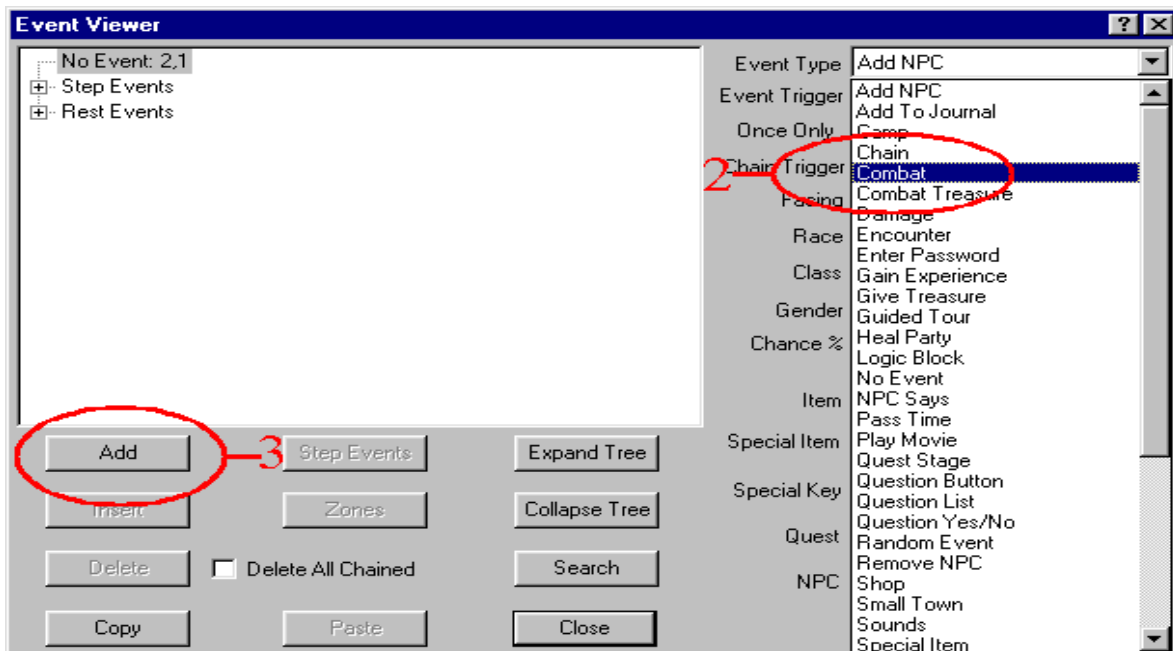


# Dungeon Craft Tutorial: How to create a combat event

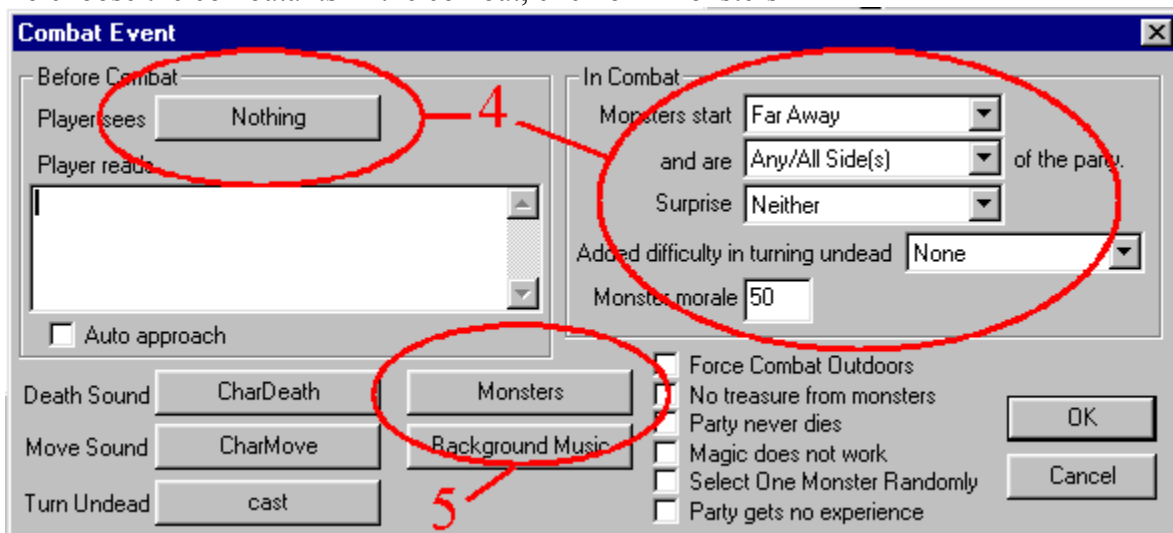
by manikus  
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To create a combat event, you need to follow the procedures outlined below:

1. Choose a square on the map where you would like the combat to occur and click on it. If there is already an event at this square, you will need to choose the proper place in the event chain.
2. From the dropdown box, choose "combat" by first highlighting it and then clicking on it.
3. Click "Add"

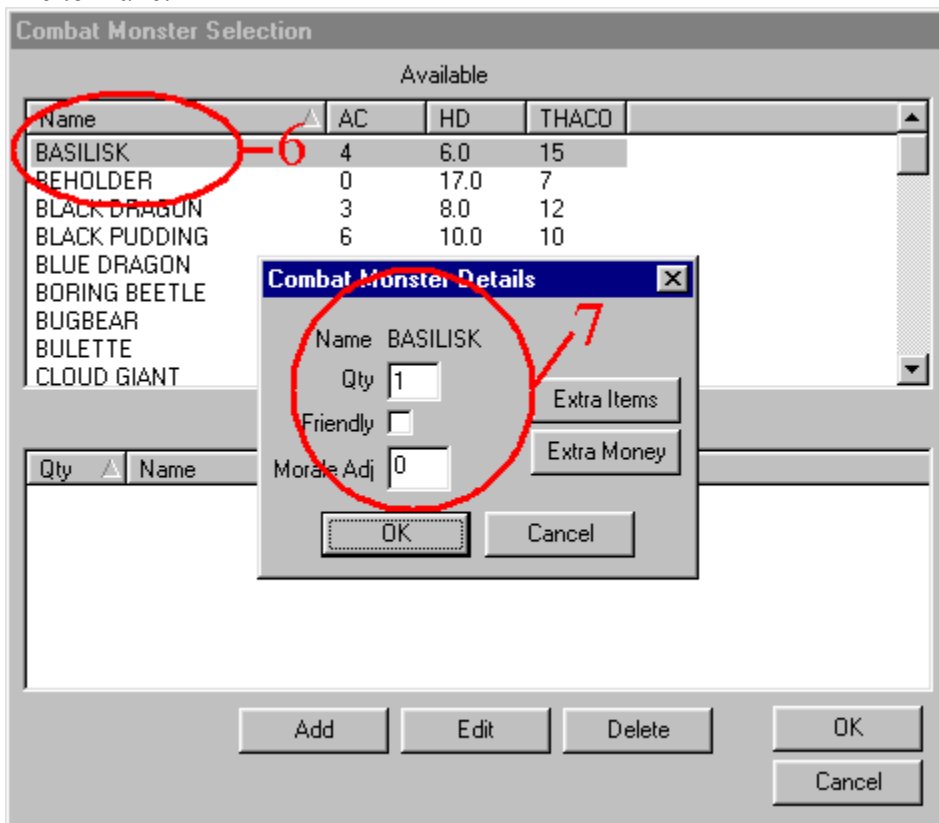


4. When the combat event box appears, you can choose which picture if any the players will see, and what text they will read. There are also other parameters that you can change as you desire, including where the monsters start in relation to the pc's and whether the monsters morale is modified, also if it more difficult for clerics to turn undead monsters.
5. To choose the combatants in the combat, click on "Monsters"



6. Highlight the monster you would like to use in the combat, and click "Add" or double click on the highlighted monster.

7. Choose how many monsters of this type you would like to use and any adjustments or additions that you would like to make.



8. To add more monsters, or allies, repeat steps 6 and 7 until you have the desired combination.
9. Click "OK" for the monster combat selection. Click "OK" for the combat event selection. Finally, click "Close" in the event viewer.