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r/EldenRingMods • 8 mo. ago

Any-Dragonfly-3634



Help for increase range of spells

Weapons Mod

Hello! I have modified several aspects of the game such as increasing the duration of enchantments on weapons, reducing the fp cost, not reducing the number of consumables when using them, etc... but there is something I can't get, and I need help on the parameters to use. change.

I want to increase the range of some spells, for example glinstone pebble, but I can't find where, neither in the "Magic" section nor in "SpEffectParam"... maybe it's impossible? or am I in the wrong place? help please! :)



3



6



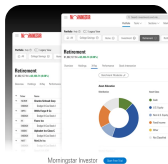
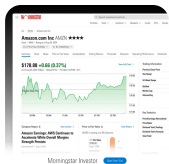
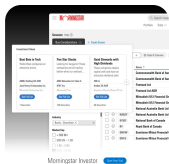
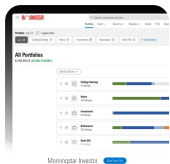
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katanamaru • 8mo ago

In the bullet param. You're looking for "duration." That's how long the bullet last in the world.

If you double the value the pebble will travel twice as far since it last longer. Not sure how this will effect the arcing spells.



1



Reply

Any-Dragonfly-3634 **OP** • 8mo ago

Indeed, I just tried it and it works!!! Thanks a lot friend!



1



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values?

There are only two goals I have for this:

- Double (or triple maybe) buff and weapon enchant durations
- Make the Starlight spell cost 3 FP and last for 10 minutes

⊖ ↑ 1 ↓ ○ Reply ...



Any-Dragonfly-3634 OP • 8mo ago

Hello, I have used DSMapStudio, available on GitHub.

You can see tutorials on the internet on how to use it.

Once you control it, to increase the duration of the enchantment on the weapons, you must modify the spell one by one, I give you an example with Scholars Armament:

"SpEffectParam > Scholar's Armament > Duration"

In duration you will see that you have 60 (seconds), just change the value to whatever you want, and if you want it infinite (or at least until you change weapons or die) you have to write "-1"

Same for Starlight duration

To change the FP cost value, it would be in the "Magic" section:

Magic > Starlight > Fp Consumption

you change the value from 9 to 3.

After making all the desired changes, remember to save the changes in the "File" > "Save parameters" tab

Once done, replace the modified regulation.bin with the one from the "Game" folder of the Elden Ring installation directory

P.S. Sorry for my english,im not native :P

↑ 1 ↓ ○ Reply ...

⊕ 1 more reply



SpookyYuuki • 8mo ago

Hey. I have a question. I am weak when it comes to such things. Do you guys maybe know if there is a mod somewhere that increases the length/duration of all spells? Or many of them? I'm looking on the internet and having a hard time finding something like that. All spells in particular the blue ones which are single arrows flying towards enemies. They disappear very quickly. If anyone has knowledge if there is such a mod working on the latest version of the game I would appreciate sharing.

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r/dndnext • 3 yr. ago

Upcasting to increase spell save DC?

13 upvotes · 42 comments



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r/onednd • 2 yr. ago

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15 upvotes · 77 comments



r/blackmagic • 9 mo. ago

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r/Pathfinder_Kingmaker • 2 yr. ago

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r/Pathfinder2e • 2 yr. ago

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r/AOW4 • 2 yr. ago

There is a way to increase the ammount of spells i cast in a turn?

1 upvote · 11 comments

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4 upvotes · 11 comments



r/Pathfinder2e • 3 yr. ago

Increase Spell Range

3 upvotes · 28 comments



r/dndnext • 3 yr. ago

Besides spell sniper and extended spell, does anyone know any ways to increase the range of a spell

17 comments



r/Pathfinder_RPG • 2 yr. ago

Help with Spell DC increase/Similar effect

7 upvotes · 10 comments



r/DnD • 9 mo. ago

Increase spell craft (help)

1 upvote · 11 comments



r/EldenRingMods • 23 days ago

ah thanks randomizer

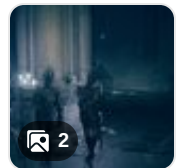
327 upvotes · 20 comments



r/EldenRingMods • 24 days ago

Seamless co-op is really one of the best ways to enjoy this game

374 upvotes · 43 comments



r/eldenringdiscussion • 6 days ago

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r/EldenRingLoreTalk • 19 days ago

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115 upvotes · 71 comments

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6 upvotes · 2 comments



r/EldenRingLoreTalk · 3 days ago

The Realm of Shadow is Rotated One Quarter Turn Clockwise

131 upvotes · 45 comments



r/eldenringdiscussion · 25 days ago

The Bonny Knife pisses me of so much

206 upvotes · 54 comments



r/summonerswar · 9 mo. ago

Tips for multiple rune sets?

2 upvotes · 3 comments



r/eldenringdiscussion · 8 mo. ago

Need some help understanding buffs

3 upvotes · 5 comments



r/EldenRingLoreTalk · 1 mo. ago

The Shadowrealm AND a Giant Snake/Tentacle are hidden in the middle of the Sundial/Watch we use to change time (Pictures included)

213 upvotes · 35 comments



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Template for passive boosts?

2 upvotes · 3 comments



r/DnD · 9 mo. ago

Suggestions for a custom spell

1 upvote · 2 comments

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