

//13:25 19.07.2025 SilverMiner

Actor DH_Cacodemon : Cacodemon replaces Cacodemon

```
{  
+NOBLOCKMONST  
}
```

Actor DH_LostSoul : LostSoul replaces LostSoul

```
{  
+NOBLOCKMONST  
}
```

Actor DH_PainElemental : PainElemental replaces PainElemental

```
{  
+NOBLOCKMONST  
}
```

Actor Deh_Actor_150 120

```
{  
+SOLID  
Radius 16  
Height 96  
States  
{  
Spawn:  
    SP01 A -1  
    stop  
}
```

```
}  
Actor Deh_Actor_151 121
```

```
{  
+SOLID  
Radius 16  
Height 192  
States  
{  
Spawn:  
    SP02 A -1  
    stop  
}
```

```
}  
Actor Deh_Actor_152 122
```

```
{  
+SOLID  
Radius 16  
Height 192  
States  
{  
Spawn:  
    SP03 A -1  
    stop  
}
```

```
}
Actor Deh_Actor_153 123
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP04 A -1
    stop
}
}
Actor Deh_Actor_154 124
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP05 A -1
    stop
}
}
Actor Deh_Actor_155 125
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP06 A -1
    stop
}
}
Actor Deh_Actor_156 126
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP07 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_157 127
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP08 A -1
    stop
}
}
Actor Deh_Actor_158 128
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP09 A -1
    stop
}
}
Actor Deh_Actor_159 129
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP10 A -1
    stop
}
}
Actor Deh_Actor_160 130
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP11 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_161 131
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP12 A -1
    stop
}
}
Actor Deh_Actor_162 132
{
+SOLID
Radius 16
Height 96
States
{
Spawn:
    SP13 A -1
    stop
}
}
Actor Deh_Actor_163 133
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP14 A -1
    stop
}
}
Actor Deh_Actor_164 134
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP15 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_165 135
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP16 A -1
    stop
}
}
Actor Deh_Actor_166 136
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP17 A -1
    stop
}
}
Actor Deh_Actor_167 137
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP18 A -1
    stop
}
}
Actor Deh_Actor_168 138
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP19 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_169 139
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP20 A -1
    stop
}
}
Actor Deh_Actor_170 140
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP21 A -1
    stop
}
}
Actor Deh_Actor_171 141
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP22 A -1
    stop
}
}
Actor Deh_Actor_172 142
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP23 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_173 143
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP24 A -1
    stop
}
}
Actor Deh_Actor_174 144
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP25 A -1
    stop
}
}
Actor Deh_Actor_175 145
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP26 A -1
    stop
}
}
Actor Deh_Actor_176 146
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP27 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_177 147
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP28 A -1
    stop
}
}
Actor Deh_Actor_178 148
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP29 A -1
    stop
}
}
Actor Deh_Actor_179 149
{
+SOLID
Radius 16
Height 96
States
{
Spawn:
    SP30 A -1
    stop
}
}
Actor Deh_Actor_180 150
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP31 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_181 151
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP32 A -1
    stop
}
}
Actor Deh_Actor_182 152
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP33 A -1
    stop
}
}
Actor Deh_Actor_183 153
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP34 A -1
    stop
}
}
Actor Deh_Actor_184 154
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP35 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_185 155
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP36 A -1
    stop
}
}
Actor Deh_Actor_186 156
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP37 A -1
    stop
}
}
Actor Deh_Actor_187 157
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP38 A -1
    stop
}
}
Actor Deh_Actor_188 158
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP39 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_189 159
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP40 A -1
    stop
}
}
Actor Deh_Actor_190 160
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP41 A -1
    stop
}
}
Actor Deh_Actor_191 161
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP42 A -1
    stop
}
}
Actor Deh_Actor_192 162
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP43 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_193 163
{
+SOLID
Radius 12
Height 38
States
{
Spawn:
    SP44 A -1
    stop
}
}
Actor Deh_Actor_194 164
{
+SOLID
Radius 32
Height 248
States
{
Spawn:
    SP45 A -1
    stop
}
}
Actor Deh_Actor_195 165
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP46 A -1
    stop
}
}
Actor Deh_Actor_196 166
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP47 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_197 167
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP48 A -1
    stop
}
}
Actor Deh_Actor_198 168
{
+SOLID
Radius 16
Height 108
States
{
Spawn:
    SP49 A -1
    stop
}
}
Actor Deh_Actor_199 169
{
+SOLID
Radius 16
Height 160
States
{
Spawn:
    SP50 A -1
    stop
}
}
Actor Deh_Actor_200 170
{
+SOLID
Radius 16
Height 64
States
{
Spawn:
    SP51 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_201 171
{
+SOLID
Radius 32
Height 112
States
{
Spawn:
    SP52 A -1
    stop
}
}
Actor Deh_Actor_202 172
{
+SOLID
Radius 16
Height 192
States
{
Spawn:
    SP53 A -1
    stop
}
}
Actor Deh_Actor_203 173
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP54 A -1
    stop
}
}
Actor Deh_Actor_204 174
{
+SOLID
Radius 16
Height 64
States
{
Spawn:
    SP55 A -1
    stop
}
}
```

```
}
Actor Deh_Actor_205 175
{
+SOLID
Radius 16
Height 128
States
{
Spawn:
    SP56 A -1
    stop
}
}
Actor Deh_Actor_206 176
{
+SOLID
Radius 16
Height 180
States
{
Spawn:
    SP57 A -1
    stop
}
}
Actor Deh_Actor_207 177
{

Radius 8
Height 32
States
{
Spawn:
    SP58 A -1
    stop
}
}
Actor Deh_Actor_208 178
{

Radius 8
Height 32
States
{
Spawn:
    SP59 A -1
    stop
}
}
```

```
}  
Actor Deh_Actor_209 179  
{
```

```
    Radius 8  
    Height 32  
    States  
    {  
        Spawn:  
            SP60 A -1  
            stop  
    }
```

```
}  
Actor Deh_Actor_210 180  
{
```

```
    Radius 16  
    Height 32  
    States  
    {  
        Spawn:  
            SP61 A -1  
            stop  
    }
```

```
}  
Actor Deh_Actor_211 181  
{
```

```
    Radius 16  
    Height 32  
    States  
    {  
        Spawn:  
            SP62 A -1  
            stop  
    }
```

```
}  
Actor Deh_Actor_212 182  
{
```

```
    Radius 16  
    Height 32  
    States  
    {  
        Spawn:  
            SP63 A -1  
            stop  
    }
```

```
}  
Actor Deh_Actor_213 183  
{
```

```
    Radius 16
```

```
    Height 32
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP64 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_214 184
```

```
{
```

```
    Radius 16
```

```
    Height 32
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP65 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_215 185
```

```
{
```

```
+SOLID
```

```
    Radius 16
```

```
    Height 32
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP66 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_216 186
```

```
{
```

```
+SOLID
```

```
    Radius 16
```

```
    Height 40
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP67 A -1
```

```
            stop
```

```
    }
```

```
}
Actor Deh_Actor_217 187
{
+SOLID
Radius 16
Height 40
States
{
Spawn:
    SP68 A -1
    stop
}
}
Actor Deh_Actor_218 188
{
+SOLID
Radius 16
Height 40
States
{
Spawn:
    SP69 A -1
    stop
}
}
Actor Deh_Actor_219 189
{
+SOLID
Radius 16
Height 40
States
{
Spawn:
    SP70 A -1
    stop
}
}
Actor Deh_Actor_220 190
{
+SOLID
Radius 16
Height 40
States
{
Spawn:
    SP71 A -1
    stop
}
}
```

```
}  
Actor Deh_Actor_221 191  
{
```

```
    Radius 16
```

```
    Height 40
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP72 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_222 192
```

```
{
```

```
+SOLID
```

```
Radius 16
```

```
Height 128
```

```
States
```

```
{
```

```
    Spawn:
```

```
        SP73 A -1
```

```
        stop
```

```
}
```

```
}
```

```
Actor Deh_Actor_223 193
```

```
{
```

```
Radius 16
```

```
Height 40
```

```
States
```

```
{
```

```
    Spawn:
```

```
        SP74 A -1
```

```
        stop
```

```
}
```

```
}
```

```
Actor Deh_Actor_224 194
```

```
{
```

```
Radius 16
```

```
Height 40
```

```
States
```

```
{
```

```
    Spawn:
```

```
        SP75 A -1
```

```
        stop
```

```
}
```

```
}
Actor Deh_Actor_225 195
{
+SOLID
Radius 16
Height 40
States
{
Spawn:
    SP76 A -1
    stop
}
}
Actor Deh_Actor_226 196
{
+SOLID
Radius 16
Height 40
States
{
Spawn:
    SP77 A -1
    stop
}
}
Actor Deh_Actor_227 197
{
+SOLID
Radius 16
Height 56
States
{
Spawn:
    SP78 A -1
    stop
}
}
Actor Deh_Actor_228 198
{

Radius 16
Height 40
States
{
Spawn:
    SP79 A -1
    stop
}
}
```

```
}  
Actor Deh_Actor_229 199  
{
```

```
    Radius 16
```

```
    Height 40
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP80 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_230 200
```

```
{
```

```
    Radius 16
```

```
    Height 40
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP81 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_231 201
```

```
{
```

```
    Radius 16
```

```
    Height 40
```

```
    States
```

```
    {
```

```
        Spawn:
```

```
            SP82 A -1
```

```
            stop
```

```
    }
```

```
}
```

```
Actor Deh_Actor_232 202
```

```
{
```

```
+SOLID
```

```
Radius 16
```

```
Height 128
```

```
States
```

```
{
```

```
    Spawn:
```

```
        SP83 A -1 Bright
```

```
        stop
```

```
}
```

```
}
Actor Deh_Actor_233 203
{
+SOLID
Radius 16
Height 56
States
{
Spawn:
    SP84 A -1
    stop
}
}
Actor Deh_Actor_234 204
{
+SPAWNCEILING
+NOGRAVITY
Radius 21
Height 41
States
{
Spawn:
    SP85 A -1
    stop
}
}
Actor Deh_Actor_235 205
{
+SPAWNCEILING
+NOGRAVITY
Radius 21
Height 35
States
{
Spawn:
    SP86 A -1 Bright
    stop
}
}
Actor Deh_Actor_236 206
{
+SPAWNCEILING
+NOGRAVITY
Radius 6
Height 49
States
{
Spawn:
```

```

        SP87 A -1
        stop
    }
}
Actor Deh_Actor_237 207
{
+SPAWNCEILING
+NOGRAVITY
Radius 12
Height 90
    States
    {
        Spawn:
            SP88 A -1
            stop
    }
}
Actor Deh_Actor_238 208
{

Radius 16
Height 64
    States
    {
        Spawn:
            SP89 A -1
            stop
    }
}
Actor Deh_Actor_239 209
{

Radius 6
Height 50
    States
    {
        Spawn:
            SP90 ABCD 5 Bright
            loop
    }
}
Actor Deh_Actor_240 210
{
+SPAWNCEILING
+NOGRAVITY
Radius 8
Height 118
    States

```

```
{
  Spawn:
    SP91 A -1
    stop
}
}
Actor Deh_Actor_241 211
{
+SPAWNCEILING
+NOGRAVITY
Radius 25
Height 65
  States
  {
    Spawn:
      SP92 ABC 6 Bright
      loop
  }
}
Actor Deh_Actor_242 212
{
+SPAWNCEILING
+NOGRAVITY
Radius 25
Height 65
  States
  {
    Spawn:
      SP93 A -1
      stop
  }
}
Actor Deh_Actor_243 213
{
+SOLID
Radius 16
Height 64
  States
  {
    Spawn:
      SP94 A -1
      stop
  }
}
Actor Deh_Actor_244 214
{
+SOLID
Radius 16
```

```
Height 64
States
{
  Spawn:
    SP95 A -1
    stop
}
}
Actor Deh_Actor_245 215
{

Radius 19
Height 21
States
{
  Spawn:
    SP96 ABC 6 Bright
    loop
}
}
Actor Deh_Actor_246 216
{

Radius 16
Height 32
States
{
  Spawn:
    SP97 ABC 5 Bright
    loop
}
}
Actor Deh_Actor_247 217
{

Radius 40
Height 107
States
{
  Spawn:
    SP98 ABCD 5
    loop
}
}
Actor Deh_Actor_248 218
{
+SOLID
Radius 12
```

```
Height 39
States
{
  Spawn:
    SP99 A -1
    stop
}
}
Actor Deh_Actor_249 219
{
+SOLID
Radius 16
Height 128
States
{
  Spawn:
    SP99 B -1
    stop
}
}
Actor Deh_Actor_250 220
{
+SOLID
Radius 16
Height 64
States
{
  Spawn:
    MI01 ABC 5 Bright
    loop
}
}
Actor Deh_Actor_251 221
{
+SOLID
Radius 16
Height 32
States
{
  Spawn:
    MI02 ABC 5 Bright
    loop
}
}
Actor Deh_Actor_252 222
{

Radius 40
```

```
Height 107
States
{
  Spawn:
    MI03 ABCD 5
    loop
}
}
Actor Deh_Actor_253 223
{
```

```
Radius 40
Height 107
States
{
  Spawn:
    MI04 ABCD 5
    loop
}
}
Actor Deh_Actor_254 224
{
```

```
Radius 40
Height 107
States
{
  Spawn:
    MI05 ABCD 5
    loop
}
}
Actor Deh_Actor_255 225
{
```

```
Radius 40
Height 107
States
{
  Spawn:
    MI06 ABCD 5
    loop
}
}
Actor Deh_Actor_256 256
{
+SOLID
Radius 16
```

```
Height 100
States
{
  Spawn:
    MI07 A -1
    stop
}
}
Actor Deh_Actor_257 257
{
+SOLID
Radius 16
Height 100
States
{
  Spawn:
    MI08 A -1
    stop
}
}
Actor Deh_Actor_258 258
{
+SOLID
Radius 16
Height 100
States
{
  Spawn:
    MI09 A -1
    stop
}
}
Actor Deh_Actor_259 259
{
+SOLID
Radius 16
Height 100
States
{
  Spawn:
    MI10 A -1
    stop
}
}
Actor Deh_Actor_260 260
{
Radius 16
```

```
Height 40
States
{
  Spawn:
    MI11 A -1
    stop
}
}
Actor Deh_Actor_261 261
{
```

```
Radius 16
Height 40
States
{
  Spawn:
    MI12 A -1
    stop
}
}
Actor Deh_Actor_262 262
{
```

```
Radius 16
Height 40
States
{
  Spawn:
    MI13 A -1
    stop
}
}
Actor Deh_Actor_263 263
{
```

```
Radius 16
Height 40
States
{
  Spawn:
    MI14 A -1
    stop
}
}
Actor Deh_Actor_264 264
{
```

```
Radius 16
```

```
Height 56
States
{
  Spawn:
    MI15 A -1
    stop
}
}
```