Dominions 3
Mod Manual

1 Requirements

With the help of a simple text editor it is possible to create new weapons, armors, units and entire nations. It is also possible to modify existing weapon, armors, units, nations, spells and magic items..

With the help of a paint program you will also be able to add new graphics to units or nation flags. All images must be saved as Targa (.tga) or SGI (.rgb .sgi) images. The image file must have 24- or 32-bit color and be uncompressed or RLE. If the image is saved in 24-bit color, black will be replaced with a fully transparent color.

2 Mod Mechanics

All modding commands must be saved in a text file with the **.dm** (dominions mod) extension. The dm file must be located in the directory called mods in the dominions3 directory.

It is possible to have many mods enabled at once. For instance you can enable a mod that turns Abysia into giants at the same time as you have a mod that adds a new Hoburg nation.

A game created when a mod is active will automatically activate this mod for all players participating in that game. There will be an error message for any player that hasn't downloaded the mod. Mod instructions happen in the following order.

- Mod Info
- Weapons
- Armors
- Units
- Spells
- Magic Items
- Names
- Magic Sites
- Nations
- General

All mods will modify or add new weapons before any modification is done on units and so forth. Two mods should never try to modify the same thing. This can result in different behavior on different computers.

The mod commands sometimes have a vertical line (|) among their arguments. This line means *OR*. So use either the argument on the left side of the line or the one on the other side, not both.

3 Mod Info

All mod files must contain most of the following commands. The exceptions are the *#icon* and *#domversion* commands that are not necessarily needed.

3.1 #modname "<name>"

A short name for the mod. It will be displayed in the mod preferences.

3.2 #description "<piece of text>"

A description of what the mod does, who has created it and so forth. Use two newlines in a row to start a new paragraph.

3.3 #icon "<image.tga>"

A banner image for your mod. This image should be 128x32 or 256x64 pixels large.

3.4 #version x.yy

The version number of your mod. E.g. 1.10 or 1.00.

3.5 #domversion x.yy

The minimum required version of Dominions for the mod to work correctly. If not sure then leave this command out. E.g. 3.00, for Dominions version 3.00 required.

4 Weapon Modding

4.1 #selectweapon "<weapon name>" | <weapon nbr>

Selects the weapon that will be affected by the following modding commands. End modding this weapon with the *#end* command.

Weapon Name	Comment
Spear	
Pike	
Halberd	
Lance	
Dagger	
Short Sword	
Broad Sword	
Great Sword	
Mace	
Hammer	
Maul	
Morning Star	
Flail	
Axe	
Battle Axe	
Quarterstaff	
Whip	
Sling	Missile Weapon
Javelin	Missile Weapon
Short Bow	Missile Weapon
Composite Bow	Missile Weapon
Long Bow	Missile Weapon
Crossbow	Missile Weapon
Arbalest	Missile Weapon

Table 1: Common manufactured weapons

Weapon Name	Comment
Bardiche	
Kryss	
Hatchet	
Claymore	
Executioner's Axe	
Stick	
Club	
Spiked Club	
Great Club	
Pick Axe	
Net	
Throwing Axe	Missile Weapon
Great Bow	Missile Weapon

Table 2: Rare manufactured weapons. Most of these weapons are not used by any existing unit in Dominions.

To find out the number os a particular unit's weapons, look at the unit's stats in the game and press shift+i.

4.2   #newweapon <weapon nbr>

Weapon nbr should be a number between 600 and 999. It mustn't be the same as any other weapon. This new weapon will be affected by the following modding commands and there should be an *#end* command at the end.

4.3   #end

Always use this command at the end of modifying a weapon.

4.4   #name "<name>"

This must be the first command for every new weapon. It sets the name of the weapon.

4.5   #ammo <ammo>

This is the number of times that this weapon can be fired in combat. Default is 12.

4.6   #aoe <squares>

This is the area of effect in squares. A value of zero (default) means that only one opponent will be affected. A value of one or more indicates the number of squares that will be affected. An area of two or more squares is large enough that the user of this weapon might hit himself as well.

4.7   #att <attack>

Sets the attack value of the weapon. A spear has an attack value of 0. This value is also used as precision for missile weapons.

4.8   #armorpiercing

The weapon is armor piercing.

4.9   #armornegating

The weapon is armor negating.

3

Nbr	Weapon Name	Comment
	Fist	
	Claw	
	Claws	2 attacks
	Bite	
	Pincer	
	Tentacle	
55	Hoof	For monsters
56	Hoof	dmg=10, for knights
144	Stinger	death poison
127	Venomous Bite	weak poison
239	Venomous Fangs	strong poison
65	Venomous Fangs	death poison
251	Venomous Fangs	paralyzing poison
248	Venomous Claw	weak poison
249	Venomous Claw	strong poison
146	Venomous Claw	death poison
250	Poisoned Claw	weak paralyzing poison
43	Poisoned Claw	paralyzing poison
	Lightning Swarm	
	Life Drain	
	Touch of Leprosy	
	Web	
	Fire Breath	missile weapon
	Cold Breath	missile weapon
	Bile	missile weapon
	Poison Spit	missile weapon
	Web Spit	missile weapon

Table 3: Common natural weapons. Use number instead of name when it is available.

4.10   #bonus

This is an intrinsic weapon that will not yield multiple weapon penalty or get replaced when the commander is equipped with a magic weapon.

4.11   #charge

The weapon will receive a damage bonus on its first attack. This bonus is proportional to the unit's maximum number of action points.

4.12   #cold

This weapon does cold damage only. A cold immune being will take no damage from this weapon.

4.13   #def <defence>

Sets the defence value of the weapon. A spear has a defence value of 0.

4.14   #dmg <damage>

Sets the damage value of the weapon. A spear has a damage value of 3.

4.15   #dt_cap

Sets the damage type to capped damage (max 1 HP damage). A whip and a blowgun have this feature.

4.16   #dt_demon

Sets the damage type to anti demon damage. This means double damage to demons.

4.17   #dt_holy

Sets the damage type to holy damage. This means triple damage to undead and demons.

4.18   #dt_normal

Sets the damage type to normal damage. This is the default.

4.19   #dt_paralyze

Sets the damage type to paralyze.

4.20   #dt_poison

Sets the damage type to poison damage. To make a poisoned weapon, do not use this command. Use a secondary effect with posion instead.

4.21   #dt_stun

Sets the damage type to stun damage.

4.22   #explspr <fx nbr>

Use this command to set how the explosion looks like when a missile hit something or when a meele weapon strikes. Table 4 shows some numbers that can be used. Any number between 10001 and 10238 can be used. Use number -1 to disable an explosion effect.

Fx nbr	Looks like
10001	Falling shimmering colors
10002	Falling white
10003	Falling red
10004	Falling green
10005	Falling blue
10006	Falling light red
10007	Falling light green
10008	Falling light blue
10009	Falling purple
10010	Falling yellow
10011	Falling orange
10012	Falling cyan
10021-10039	Few falling colors
10041-10069	Rising mists
10101-10119	Explosion
10121-10139	Exploding gas
10108	Cold Blast
10113	Fireball
10141	Rising purple
10200	Curse
10206	Soul Slay
10219	Lightning

Table 4: Some explosion looks available for weapons and spells.

Flysprite	Anim len	Looks like
100	1	Boulder
109	1	Arrow
110	1	Javelin
111	1	Sling stone
133	4	Fire swirl
137	4	Frost swirl
141	8	Multi colored swirl
210	4	Lightning bolt
274	4	Bane fire arrow
304	4	Blade wind missile
313	4	Sticky goo
339	3	Evil death thingy
350	4	Fire arrow
354	4	Fire javelin
362	4	Fire boulder
395	4	Elf shot
403	1	Blow gun needle
404	3	Green gooey missile
411	4	Throwing axe
416	3	Web
419	1	Vine arrow

Table 5: Some flysprites available for missile weapons.

4.23 #fire

This weapon does fire damage only. A fire immune being will take no damage from this weapon.

4.24 #flail

The weapon has an attack bonus against shields.

4.25 #flyspr <flysprite nbr> <animation length>

Use this command to set how the arrow looks like for a missile weapon. Table 5 shows some numbers that can be used for missile weapons.

4.26 #len <length>

Sets the length of the weapon. This should be a value between 0 (fist) and 6 (pike), a spear has a value of 4.

4.27 #magic

This is a magic weapon that can harm ethereal units with ease.

4.28 #nostr

The strength of the weapon wielder will not be added to the damage. This is normally used for missile weapons such as bows, slings and crossbows.

4.29 #nratt <nbr of attacks>

Sets the number of attack for a weapon. For slow missile weapons set this value to -2 for every other round or -3 for every third round.

4.30 #poison

Gives poison immune beings immunity to this weapon. Do not use this command if you want to create a normal poisoned weapon, use #secondaryeffect instead.

4.31   #range <range>

Sets the maximum firing range for a missile weapon. This command also turns the weapon into a missile weapon that cannot be used in meele combat. A short bow has a range of 30.

4.32   #rcost <resources>

Sets the resource cost for the weapon.

4.33   #twohanded

Makes it a twohanded weapon. This means the weapon cannot be combined with a shield if you have only two arms.

4.34   #shock

This weapon does shock damage only. A shock immune being will take no damage from this weapon.

4.35   #sound <sample nbr>

The sample that will sound when this weapon strikes. Some commonly used sounds can be found in table 6.

4.36   #secondaryeffect <effect nbr>

This secondary effect will affect anyone harmed by the weapon. See table 7 for some effects. The effects are actually also weapons and share the same numbers as all other weapons.

4.37   #secondaryeffectalways <effect nbr>

This secondary effect will affect anyone attacked by the weapon, no matter if it was a hit or not. See table 7 for some effects. Only one of #secondaryeffectalways and #secondaryeffect can be used. Usually you want to use the always variant with area effects and the other with non area effects.

5   Armor Modding

5.1   #selectarmor "<armor name>" | <armor nbr>

Selects the armor that will be affected by the following modding commands. End modding this armor with the

Sample nbr	Sound effect
7	Dagger
8	Sword
9	Whip
10	Club, axe
11	Flail, morning star
12	Spear, pike
13	Crossbow, arbalest
14	Bow
15	Sling
16	Fire flare
18	Life drain
19	Javelin
20	Banshee
21	Frost blast
22	Mind blast
24	Electricity
29	Elf shot
38	Claw, bite, kick
46	Blow pipe
50	Serpent
78	Lion
83	Bog Beast
87	Vine

Table 6: Some sound effects available for weapons and spells.

#end command.

To find out what the number of a particular unit's armor, look at the unit's stats in the game and press shift+i.

5.2   #newarmor <armor nbr>

Armor nbr should be a number between 200 and 399. It mustn't be the same as any other armor. This new armor will be affected by the following modding commands and there should be an *#end* command at the end.

5.3   #end

Always use this command at the end of modifying an armor.

5.4   #name "<name>"

This must be the first command for every new armor. It sets the name of the armor.

Effect nbr	Type of effect
50	Weak Poison
51	Strong Poison
52	Death Poison
53	Delibitative Poison
54	Paralyzing Poison
64	Decay
104	Area Petrification
114	Small Area Shock
137	Entanglement
143	Disease (non resistable)
171	Small Area Fire
216	Fire (AP 8)
221	Fire (AP 12)
222	Cold (AP 12)
232	Shock (AN 10)
232	Small Area Holyfire
255	Area Fear
306	Weakness
342	Poison Ink
361	Small Area Frost

Table 7: Some secondary effects available to weapons.

Armor Name
Helmet
Full Helmet
Leather Cuirass
Ring Mail Cuirass
Scale Mail Cuirass
Chain Mail Cuirass
Plate Cuirass
Leather Hauberk
Ring Mail Hauberk
Scale Mail Hauberk
Chain Mail Hauberk
Plate Hauberk
Full Leather Armor
Full Ring Mail
Full Scale Mail
Full Chain Mail
Full Plate Mail
Buckler
Round Shield
Kite Shield
Tower Shield

Table 8: Common armors

5.5 #type <type>

Type 4=shield, 5=body armor, 6=helmet.

5.6 #prot <protection>

Sets the protection value of the armor. A chain mail cuirass has a protection value of 9.

5.7 #def <defence>

Sets the defence bonus. A chain mail cuirass has a defence bonus of -1. For shields, use this command to set parry value.

5.8 #enc <encumbrance>

Set the encumbrance value. A chain mail cuirass has an encumbrance of 1. For shields, use this command to set defence penalty (e.g. "#enc 2" means defence -2).

5.9 #rcost <resources>

Sets the resource cost for the armor.

6 Monster Modding, Basic

6.1 #selectmonster "<monster name>" | <monster nbr>

Selects the monster that will be affected by the following modding commands. End modding this unit with the *#end* command.

To find out what number a particular unit has, look at his stats in the game and press shift+i.

6.2 #newmonster <monster nbr>

Monster nbr should be a number between 2000 and 2999. It mustn't be the same as any other monster. This new monster will be affected by the following modding commands and there should be an *#end* command at the end.

6.3 #end

Always use this command at the end of modifying a monster.

6.4   #name "<name>"

This must be the first command for every new monster. It sets the name of the monster.

6.5   #spr1 "<imgfile>"

The file name of the normal image for the monster. The size of the image should be 8, 16, 32, 64 or 128 pixels wide/high. A human being should be about 32 pixels high and there should be 2 pixels of free space between his feet and the bottom of the image.

6.6   #spr2 "<imgfile>"

The file name of the attack image for the monster. If this is not set, then spr1 will be used for this image too.

6.7   #descr "<text description>"

This is the text information that is displayed when you view the monster stats.

6.8   #ap <action points>

The number of action points when the monster is unencumbered. This should be about 12 for a human, 20 for a knight or 25 for light cavalry.

6.9   #mapmove <provinces per turn>

The speed at which the monster travels on the map. This should be 1 for heavy infantry, 2 for a lightly armed human or knights and 3 for light cavalry.

6.10   #hp <hit points>

The maximum number of hit points for the monster. A normal human has 10 hit points, a giant has 30 hit points and a huge dragon has 125 hit points.

6.11   #prot <protection>

The monster's natural protection. This value should be 0 for all humans, 5 for a lizardman or about 18 for a huge and scaly dragon.

6.12   #size <size>

The size of the monster. 1=hobbit, 2=human, 3=cavalry, 4=giant, 6=dragon or a sphinx.

6.13   #str <strength>

The strength of the monster. A normal human soldier has 10, a giant has 20 and a dragon has 25.

6.14   #enc <encumbrance>

The basic encumbrance of the monster. Normal humans have 3 and undead beings or machines have 0. Monsters with 0 encumbrance never get exhausted by fighting.

6.15   #att <attack skill>

The basic attack skill of the monster. A normal human soldier has 10 and only the elite of the elite may have 15. The most skilled human unit in the game is the Emerald Lord with attack 15 and defence 14. A dragon has attack 15 and defence 12,

6.16   #def <defence skill>

The basic defence skill of the monster. A normal human soldier has 10.

6.17   #prec <precision>

The basic precision of the monster. A normal human archer has 10.

6.18   #mr <magic resistance>

The magic resistance of the monster. A normal human has 10, 1st level mages have 13 and 3rd level mages have 15. No one has magic resistance above 18, except some astral beings from R'lyeh who may have up to 20.

6.19   #mor <morale>

The morale of the monster. A normal human soldier has morale 10, a satyr of Pangaea has 8 and a fierce minotaur has 13. Giving a monster 50 in morale makes it mindless and prone to dissolvement due to lack of proper leadership. Undeads with mind but nothing to lose usually have 30 in morale.

6.20   #gcost <gold>

The cost in gold. This is also the cost in design points for pretenders. Most human troops have a gold cost of ten.

6.21   #rcost <resources>

The cost in resources. The resource cost of weapons and armors will be added to this. Most human troops have a rcost of one.

6.22   #pathcost <design points>

The cost for a new path in design points when this monster is used as a god. Standard is a value between 10 (arch mage) and 80 (dragon). By using this command the monster will also be selectable as a god.

6.23   #startdom <dominion strength>

The default dominion strength this monster is used as a god. Standard is a value between 1 (arch mage) and 4 (oracle). By using this command the monster will also be selectable as a god.

6.24   #weapon   "<weapon   name>" | <weapon nbr>

Equips the monster with this weapon. A monster can have up to four weapons and all melee weapons will be used simultaneously. All weapons found in Dominions can be used, but some different weapons have the same name so you might have to use the weapon number instead. The most common manufactured weapons can be found in table 1 and the most common natural weapons can be found in table 3.

Press shift+i when viewing a unit's stats to find out the weapon, armor and monster number for that particular unit.

6.25   #armor "<armor name>"

Equips the monster with this armor. A monster can have up to three armors. One helm, one body armor and one shield. Some common armors can be seen in table 8.

7   Monster Modding, Advanced

A word of warning on monster modding. A single monster can only have a limited number of special abilities so don't put them all on the same monster. This is especially apparent on gods as dominions strength and path costs are special abilities too.

7.1   #ambidextrous <bonus>

This monster gets reduce attack penalty when using two weapons. A normal bonus value is two or three.

7.2   #amphibian

This monster can travel both under and over water.

7.3   #animal

Indicates that the monster is an animal. Animals are affected by the animal awe power.

7.4   #animalawe <bonus>

Bonus can be a value of one or more. A bonus of one means that animals with a morale of 11 has about 50% chance of daring to strike. A bonus of 10 means that you need a morale of 20 to get a 50% chance. Standard value is 1.

7.5   #awe <bonus>

Bonus can be a value of one or more. A bonus of one means that people with a morale of 11 has about 50% chance of daring to strike. A bonus of 10 means that you need a morale of 20 to get a 50% chance. Standard value is 1.

7.6   #aquatic

This monster can only live under water.

7.7   #assassin

This monster is an assassin. Should be combined with stealth in order to be meaningful.

7.8   #berserk <bonus>

This monster can go berserk like a barbarian chief or a minotaur. The bonus value will be added to strength, attack and subtracted from defence. A normal bonus value is 3.

7.9   #blind

This monster has no eyes and cannot be affected by blindness.

7.10   #castledef <bonus>

Gives a castle defence bonus to the monster. This makes him specially apt to defend castles.

7.11   #clear

Removes all weapons, armors, stats, magic skills and special abilities from the monster. A useful command when modifying an existing monster.

7.12   #clearmagic

Removes all magic skills from the active monster.

7.13   #clearspec

Removes all special abilities from the active monster. The special abilities are stuff like Holy, Fire Resistance, Awe, etc.

7.14   #copystats <from>

Copies all weapons, armors, stats, magic skills and special abilities from an existing monster. The existing monster can be a monster that has been created previously in the mod.

7.15   #copyspr <from>

Copies the sprite from an existing monster to the current one. Do not use this if you intend to change the sprite using the #spr1 command as it would change the looks of both monsters then.

7.16   #cold

This monster is surrounded by cold like a Winter Wolf.

7.17   #coldblood

Cold blooded like the lizards of C'tis.

7.18   #coldres <percent>

Grants cold resistance to the monster.

Number	Magic Path
128	Fire mask
256	Air mask
512	Water mask
1024	Earth mask
2048	Astral mask
4096	Death mask
8192	Nature mask
16384	Blood mask
32768	Priest mask

Table 9: Path masks

7.19   #custommagic <path mask> <chance>

Gives a chance for another magic skill to the active monster. The path mask must be a number from table 9 or a sum of multiple masks from this table. Chance should be a number from 1 to 100. Use this command multiple times for many random picks. E.g. use path mask 384 and chance 50 to give a commander a 50% chance of getting one level higher in fire or air magic.

7.20   #demon

This monster is a demon.

7.21   #diseasecloud <size>

Monster is surrounded by a disease cloud. Standard size is 6.

7.22   #domsummon "<monster name>" | <monster nbr>

Summon a number of monsters each month spent inside friendly dominion. The amount summoned is a dominion strength sided open ended die roll.

7.23   #domsummon2 "<monster name>" | <monster nbr>

Half as effective as #domsummon.

7.24   #domsummon20 "<monster name>" | <monster nbr>

A twentieth as effective as #domsummon.

10

7.25 #douse <bonus>

This monster gets a blood magic bonus when searching for blood slaves. Works like a Sanguine Dousing Rod (bonus = 1).

7.26 #entangle

Anyone striking this monster might get entangled.

7.27 #eyeloss

Anyone striking this monster might lose an eye.

7.28 #ethereal

This monster is ethereal.

7.29 #eyes <nbr of eyes>

Sets the number of eyes for a monster. Number of eyes must be at least one. The number of eyes affects how easily a monster goes blind by battle afflictions.

7.30 #fireshield <dmg>

Anyone striking this monster will take dmg points of armor piercing damage. Standard for fire shields are 8.

7.31 #fear <value>

This monster is very fearsome. A high value indicates higher fear. Standard is 0.

7.32 #female

Being female is a minor advantage that makes you immune to being charmed by the Succubus. Commanders with this tag also gets feminine names.

7.33 #fireres <percent>

Grants fire resistance to the monster.

7.34 #firstshape "<monster name>" | <monster nbr>

This monster will change shape to its first shape when it feels ok. Werewolves have this ability in their wolf shapes.

7.35 #flying

This monster can fly.

7.36 #forestsurvival

Monster has the forest survival skill.

7.37 #forgebonus <percent>

Makes it cheaper to create magic items.

7.38 #gemprod <type> <number>

This monster produces a number of magic gems each month. The type ranges from 0 (fire gems) to 7 (blood slaves).

7.39 #heal

Grants Pangaea-like healing powers to the monster.

7.40 #healer <percent>

Makes a commander the heal others ability (like Arcoscephale's priestess). The percent value is the chance of success for every unit in the province.

7.41 #heat

This monster is surrounded by heat like an Abysian.

7.42 #holy

Holy troops can be blessed by priests.

7.43 #horrormark

Anyone striking this monster might get horror marked.

7.44 #iceprot <prot>

Protection varies with coldness. The prot value is added or subtracted for every step on the cold scale.

7.45 #illusion

Gives a monster glamour. These monsters cannot be discovered by scouts and have a mirror image protection in battles.

7.46 #immobile

This monster is immobile like the Sphinx.

7.47 #immortal

This monster is immortal like a Lich.

7.48 #inanimate

Inanimate beings are immune to some spells.

7.49 #incunrest <value>

The monster will increase or decrease unrest at his location. The value is the amount increased per month. A negative can be used to decrease unrest instead.

7.50 #itemslots <slot value>

Value	Item Slots
1	Nothing
2	1 hand
6	2 hands
14	3 hands
30	4 hands
128	1 head
384	2 heads
1024	1 body
2048	1 feet
4096	1 misc
12288	2 miscs
28672	3 miscs
61440	4 miscs
3206	2 hands, head, body, feet
13574	2 hands, head, body, 2 misc
15494	2 hands, head, body, feet, 2 misc

Table 10: Item slot values

Sets which item slots are available for this monster. See table 10 for useful slot values. If you want to have 2 hand slots and 1 body slot then just add those two numbers together. Never add 1 hand and 1 hand, use the 2 hands value instead. The bottom three entries in the table are some precalcuated values for your convenience. Never use the nothing value, unless you really want no slots at all. You can omit this command if you want the standard 2 hands, 1 head, 1 body, 1 feet and 2 misc.

7.51 #magicbeing

This monster is a magic being.

7.52 #magicboost <path> <boost>

Gives a boost or reduction to the monsters magic ability for one or all magic paths. The boost can be from -5 to 5 levels. See table 11 for path numbers (0-9) . Use number 53 as path to boost all paths at once.

7.53 #magicskill <path> <level>

Number	Magic Path
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood
8	Priest
50	Random
51	Elemental
52	Sorcery

Table 11: The numbers of the magic paths

Gives a magic skill to the active monster. The path must be a number from table 11 and level should be a number from 1 to 10. If the monster already has this magic skill then the old level will be replaced by the new one, unless it is a random skill.

7.54 #makemonster1 "<monster name>" | <monster nbr>

Gives the monster a special order that can summon a monster per month. #makemonster2 to #makemonster5 can also be used to summon more monsters per months.

7.55 #maxage <age>

This maximum age for a monster. After this age it will risk getting afflicitions and eventually die. Default is 50.

7.56   #mountainsurvival

Monster has the mountain survival skill.

7.57   #mounted

Indicates the monster is mounted. Mounted monsters do not suffer from armor encumbrance but should have about two extra in basic encumbrance.

7.58   #nametype <name type nbr>

Number	Type of Name
100	Misc male
101	Abysian
102	Man male
103	Man female
104	Ulm male
105	Undead
106	Pythium male
107	Arcoscephale male
108	Arcoscephale female
109	Pangaea male
110	Pangaea female
111	Caelum male
112	Caelum female
113	C'tis male
114	Marignon male
115	Jotunheim male
116	Jotunheim female
117	Deep one
118	Pythium female
119	Misc female

Table 12: Name type numbers part 1

Sets the type of random name that this monster gets when it's a commander. For name numbers and their meaning see table 12. If you do not set the name type explicitly, then Dominions will take a guess based on gender, size, resistances and sometimes come up with the correct result anyway.

7.59   #neednoteat

This monster doesn't need any food and doesn't consume any supplies. To create a monster that cannot starve but still eats, combine this effect with a negative supplybonus.

Number	Type of Name
120	C'tis female
121	T'ien Chi male
122	T'ien Chi female
123	Mictlan male
124	Mictlan female
125	Machaka female
126	Machaka male
126	Machaka male
127	Custom name list
128	Custom name list
129	Monkey male
130	Monkey female
131	Enigma male
132	Enigma female
133	Japanese male
134	Japanese female
135	Amazon
136	Sauromatia
137	Marverni male
138	Marverni female
139	Angels
140	Demons

Table 13: Name type numbers part 2

7.60   #nobadevents <value>

The monster will reduce the chance of negative events in his current province. The value is the percent chance of negating a possible bad event.

7.61   #noheal

This monster does not heal naturally. If it is a magic being it will heal if it is located in a province with a lab.

7.62   #noitem

This monster can only use misc items.

7.63   #older <age>

Makes the monster start somewhat older or younger than its calculated start age.

7.64   #pillagebonus <value>

A monster with this ability exceeds at pillaging. A barbarian has a pillage bonus of one which makes them count as one man extra when it comes to pillaging.

7.65   #poisonarmor

Anyone striking this monster with short weapons will get poisoned.

7.66   #poisoncloud <size>

Monster is surrounded by a poison cloud. Standard size is 6.

7.67   #poisonres <percent>

Grants poison resistance to the monster. Currently the monster gets full immunity no matter what the percentage used.

7.68   #pooramphibian

This monster can travel under water, but is hindered by it.

7.69   #regeneration <percent>

This monster regenerates like a troll. The percent value indicates how many percent of his hit points are regenerated every turn. The standard value is 10.

7.70   #reinvigoration <points>

Reduces the fatigue by this amount every turn in battle. This value can be negative to gain extra fatigue in battle instead.

7.71   #researchbonus <value>

Makes a commander better or worse at magic research. A sage has a value of 4.

7.72   #ressize <size>

Use this command with a size value of 2 to give a cavalryman resource cost caclulated on size 2 instead of 3. Size should be a number between 1 and 6.

7.73   #restrictedgod <nation nbr>

This monster can be chosen as a god but only by this nation. See table 19 for a list of nation numbers.

7.74   #sailing

A commander with this ability is able to sail over one sea province.

7.75   #secondshape "<monster name>" | <monster nbr>

This monster will assume another shape when it gets seriously wounded. Remember to give the other shape the #firstshape command if you want it to return to the primary form when it feels better. Werewolves and elementals use this ability.

7.76   #secondtmpshape "<monster name>" | <monster nbr>

This monster will transform into another monster when it is killed in battle. This other monster will be removed after battle. Serpent Cataphracts use this ability.

7.77   #seduce <value>

Gives the monster the ability to seduce like a Nagini. The value indicates the difficulty of the morale check, 10 is standard.

7.78   #shapechange "<monster name>" | <monster nbr>

This monster is able to change shape to and from another monster at will. The other monster is also affected by this command. Dragons use this ability.

7.79   #shockres <percent>

Grants shock resistance to the monster.

7.80   #siegebonus <value>

A value of ten will make this monster count as ten extra humans when it comes to breaking down castle gates.

7.81   #spreaddom <candles>

The candles value should usually be one, meaning the monster spreads as much dominion as one prophet.

7.82   #spy

This monster is a spy. Should be combined with stealthy in order to be meaningful.

7.83   #standard <size>

Common standard sizes are 5 to 15. People within this area will recover lost morale.

7.84   #startage <age>

The start age for a monster. Usually there is no need to set this as it will be calculated automatically depending on startage and skills. An age of zero clears this command and an age of -1 sets start age to zero.

7.85   #stealthy <bonus>

This monster can sneak into enemy provinces. Bonus is a bonus that makes it harder to detect the unit. The normal bonus is 0 and a hard to detect spy has 20.

7.86   #succubus <value>

Gives the monster the ability to seduce like a Succubus (i.e. flies home with victim). The value indicates the difficulty of the morale check, 10 is standard.

7.87   #summon1 "<monster name>" | <monster nbr>

Automatically summon one monster each month.

7.88   #summon5 "<monster name>" | <monster nbr>

Automatically summons five monsters each month.

7.89   #supplybonus <value>

A monster with this ability produces extra supplies. A negative value can also be used which will make the monster consume more supplies than usual.

7.90   #swampsurvival

Monster has the swamp survival skill.

7.91   #trample

This monster can trample smaller beings.

7.92   #undead

This monster is an undead.

7.93   #wastesurvival

Monster has the waste survival skill.

8   Monster Modding, Leadership

8.1   #noleader

This monster cannot lead units when it is a commander. Use this for scouts and assassins.

8.2   #poorleader

Leadership value 10. This is the standard value for mages.

8.3   #okleader

Leadership value 40. This is the default value and it is the standard for non elite commanders.

8.4   #goodleader

Leadership value 80.

8.5   #expertleader

Leadership value 120.

8.6   #superiorleader

Leadership value 160.

8.7   #nomagicleader

This monster cannot lead magic units when it is a commander (unless it it is a mage). This is the default.

8.8 #poormagicleader

This monster has an inate ability to command 10 magic beings. This is a very rare ability that only the most magic beings possesses.

8.9 #okmagicleader

This monster has an inate ability to command 25 magic beings. This is a very rare ability that only the most magic beings possesses.

8.10 #goodmagicleader

This monster has an inate ability to command 50 magic beings. This is a very rare ability that only the most magic beings possesses.

8.11 #expertmagicleader

This monster has an inate ability to command 75 magic beings. This is a very rare ability that only the most magic beings possesses.

8.12 #superiormagicleader

This monster has an inate ability to command 125 magic beings. This is a very rare ability that only the most magic beings possesses.

8.13 #noundeadleader

This monster cannot lead undead units when it is a commander (unless it it is a death or blood mage). This is the default.

8.14 #poorundeadleader

This monster has an inate ability to command 10 undead beings. This is a rare ability that usually only demons or undead beings possesses.

8.15 #okundeadleader

This monster has an inate ability to command 25 undead beings. This is a rare ability that usually only demons or undead beings possesses.

8.16 #goodundeadleader

This monster has an inate ability to command 50 undead beings. This is a rare ability that usually only demons or undead beings possesses.

8.17 #expertundeadleader

This monster has an inate ability to command 75 undead beings. This is a rare ability that usually only demons or undead beings possesses.

8.18 #superiorundeadleader

This monster has an inate ability to command 125 undead beings. This is a rare ability that usually only demons or undead beings possesses.

9 Spell Modding

9.1 #selectspell "<spell name>" | <spell nbr>

Selects an existing spell that will be affected by the following modding commands. End modding this spell with the *#end* command.

9.2 #newspell

Creates a new spell and selects it for modding by the following commands. End creating the spell with the *#end* command.

9.3 #end

Always use this command at the end of modifying a spell.

9.4 #clear

Clears the current spell.

9.5 #copyspell "<spell name>" | <spell nbr>

Copies all stats including name from the specified spell to the current spell.

9.6 #name "<new spell name>"

Sets the name for the active spell. Changing name of a spell will remove its description as well, so make sure to set name before description.

9.7 #descr "<new spell name>"

A text description of the spell.

9.8 #school <school nbr>

Magic school for this spell. The number ranges from -1 to 7, see table 14.

-1	Cannot be researched
0	Conjuration
1	Alteration
2	Evocation
3	Construction
4	Enchantment
5	Thaumaturgy
6	Blood
7	Divine

Table 14: Magic Schools

9.9 #researchlevel <level>

Level of research required to learn this spell. The level should be a number between 0 and 9.

9.10 #path <reqnr> <path nbr>

The path of the spell. Reqnr should be 0 for the first required path and 1 for the second required path. The path nbr should be a number between -1 and 9, see table 15.

9.11 #pathlevel <reqnr> <level>

Level required to cast this spell.

9.12 #aoe <squares>

Sets the area of effect for this spell. Add 1000 to this value to give larger areas to more powerful casters. E.g. 1001 means area = 1+1/level of caster (area would be 2 for a level 1 mage). A value of 666 means that the entire

-1	None
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood
8	Holy

Table 15: Magic Paths

battlefield is affected. 663 means that 50% of all squares are affected, 665 = 25%, 664 = 10%, 662 = 5%.

9.13 #damage <dmg>

Set the damage for this spell. Add 1000 to dmg to make the damage be variable with the level of the caster. Damage means damage for damage spells, but it can also mean many other things for different spells. E.g. summoning spells uses this value to determine which monster is summoned.

9.14 #effect <eff>

Set the effect of the spell. The most common eff values can be seen in table 16 and 17. Value higher than 10000 are rituals and those lower are combat spells. There are many other values that can be used, but these are the only documented ones for now.

1	Summon monster
2	Damage spell
3	Stun damage
7	Poison damage
13	Healing
20	Blink
24	Holy damage
28	Enslave
29	Charm
31	Summon independent
43	Border summon
73	Anti magic damage
103	Drain life

Table 16: Effect values for combat spells

10001	Summon monster
10019	Teleport
10021	Summon commander
10035	Crossbreed
10037	Farsummon
10038	Indep. farsummon
10039	Gift of Reason
10050	Assassination
10063	Build fort
10077	Army teleport

Table 17: Effect values for rituals

9.15   #fatiguecost <fat>

Set the fatigue cost for this spell. Every 100 in fatigue cost raises the required number of gems or blood slaves by one.

9.16   #flightspr <fx nbr>

Set the particle effect to be used when this spell is flying. -1 = strikes target instantly. Fx nbr should be a value between 10000 and 10257, see table 4.

9.17   #explspr <fx nbr>

Set the particle effect to be used when this spell explodes. -1 = no explosion. See table 4 to find a suitable explosion.

9.18   #nreff <nbr of effects>

Sets the number of effects for this spell. For summoning spells this determines how many creates are summoned. Add 1000 to this value to give more porwerful casters more effects.

9.19   #range <range>

Sets the range for this spell. Add 5000 to this value to give longer range (5 extra per level) to more powerful casters.

9.20   #precision <prec>

Set the precision for this spell.

9.21   #sound <sample nbr>

The sample that will sound when this spell is cast. Samples have the same number as the weapon samples, see table 6.

9.22   #spec <spec nbr>

Sets the special abilites of a spell. 8388608 is a useful number and it means that the spell can be cast under water. 64 is armor piercing, 128 is armor negating and 4096 means MR negates. Add values together to make combinations.

9.23   #restricted <nation nbr>

Spell will only be available for this nation. You can use up to three of these commands for a single spell and thus enabling up to three nations to research the spell.

10   Magic Item Modding

10.1   #selectitem "<magic item name>" | <magic item number>

Selects the magic item that will be affected by the following modding commands. End modding this item with the *#end* command. In the game you can press shift+I when viewing a magic item to see what number it has.

10.2   #end

Always use this command at the end of modifying a spell.

10.3   #constlevel <level>

Level of construction required to forge this item. This level can be 0,2,4,6,8 or 12 for items that cannot be forged. To disable a item, set this value to 12.

10.4   #mainpath <path>

Main path required to forge this magic item. The path is a number from 0 to 7 from table 15.

10.5 #mainlevel <path>

Main path level requirement to forge forge this magic item. The level can be anything from 1 to 6. The cost of forging the magic item also depends on the level requirements.

10.6 #secondarypath <path>

Secondary path required to forge this magic item. The path is a number from -1 to 7 from table 15.

10.7 #secondarylevel <path>

Secondary path level requirement to forge forge this magic item. The level can be anything from 1 to 6. The cost of forging the magic item also depends on the level requirements.

11 Name Modding

11.1 #selectnametype <nametype nbr>

Selects the nametype that will be affected by the following modding commands. Nametype nbr is a number between 100 and 149. See table 12. Number 127,128 and the high unlisted numbers can be used to make your own name tables without altering the existing ones.

11.2 #end

Always use this command at the end of modifying a nametype.

11.3 #addname "name"

Adds a name to the selected nametype.

11.4 #clear

Removes all names from the selected nametype.

12 Magic Site Modding

12.1 #selectsite "<site name>" | <site nbr>

Selects the magic site that will be affected by the following modding commands. End modding this site with the *#end*.

12.2 #newsite <site nbr>

Site nbr should be a number between 750 and 999. It mustn't be the same as any other site. This new site will be affected by the following modding commands and there should be an *#end* command at the end.

12.3 #end

Always use this command at the end of modifying a site.

12.4 #name "<name>"

This must be the first command for every new site. It sets the name of the site.

12.5 #path <path nbr>

Path number should be a number between 0 and 8, see table 15.

12.6 #level <level>

Level should be a number between 0 and 4 and is the level required to find the site.

12.7 #rarity <rarity>

Rarity should be 0 for common, 1 for uncommon, 2 for rare or 5 for sites that are never used as a random site.

12.8 #loc <locmask>

This command can restrict the random placement of a site to certain terrains or flag the site as unique. Useful numbers are 511 for site can be everywhere (default) and 479 for site can be anywhere but in a sea. You can calculate your own locmask by adding all places your site is allowed to appear in on table 19. The value Unique is special and indicates that there can only be one of that site in a given world.

12.9 #gems <path> <amount>

Gives gem income to the magic site. Path should be a number between 0 and 7.

12.10 #homemon <monster nbr>

Adds a monster that can be recruited by the original owner of this site only.

1	Plain
2	Forest
4	Mountain
8	Waste
16	Farm
32	Sea
64	Coast
128	Swamp
256	Deep sea
512	Coast
16384	Unique

Table 18: locmask

12.11   #homecom <monster nbr>

Adds a monster that can be recruited as commander by the original owner of this site only.

12.12   #gold <amount>

Adds a gold income to the site.

12.13   #res <amount>

Adds a resource bonus to the site.

13   Nation Modding

13.1   #indepflag "<imgfile>"

Replace the flag of independents with an image. The image must be 32 pixels wide and 64 pixels high. The flag should be positioned at the bottom of this image. This command is special in that it should be used when no nation is selected, i.e. before #selectnation.

13.2   #selectnation <nation nbr>

Selects the nation that will be affected by the following modding commands. End modding this nation with the *#end* command.

Nation number is a number between 0 and 79. See table 19 and the two following tables for currently used numbers. You can use number 67 to 79 in order to create new nations without overwriting an existing one. Numbers 23 to 25 are used for various independents and monsters in the game and cannot be used for modding.

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 19: Nation numbers, early era

13.3   #end

Always use this command at the end of modifying a nation.

13.4   #name "<nation name>"

Sets the name of the nation. Even though the name of a nation is changed the file names for the 2h and trn files will be the same as the old nation's. If the name is changed, then this must be the first command when modifying the nation.

13.5   #epithet "<nation name>"

Sets the epithet of a nation, e.g. "Enigma of Steel" for Ulm.

13.6   #era <era nbr>

Which era should this nation appear in. 1 = early, 2 = mid, 3 = late or 0 to disable the nation. Two nations with

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 20: 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 21: Nation numbers, late era

the same name cannot be in the same era. If you change this it must be set right after #name and #epithet.

13.7 #descr "<nation name>"

A full description of the nation.

13.8 #summary "<nation name>"

A summary of the benefits and dominion themes of the nation.

13.9 #brief "<nation name>"

A very brief description for popups.

13.10 #flag "<imgfile>"

Replace the flag with an image. The image must be 32 pixels wide and 64 pixels high. The flag should be positioned at the bottom of this image.

13.11 #color <red> <green> <blue>

Each color is a number between 0.0 and 1.0. This color is used for the score graphs.

13.12 #clearnation

Clears away all special settings for the nation, like ideal cold, reanimating priests, underwater nation, starting sites, heroes, local defence, fort type, etc. The list of recruitable units and commanders is not cleared with this command.

13.13 #clearrec

Clears the list of recruitable units and commanders for this nation.

13.14 #clearsites

Clears all start sites for this nation.

13.15 #addrecunit "<monster name>" | <monster nbr>

Add a unit to the list of recruitable units for this nation.

13.16 #addreccom "<monster name>" | <monster nbr>

Add a unit to the list of recruitable commanders for this nation.

13.17 #bloodnation

Hint to AI player. Makes the AI more likly to research blood magic and hunt for blood slaves. Mictlan has this hint.

13.18 #defcom1 "<monster name>" | <monster nbr>

Commander for local defence. This command also removes all old defence settings and must be used when changing the defence composition.

13.19 #defcom2 "<monster name>" | <monster nbr>

Extra commander for local defence >= 20.

13.20 #defunit1 "<monster name>" | <monster nbr>

Standard unit for local defence.

13.21 #defunit1b "<monster name>" | <monster nbr>

Second type of standard unit for local defence.

13.22 #defunit2 "<monster name>" | <monster nbr>

Bonus units for local defence >= 20.

13.23 #defunit2b "<monster name>" | <monster nbr>

Second type of bonus units for local defence >= 20.

13.24 #defmult1 <mult>

Number of units per 10 points of defence. E.g. #defmult1 20 will yield 2 units per point of defence, which is also the default.

13.25 #defmult1b <mult>

Number of units per 10 points of defence for second unit type.

13.26 #defmult2 <mult>

Number of bonus units per 10 points of defence >= 20.

13.27 #defmult2b <mult>

Number of units per 10 points of defence >= 20 for second unit type.

13.28 #dyingdom

Dominion is dying and needs blood sacrifice. Temples have no effect here, except if blood sacrifices are performed there or if a priest preaches there. Mictlan has a dominion like this combined with #nopreach and #sacrificedom.

13.29 #hero1 <monster nbr>

Gives a hero to the modded nation. Use hero1 ... hero5 for up to five different heroes. Use monster nbr -1 to remove a hero.

13.30 #idealcold <cold>

Sets the prefered level of cold for the nation. This ranges from -3 (very hot) to 3 (very cold).

13.31 #mapbackground "<imgfile>"

Set the image that should be used as map background. A suitable size for the background is 512x512 or 1024x1024 pixels. Sizes in between will become somewhat fuzzy as they will be resized to a suitable size.

13.32 #multihero1 <monster nbr>

Gives a multihero to the modded nation. Use multihero1 or multihero2 for up to two different multiheroes. A multihero is a hero that never runs out, i.e. there is an infinite supply of that type of hero.

13.33   #nodeathsupply

A death scale does not adversely affect supplies. Abysia has this ability.

13.34   #nopreach

Priests of this nation cannot preach. Mictlan has this disadvantage.

13.35   #startcom "<monster name>" | <monster nbr>

The nation will start with this commander. This command also removes all old start troops and must be used when changing start units.

13.36   #startscout "<monster name>" | <monster nbr>

The nation will start with this unit as an extra commander.

13.37   #startsite "site name"

Site name	Effect
Tar Pits	1 fire gem
The Sun Below	4 fire gems
Thunder Oak	1 air gem
The Whirlwind of Cyclon	4 air gems
Weeping Stone	1 water gem
Mercury Pond	2 water gems
The Water Sphere	3 water gems
Mineral Cave	1 earth gem
The Deepest Mine	4 earth gems
Painted Cave	1 astral pearl
The Mountain of the Past	4 astral pearls
Burial Mound	1 death gem
Tomb of the Ancients	4 death gems
Glen of Verdant Greenery	1 nature gem
Garden of Weeping Roses	2 nature gems
The Previous Forest	4 nature gems

Table 22: Magic Sites

Adds a start site for this nation. Table 22 shows some suitable start sites. This command can be used up to 4 times for multiple start sites.

13.38   #startunittype1 "<monster name>" | <monster nbr>

The commander will have units of this type.

13.39   #startunitnbrs1 <nbr of units>

The number of start units. Default is 20 units.

13.40   #startunittype2 "<monster name>" | <monster nbr>

The commander will have a second squad with these units.

13.41   #startunitnbrs2 <nbr of units>

The number of start units in the second squad. Default is 20 units.

13.42   #castleprod <bonus>

Resource bonus for forts. Ulm has 25 in this, meaning they get 25% more resources in their fortified provinces than another nation with the same fort. Default is 0.

13.43   #sacrificedom

Priests of this nation can make blood sacrifices to increase dominion. Mictlan has this benefit.

13.44   #uwnation

Underwater nation. Capital will be in an underwater province.

13.45   #templepic <pic nbr>

Temple should look like this. Look at table 23 for some pic nbr values.

13.46   #startfort <fort nbr>

Start with this type of fort. See the Map Editing manual to see a table of fort numbers.

13.47   #defaultfort <fort nbr>

Newly built forts will be of this type.

Pic nbr	Temple look
0	Pyramid with stairs
1	Underwater
2	Greek
3	Hut
4	Mountain castle
5	Golden
6	Greek
7	Foreboding
8	Temple ruins
9	Cathedral
10	Forest
11	Hut
13	Eye of the void
14	Inka
15	Far east
16	Pyramidish
17	Crystal
18	Far East

Table 23: Temple pictures

13.48   #farmfort <fort nbr>

Newly built forts in farmlands will be of this type.

13.49   #mountainfort <fort nbr>

Newly built forts in mountains will be of this type.

13.50   #forestfort <fort nbr>

Newly built forts in forests will be of this type.

13.51   #swampfort <fort nbr>

Newly built forts in swamps will be of this type.

13.52   #uwfort <fort nbr>

Newly built forts in underwater provinces will be of this type.

13.53   #deepfort <fort nbr>

Newly built forts in deep underwater provinces will be of this type.

14   General Modding

14.1   #poppergold <people>

The amount of people required for one pound of gold in taxes. Default is 100.

14.2   #resourcemult <percent>

A multipler for the amount of resource found in a land. Default is 100.

14.3   #supplymult <percent>

A multipler for the amount of supplies found in a land. Default is 100.

14.4   #unresthalfinc <unrest level>

The amount of unrest that cuts income in half. Default is 50.

14.5   #unresthalfres <unrest level>

The amount of unrest that cuts resources in half. Default is 100.

14.6   #eventisrare <percent>

Random events are divided into two categories, common and rare. This value is the chance of a random event to be a rare one. Default is 15.

14.7   #turmoilincome <percent>

The effect turmoil and order has on income. Default is 7.

14.8   #turmoilevents <percent>

How turmoil affects the event frequency. Default is 5.

14.9   #deathincome <percent>

The effect death and growth has on income. Default is 2.

14.10   #deathsupply <percent>

The effect death and growth has on supplies. Default is 20.

14.11   #deathdeath <0.1 percent>

The effect death and growth has on population death in 0.1% per month. Default is 2.

14.12   #slothincome <percent>

The effect sloth and productivity has on income. Default is 2.

14.13   #slothresources <percent>

The effect sloth and productivity has on resources. Default is 10.

14.14   #coldincome <percent>

The effect cold and heat has on income. Default is 5.

14.15   #coldsupply <percent>

The effect cold and heat has on supplies. Default is 10.

14.16   #misfortune<percent>

How (mis)fortune affects the possibility of an event being good. Default is 10.

14.17   #luckevents <percent>

How luck affects the event frequency. Default is 5.

14.18   #researchscale <bonus>

The amount of research bonus received per mage from a magic scale of +3. Default is 2.