Cooldown: 9999
  Conditions:
    - playersinradius{a=>2;r=60} true
  Skills:
    - delay 5
    - skill{s=emcrewmate1_hp_checkB} @pir{r=80} #MODIFY THE RANGE TO CHECK FOR PLAYERS
# GUIDE TO CUSTOMIZE HEALTH SCALING
✓ emcrewmate1_hp_checkB:
  Conditions:
  Skills:
    - setvariable{var=skill.amount_targets;val=<skill.targets>}
    - setmaxhealth{amount=<caster.var.eichpee>+15*<skill.var.amount_targets>;mode=SCALE} @self
# AMOUNT = (BASE HEALTH, modified in mob's hp) + (ADDITIONAL NET HEALTH PER PLAYER IN RANGE) * <skill.var.amount_
# (The last argument is just the variable for number of players, don't touch it.)
```

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 AVAILABLE!



MADE FOR MODEL ENGINE & MINECRAFT JAVA



THE ORDER OF THE

FALLEN HEROES

UNRELEASED: THE FALLEN DEFENDER

THE NEW STEP ON THE EVOLUTION OF
MYTHICMOBS & MODELENGINE BOSS
FIGHTS!

CHECK IT OUT **HERE!**

ALSO AVAILABLE!



MADE FOR MODEL ENGINE & MINECRAFT JAVA



TALES OF THE

PHANTOM NIGHTMARE VOLUME I - FIRE & SOUL

A SPOOKY COMBAT EXPERIENCE WITH
TONS OF DETAIL, PERFECT FOR YOUR
RPG SETTINGS!

CHECK IT OUT [HERE!](#)



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