

EntityDefs

This chapter contains all the entitydef decls that can be spawned by the SnapHak/BubbleBear sh_spawn command, or the Meath00k crispy command.

- [EntityDef/AI \(Eternal\)](#)
- [EntityDef/Pickup \(Eternal\)](#)
- [EntityDef/AI \(2016\)](#)

EntityDef/AI (Eternal)

Each AI may only be spawned in their respected campaign AND anything released after.
For example, Spirits can be spawned in any TAG1 or TAG2 level, but not in the Base Campaign.

Base Campaign

```
ai/ambient/buffpod
ai/ambient/tentacle
ai/ambient/zombie_cueball
ai/fodder/carcass
ai/fodder/gargoyle
ai/fodder/imp
ai/fodder/lostsoul
ai/fodder/prowler
ai/fodder/soldier_blaster
ai/fodder/soldier_shield
ai/fodder/zombie_maykr
ai/fodder/zombie_t1_hell
ai/fodder/zombie_t1_scientist
ai/fodder/zombie_tier_1
ai/fodder/zombie_tier_3
ai/heavy/arachnotron
ai/heavy/cacodemon
ai/heavy/dreadknight
ai/heavy/hellknight
ai/heavy/mancubus_fire
ai/heavy/mancubus_goo
ai/heavy/painelemental
ai/heavy/pinky
ai/heavy/pinky_spectre
ai/heavy/revenant
ai/heavy/whiplash
ai/heavy/whiplash_spectre
ai/superheavy/archvile
ai/superheavy/baron
ai/superheavy/doom_hunter
```

```
ai/superheavy/marauder
ai/superheavy/marauder_wolf
ai/superheavy/tyrant
```

The Ancient Gods - Part 1

```
ai/ambient/spirit
ai/ambient/super_tentacle
ai/ambient/turret
ai/heavy/bloodangel
ai/superheavy/baron_armored
```

The Ancient Gods - Part 2

```
ai/ambient/demonic_trooper
ai/fodder/imp_stone
ai/fodder/prowler_cursed
ai/fodder/soldier_chaingun
ai/fodder/zombie_t1_screacher
```

Bosses

Most bosses may only be spawned in the level they appear in.

DOOM Hunter Base

```
ai/superheavy/doomhunter_gold_stage1
ai/superheavy/doomhunter_gold_stage2
ai/superheavy/doomhunter_stage1
ai/superheavy/doomhunter_stage2
```

Sentinel Prime

```
ai/boss/gladiator_gold
ai/boss/gladiator
```

Urdak

ai/fodder/maykr_minion

ai/boss/khan_maykr

Final Sin

ai/boss/icon_of_sin_base

ai/boss/icon_of_sin_stage2

Blood Swamps

ai/friendly/wolf

The Holt

ai/ambient/spirit_samuel

ai/boss/samuel

The Dark Lord

ai/boss/darklord

ai/boss/darklord/summoned/arachnotron

ai/boss/darklord/summoned/baron

ai/boss/darklord/summoned/hellknight

ai/boss/darklord/summoned/mancubus_fire

ai/boss/darklord/summoned/marauder

ai/boss/darklord/summoned/marauder_wolf

ai/boss/darklord/summoned/painelemental

ai/boss/darklord/summoned/revenant

ai/boss/darklord/summoned/tyrant

ai/boss/darklord/summoned/whiplash

EntityDef/Pickup (Eternal)

Not all pickups can be spawned in every level. They can only be spawned in the levels they normally appear in.

For example, a Mega Health cannot be spawned in Hell on Earth.

Base Campaign

```
pickup/armor/large  
pickup/armor/medium  
pickup/armor/small  
pickup/health/large  
pickup/health/medium  
pickup/health/small  
pickup/powerup/berserk  
pickup/powerup/onslaught  
pickup/powerup/overdrive
```

The Ancient Gods - Part 1

```
pickup/extra_life/extra_life_2up
```

The Ancient Gods - Part 2

```
pickup/ammo/hammer
```

Classic Mode

```
pickup/weapon/bfg  
pickup/weapon/chaingun  
pickup/weapon/crucible  
pickup/weapon/double_barrel  
pickup/weapon/guass_rifle  
pickup/weapon/hammer  
pickup/weapon/heavy_cannon
```

pickup/weapon/plasma_rifle
pickup/weapon/rocket_launcher
pickup/weapon/shotgun

Mission-Specific

pickup/ammo/bfg
pickup/ammo/bullets
pickup/ammo/cells
pickup/ammo/crucible
pickup/ammo/gas
pickup/ammo/rockets_single
pickup/ammo/shells
pickup/extra_life/extra_life_1
pickup/keycard/slayer_key
pickup/keycard/uac_blue
pickup/keycard/uac_red
pickup/keycard/uac_yellow
pickup/blood_punch_refill
pickup/dash_refill
pickup/mega_armor
pickup/mega_health
pickup/rad_suit
pickup/rad_suit_refill
progress/mastery_token_weapon

Cultist Base

pickup/keycard/cultist

Super Gore Nest

pickup/keycard/hell_flesh_blue
pickup/keycard/hell_flesh_red
pickup/keycard/hell_flesh_yellow

UAC Atlantica Facility

```
pickup/dive_suit  
pickup/dive_suit_refill
```

Some items cannot be picked-up when spawned by the Meath00k **chrispy** command.

EntityDef/AI (2016)

```
ai/demon/archvile
ai/demon/archvile_base
ai/demon/baron
ai/demon/baron_base
ai/demon/cacodemon
ai/demon/cacodemon_base
ai/demon/cyberdemon
ai/demon/cyberdemon_base
ai/demon/cyberdemon_hell
ai/demon/hellknight
ai/demon/hellknight_base
ai/demon/imp
ai/demon/imp_base
ai/demon/lostsoul
ai/demon/lostsoul_base
ai/demon/mancubus
ai/demon/mancubus_base
ai/demon/mancubus_cyber
ai/demon/oliviasguard_base
ai/demon/pinky
ai/demon/pinky_base
ai/demon/pinky_spectre
ai/demon/revenant
ai/demon/revenant_base
ai/demon/spider_mastermind_base
ai/demon/talismanguard_base
ai/hellified/hell_base
ai/hellified/marine_base
ai/hellified/marine_laser
ai/hellified/marine_rifle
ai/hellified/marine_shotgunner
```