

scn 9BossBuffScriptVolmyr

; Created: Jorge "Oscuro" Salgado

short Health  
short CheckOnce  
short DispelOnce  
short SpellChance  
Short PlayerAttack  
ref Boss  
ref Owner  
ref StopPoint  
float Timer

Begin OnStartCombat Player

SetEssential VampirePatriarchCrusaderMaleZ 0  
Set PlayerAttack to 1

End

Begin OnLoad

if CheckOnce != 1  
    Set Boss to GetSelf  
    Set Health to GetBaseAV health  
    Set StopPoint to VolmyrStopRef  
    Set CheckOnce to 1  
endif

End

Begin OnReset

if CheckOnce != 1  
    Set Boss to GetSelf  
    Set Health to GetBaseAV health  
    Set StopPoint to VolmyrStopRef  
    Set CheckOnce to 1  
endif

End

Begin GameMode

If GetInSameCell Player  
    Set Timer to Timer - GetSecondsPassed  
    if Timer <= 0  
        Set SpellChance to GetRandomPercent  
        if GetAV health <= ( Health / 10 ) && Boss.GetDead != 1  
            Cast StandardRestoreHealth1Boss Boss  
        endif  
    if DispelOnce != 1  
        if GetDistance Player <= 1000  
            Cast Vamp1VolmyrDispel2 Player  
            StartCombat Player  
            Set DispelOnce to 1  
        endif  
    endif  
endif

```

    endif
endif
if GetDistance Player <= 2000 && IsInCombat == 1 && ( Player.HasMagicEffect CHML == 1 || Player.HasMagicEffect INVI == 1 || GetDetectionLevel Player == 0 )
    Cast Vamp1VolmyrDispel2 Player
    Elseif GetDistance Player <= 2000 && IsInCombat == 1 && Player.HasMagicEffect CHML != 1 && Player.HasMagicEffect INVI != 1 && GetDetectionLevel Player != 0 &&
SpellChance <= 75
    If SpellChance <= 20
        Cast Vamp1VolmyrFrostBolt2 Player
    Elseif Spellchance > 20 && SpellChance <= 40
        Cast Vamp1VolmyrInvis Boss
    Elseif Spellchance > 40 && SpellChance <= 60
        Cast Vamp1VolmyrSilence Player
    Elseif Spellchance > 60 && SpellChance <= 75
        Cast Vamp1VolmyrSumon Boss
    Endif
endif
if GetDistance StopPoint <= 256 && IsInCombat == 1 && ( Player.GetItemCount WeapAkaviriZDaiKatana == 0 && Player.GetItemCount WeapAkaviriZDaiKatanaA == 0 &&
Player.GetItemCount WeapAkaviriZDaiKatanaB == 0 && Player.GetItemCount WeapAkaviriZDaiKatanaC == 0 )
    Cast Vamp1VolmyrFrostBolt Player
    Player.StopCombatAlarmOnActor
    AddScriptPackage OOOVampireBossVolmyr
endif
set Timer to 5
endif
else
    Return
endif

End

```

**Begin OnDeath Player**

```

MessageBox "The ancient Master of Vampires, Lord Volmyr, falls to the ground, at last, defeated by the power of my heroic attacks. Bright light emanates from his body, releasing
energy all around his dead carcass. The legendary demon now lies dead, no longer cursed to roam the world in un-life. He lost his imortality and I gained mine. This deed will be
recognized for centuries to come."
Cast Vamp1Volmyr1Dies Boss
ModPCFame 2

```

**End**