



Monster Creation

## 1 Introduction

With the help of a simple text editor and a paint program it is possible to create your own units and monsters. The monsters you create this way can be used to populate the maps and scenarios of your choice. The monsters can also be tested in the battle simulator.

The creation of new monsters requires Dominions version 1.04 or later.

## 2 Monster Creation

To create a monster you first need to draw two pictures of it. One of the pictures is the standard picture that is seen 99% of the time and the other picture is the attack pose. The attack pose is seen when the monster attacks, casts a spell or fires a bow.

After you have drawn the two pictures you need to create a text file that contains the monster's statistics as well as the file names of the two pictures. There can be any number of monsters in one of these monster text files.

## 3 Pictures

The pictures of the monster must be saved as a *targa* or *.TGA* picture, 24- or 32-bits, uncompressed or RLE.

The size of the picture mustn't be larger than 50x75. Humans are normally about 15 pixels high and are placed 1 pixel from the bottom border of the picture. Monsters are placed one pixel up in order to provide space for shadows.

The black color is used as a see through color and will not be drawn. The magenta color is used as a shadow and will make the color below it darker.

## 4 Monster Stats

Now create a text file with the *.mns* extension (short for MoNStEr or menace). This file must contain two commands in order for your new monster to appear in the battle simulator. The first is the *#name* command and the second is the *#spr1* command.

The name command sets the name of the monster and the *spr1* command gives the monster a picture for its normal pose. There are many more commands available to make the monster a bit more interesting than the default unarmed human soldier stats.

### 4.1 #name "<name>"

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

### 4.2 #spr1 "<tgafile>"

The file name of the normal image for the monster.

### 4.3 #spr2 "<tgafile>"

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

### 4.4 #descr "<text description>"

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

### 4.5 #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.

### 4.6 #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.

### 4.7 #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.

### 4.8 #size <size>

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

### 4.9 #str <strength>

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

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
Long Bow	Missile Weapon
Crossbow	Missile Weapon
Arbalest	Missile Weapon

Table 1: Common manufactured weapons

#### 4.10 #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.

#### 4.11 #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,

#### 4.12 #def <defence skill>

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

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

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

#### 4.13 #prec <precision>

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

#### 4.14 #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 people of R'lyeh who may have up to 20.

#### 4.15 #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 unit 50 in morale makes it mindless and prone to dissolution due to lack of proper leadership. Undeads with mind but nothing to lose usually have 30 in morale.

#### 4.16 #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.

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.

**4.17 #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 4.

**4.18 #fireres**

Grants fire resistance to the monster.

**4.19 #coldres**

Grants cold resistance to the monster.

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 4: Common armors

**4.20 #shockres**

Grants shock resistance to the monster.

**4.21 #poisonres**

Grants poison resistance to the monster.

**4.22 #mounted**

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

**4.23 #animal**

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

**4.24 #amphibian**

This monster can travel both under and over water.

**4.25 #aquatic**

This monster can only live under water.

**4.26 #pooramphibian**

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

**4.27 #flying**

This monster can fly.

**4.28 #neednoteat**

This monster doesn't need any food.

**4.29 #heal**

Grants Pangaean-like healing powers to the monster.

**4.30 #heat**

This monster is surrounded by heat like an Abyssian.

**4.31 #cold**

This monster is surrounded by cold like a Winter Wolf.

**4.32 #trample**

This monster can trample smaller beings.

**4.33 #immobile**

This monster is immobile like the Sphinx.

**4.34 #immortal**

This monster is immortal like a Lich.

**4.35 #iceprot**

Protection varies with coldness.

**4.36 #regeneration**

This monster regenerates like a troll.

**4.37 #poisonarmor**

Anyone striking this monster with short weapons will get poisoned.

**4.38 #fear**

This monster is fearsome to the enemies.

**4.39 #holy**

Holy troops can be blessed by priests.

**4.40 #berserk**

This unit can go berserk like a barbarian chief or a minotaur.

**4.41 #illusion**

Illusionary units cannot be discovered by scouts and have a mirror image protection in battles.

**4.42 #ethereal**

This unit is ethereal.

**4.43 #stealthy**

This monster can sneak into enemy provinces.

**4.44 #noitem**

This monster can only use misc items.

**4.45 #coldblood**

Cold blooded like the lizards of C'tis.

**4.46 #inanimate**

Inanimate beings are immune to some spells.

**4.47 #magicbeing**

This monster is a magic being.

**4.48 #undead**

This monster is an undead.

**4.49 #blind**

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

**4.50 #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.

**4.51 #eyeloss**

Anyone striking this monster might lose an eye.

**4.52 #horrormark**

Anyone striking this monster might get horror marked.

**4.53 #entangle**

Anyone striking this monster might get entangled.

**4.54 #fireshield <dmg>**

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

**4.55 #poisoncloud <size>**

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

**4.56 #diseasecloud <size>**

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

**4.57 #awe <difficulty>**

Standard difficulty is 13. Meaning that people with 13 morale has 50% chance of not daring to strike.

**4.58 #animalawe <difficulty>**

Standard difficulty is 13. Meaning that animals with 13 morale has 50% chance of not daring to strike.

**4.59 #standard <size>**

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

**5 Example MNS File**

```
#name "Dark Boggit"
#spr1 "boggit1.tga"
#spr2 "boggit2.tga"

#descr "The Dark Boggit is a small lonely
creature that dwells in deep caves.
During the nights it stalks out in search
for its favorite food... adventurers!"

#ap 10
#hp 8
#size 1

#str 8
#enc 3
#att 11
#def 10

#mr 14
#mor 11

-- The Dark Boggit fights with a
-- short sword and venomous fangs.
#weapon "Short Sword"
#weapon 239

#armor "Leather Hauberk"
#armor "Buckler"

-- For some evil reason the Dark
-- Boggit is also surrounded by
-- a poison cloud, to which he
-- himself is immune.
#poisonres
#poisoncloud 5
```

**6 Testing Your New Monster**

As soon as the MNS file has been created and you have drawn the images you can test the monster in the Battle Simulator or by adding it to a map or a scenario.

Trying it out in the Battle Simulator is very straight forward, just select the Monster Expansion nation.

To add a monster to a map you might want to read the map editing manual. You will probably want to use the *#land*, *#commander* and *#units* commands.

## **7 Trouble Shooting**

Send an e-mail to [support@illwinter.com](mailto:support@illwinter.com).

## **8 Finished**

When you are finished you are welcome to send in your monsters to us at [www.illwinter.com](http://www.illwinter.com) and we might put them on our web page.