



Dominions 3
Scenario and Map
Editing

1 Requirements

With the help of a simple text editor and a paint program like Gimp or Photoshop it is possible to create new maps for Dominions 3.

2 Map Commands

Once you have drawn your map you have to create a `.map` file that contains certain information about the map e.g. the title of the map and which provinces borders to which.

The easiest way to create a working map file is to use the map editor in Dominions 3. Load in the map you have drawn and click in all borders and terrains. After the map file has been saved you can edit it manually in a text editor if you want to add some extra map commands. Many map commands cannot be entered via the map editor.

3 Necessary Map Commands

3.1 `#dom2title <text>`

The title of the map. This must be the first command for every map.

3.2 `#imagefile <filename>`

The image file of the map in Targa (.tga) or SGI (.rgb) format. The file should be at least 256x256 pixels large and saved in 24 or 32 bit color, uncompressed or RLE. A suitable size for a map might be about 1600x1200 pixels.

4 Basic Map Commands

4.1 `#scenario`

This command tags the map as a scenario and this will be indicated by a small burning star when selecting a map.

4.2 `#description “<text>”`

The description of the map that is shown after selecting a map to play on.

4.3 `#neighbour <province nbr> <province nbr>`

Makes it possible to move between these two provinces (in both directions).

4.4 `#nostart <province nbr>`

Tags a province as unstartable. No player will start here when placed at random.

4.5 `#terrain <province nbr> <terrain type>`

Sets the terrain of a province. The terrain is calculated by adding certain numbers for different terrain types or other attributes. You should use the map editor to set these values as it would be very difficult to do it by hand.

5 Advanced Map Commands

5.1 `#maptextcol <red> <green> <blue> <alpha>`

Sets the color used to print province names. Each value should be between 0.0 and 1.0.

5.2 `#allowedplayer <nation nbr>`

Makes this nation one of the allowed nations to play on this map. Use this command multiple times or the map will only be able to host one player.

5.3 `#landplayers <player>`

This command has no effect in Dominions 3.

5.4 `#seaplayers <player>`

This command has no effect in Dominions 3.

5.5 `#features <0-100>`

Sets the magic site frequency. Default is 40 for a mid era game.

5.6 `#start <province nbr>`

By creating at least one start location for each player, every player will start at one of these locations.

5.7 #specstart <nation nbr> <province nbr>

Use this command to assign a specific nation to a specific start location. Nation nbrs can be found in the modding manual.

5.8 #nohomelandnames

When this switch is used, home land will no longer get named after their starting nation e.g. the home of Abysia might be called Summer Lands or whatever.

5.9 #computerplayer <nation nbr> <difficulty>

This nation will always be controlled by the computer. Difficulty ranges from one to five. Two is standard difficulty.

5.10 #cannotwin <nation nbr>

This nation will not win when they fulfill a special victory condition. Nation nbr can be found in the modding manual.

5.11 #victorycondition <condition nbr> <attribute>

The game will end when one player fulfills a special condition, see table 1. Dominion score is 11-20 points per converted province, depending on the strength of the dominion. <condition nbr> should be a number from 0 to 5.

-	Condition	Attribute
0	Standard	-
1	Victory Points	VPs required
2	Dominion	Dominion score required
4	Provinces	Provinces required
5	Research	Research points required

Table 1: Possible victory conditions

5.12 #victorypoints <province nbr> <1-7>

The player who has control over this province will control from one to seven victory points. If the province has

a fort then the controller of the fort controls the victory points.

5.13 #god <nation nbr> “<commander type>”

Forces the god of one nation to be this monster. The god becomes the active commander and can be affected by certain Advanced Province Commands. Nation nbrs can be found in the modding manual.

5.14 #scale_chaos <nation nbr> <(-3)-3>

Forces the dominion scale of a nation to a value between -3 and 3. Other scales that can be altered are lazy, cold, death, unluck, unmagic. 3 means that the scale is fully tipped to the right and -3 means it is fully tipped to the left.

5.15 #dominionstr <nation nbr> <1-10>

Sets the dominion strength of a nation to a value between 1 and 10.

5.16 #landname <province nbr> “<name>”

Sets the name of a specific province.

5.17 #nonamefilter

Map filter that displays province names is disabled when this command is used.

5.18 #allies <player> <player>

These two players will not attack each other. This will obviously only be respected by computer players.

5.19 #startspell <player> “spell name”

One player will have a specific spell preresearched.

6 Advanced Province Commands**6.1 #land <province nbr>**

Sets the active province and kills everyone in it. All the following commands will only affect the active province.

Use this command if you want to active a province in order to replace its random inhabitants with the monsters of your choice.

6.2 #setland <province nbr>

Sets the active province. All the following commands will only affect the active province.

6.3 #commander “<commander type>”

Puts one of these commanders in the active province. The commander will have a random name. This commander will be the active commander.

6.4 #comname “<name>”

Replaces the active commander’s random name with this one.

6.5 #bodyguards <nbr of guards> “<type>”

Gives bodyguards to the active commander.

6.6 #units <nbr of units> “<type>”

Gives a squad of soldiers to the active commander.

6.7 #clearmagic

Removes all magic skills from the active commander.

6.8 #xp <0-900>

Gives experience points to the active commander.

6.9 #mag_astral <level>

Gives magic ability to the active commander. Feel free to exchange mag_astral to mag_fire or some other path of magic. For priestly skills use mag_priest.

6.10 #randomequip <rich>

Gives random magic items to the active commander. Rich must be between 0 and 4, 0 means small chance of getting a magic item and 4 means large chance of getting many powerful items.

6.11 #additem “<item name>”

Gives a magic item to active commander.

6.12 #killfeatures

Removes all magic sites from the active commander.

6.13 #feature “<site name>”

Puts a magic site in the active province.

6.14 #knownfeature “<site name>”

Puts a magic site in the active province. This site is already found at the start of the game.

6.15 #fort “<fort nbr>”

Puts a fort in the active province. Fort nbr is a number between 1 and 43 and can be found in table 2.

6.16 #temple

Puts a temple in the active province.

6.17 #lab

Puts a laboratory in the active province.

6.18 #owner <nation nbr>

Changes the ownership of the active province. Nation nbr indicates the new owner and numbers can be found in table 3 and the two following tables.

6.19 #unrest <0-500>

Sets the unrest level of the active province.

6.20 #population <0-50000>

Sets the population number of the active province.

6.21 #poptype <poptype nbr>

Sets the population type of the active nation. This determines which troops may be recruited in the province. Poptype numbers can be found in table 6.

6.22 #defence <0-125>

Sets the province defence of the active nation. This command cannot be used for independent provinces.

7 Trouble shooting**7.1 The game crashes when I try to play on my map**

Try running dominions with the -dd switch to enable maximum debug mode. Then read the log.txt file that has been created, At the end it will say where on the map this problem occurred. Linux and OS X versions will print the debug output to the console/terminal instead.

1	Simple Hillfort
2	Simple Fortress
3	Fortified City
4	Tel City
5	Swamp City
6	Peg Castle
7	Motte-and-bailey
8	Citadel
9	Mountain Citadel
10	Simple Fortress
11	Swamp Fort
12	Kelp Fortress
13	Kelp Citadel
14	Dark Citadel
15	Cave City
16	Cave Castle
17	Wizard's Tower
18	Dark Citadel
19	Living Castle
20	River Fortress
21	Jervellan Wall
22	Archaic Fortress
23	Firbolg Fortress
24	Crystal Citadel
25	Obsidian Citadel
26	Dead City
27	Ermorian Castle
28	Ermorian Citadel
29	Woodland Citadel
30	Cave Fort
31	Great City
32	Ramparts
33	Forest Ramparts
34	Forest Fortress
35	Forest Castle
36	Hillfort
37	Hill Fortress
38	Hill Castle
39	Fortification
40	Fortress
41	Castle
42	Mountain City
43	Jewled City

Table 2: Fort numbers

0	Arcoscephale
1	Ermor
2	Ulm
3	Marverni
4	Sauromatia
5	T'ien Ch'i
6	(reserved)
7	Mictlan
8	Abysia
9	Caelum
10	C'tis
11	Pangaea
12	Agartha
13	(reserved)
14	(reserved)
15	Vanheim
16	Helheim
17	Niefelheim
18	Kailasa
19	Yomi
20	(reserved)
21	Atlantis
22	R'lyeh
26	Oceania

Table 3: Nation numbers, early era

27	Arcoscephale
28	Ermor
29	Pythium
30	Man
31	Ulm
32	Marignon
33	Mictlan
34	T'ien Ch'i
35	Machaka
36	Agartha
37	Abysia
38	Caelum
39	C'tis
40	Pangaea
41	Vanheim
42	Jotunheim
43	Bandar Log
44	Shinuyama
45	(reserved)
46	Atlantis
47	R'lyeh
48	Oceania

Table 4: Nation numbers, middle era

49	Arcoscephale
50	Ermor
51	Chelms
52	Ulm
53	Marignon
54	Mictlan
55	T'ien Ch'i
56	Jotunheim
57	Agartha
58	Abysia
59	Caelum
60	C'tis
61	Pangaea
62	Midgård
63	Utgård
64	Patala
65	(reserved)
66	Atlantis
67	R'lyeh

Table 5: Nation numbers, late era

25	Barbarians
26	Plains Men
27-29	Militia, Archers, Heavy Infantry
30	Feudal
31	Tritons
32-33	Heavy Infantry, Crossbows
34	Raptors
35	Slingers
36	Lizards
37	Woodsmen
38	Hoburg
39	Militia, Archers
40-43	Amazons
44	Troglodytes
45	Tritons, Shark Knights
46	Amber Clan tritons
47	Crossbow, Heavy Cavalry
48-50	Militia, Infantry
51-53	Militia, Infantry, Cavalry
54-56	Heavy Infantry, Heavy Cavalry
57	Deep Ones, Shamblers
61	Trolls, Vaettir
68	Militia, Elephants
75,76	Hoburg, late and early era
78-80	Wolf, Bear and Lion Tribe
81	Pale Ones

Table 6: Poptype numbers