spawnBuffPod

An eventCall to spawn a buff totem.

Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnBuffPod";
        args = {
            num = 3;
            item[0] = {
                entity = ""; // spawnTarget
            }
            item[1] = {
                string = ""; // buffpod_label
            }
            item[2] = {
                string = ""; // buffed_ai_label
            }
        }
    }
}
```

- `spawnTarget` is the spawn target to spawn the totem at.

- `buffpod_label` is the label for the totem itself.

- `buffed_ai_label` is the label for the ai to buff. If this is left blank, all ai will be buffed.

Example Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
```

```
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType
            }
            item[1] = {
                entity = "ai_target_spawn_46"; // spawnTarget
            }
            item[2] = {
                string = ""; // group_label
            }
        }
    }
}
item[1] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType
            }
            item[1] = {
                entity = "ai_target_spawn_47"; // spawnTarget
            }
            item[2] = {
                string = "buff me pls"; // group_label
            }
        }
    }
}
item[2] = {
    eventCall = {
        eventDef = "spawnBuffPod";
        args = {
            num = 3;
            item[0] = {
                entity = "ai_target_spawn_451"; // spawnTarget
            }
            item[1] = {
                string = ""; // buffpod_label
            }
```

```
            item[2] = {
                string = "buff me pls"; // buffed_ai_label
            }
        }
    }
}
```

In this example, the totem will only buff the Imp with a `group_label` of `"buff me pls"` , because that matches the `buffed_ai_label` the totem is looking for.