EntityDefs

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

- **EntityDef/AI**
- **EntityDef/Pickup**

EntityDef/AI

> 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_screecher
```

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
```

The 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

> 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/gauss_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.