# The Dominions 3
# Modding Manual
# v3.27

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## Content
Johan Karlsson & Kristoffer Osterman

## Organization & Editing
Esko Halttunen

## Table Formatting
Arralen

# 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 Basic Weapon Modding*

### 4.1.1 #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. To find out the numbers of a particular unit's weapons, look at the unit's stats in the game and press shift+i.

| Nbr | Weapon Name | Comment |
| --- | --- | --- |
| 1 | Spear | |
| 2 | Pike | |
| 5 | Halberd | |
| 4 | Lance | |
| 9 | Dagger | |
| 6 | Short Sword | |
| 8 | Broad Sword | |
| 11 | Great Sword | |
| 12 | Mace | |
| 13 | Hammer | |
| 14 | Maul | |
| 15 | Morning Star | |
| 16 | Flail | |
| 17 | Axe | |
| 18 | Battle Axe | |
| 7 | Quarterstaff | |
| 40 | Whip | |
| 22 | Sling | Missile Weapon |
| 21 | Javelin | Missile Weapon |
| 23 | Short Bow | Missile Weapon |
| 264 | Composite Bow | Missile Weapon |
| 24 | Long Bow | Missile Weapon |
| 25 | Crossbow | Missile Weapon |
| 26 | Arbalest | Missile Weapon |

**Table 1: Common manufactured weapons**

### 4.1.2 #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.

### 4.1.3 #end

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

### 4.1.4 #name "<name>"

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

### 4.1.5 #dmg <damage>

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

### 4.1.6 #nratt <nbr of attacks>

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

### 4.1.7 #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.

### 4.1.8 #def <defense>

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

| Nbr | Weapon Name | Comment |
| --- | --- | --- |
| 257 | Bardiche | |
| 256 | Kryss | |
| 253 | Hatchet | |
| 258 | Claymore | |
| 259 | Executioner's Axe | |
| 153 | Stick | |
| 252 | Club | |
| 265 | Spiked Club | |
| 165 | Great Club | |
| 267 | Pick Axe | |
| 263 | Net | |
| 260 | Throwing Axe | Missile Weapon |
| 266 | Great Bow | Missile Weapon |

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

### 4.1.9 #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.

| Nbr | Weapon Name | Comment |
|---|---|---|
| 92 | Fist | |
| 29 | Claw | |
| 33 | Claws 2 attacks | |
| 20 | Bite | |
| 235 | Pincer | |
| 85 | 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 paral. poison |
| 43 | Poisoned Claw | paralyzing poison |
| 185 | Lightning Swarm | |
| 63 | Life Drain | |
| 142 | Touch of Leprosy | |
| 261 | Web | |
| 225 | Fire Breath | missile weapon |
| 93 | Cold Breath | missile weapon |
| 62 | Bile | missile weapon |
| 224 | Poison Spit | missile weapon |
| 262 | Web Spit | missile weapon |

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

### 4.1.10 #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 melee combat. A short bow has a range of 30. Value of -1 sets the weapon range to equal the strength of the monster (like a javelin), -2 to strength/2, -3 to strength/3 etc.

### 4.1.11 #ammo <ammo>

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

### 4.1.12 #rcost <resources>

Sets the resource cost for the weapon. Default value is 0.

### 4.1.13 #twohanded

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

### 4.1.14 #sound <sample nbr>

The sample that will sound when this weapon strikes. Some commonly used sounds can be found in **Table 4.** A full list of sound samples can be found in fan-made documentation.

| 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 4: Some sound effects available for weapons and spells.**

## *4-2 Weapon Damage Types*

### 4.2.1 #armorpiercing

The weapon is armor piercing. Armor protection is halved when determining damage.

### 4.2.2 #armornegating

The weapon is armor negating. Armor is completely ignored when determining damage.

### 4.2.3 #magic

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

### 4.2.4 #dt_normal

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

### 4.2.5 #dt_stun

Sets the damage type to stun damage (fatigue).

### 4.2.6 #dt_paralyze

Sets the damage type to paralyze.

### 4.2.7 #dt_poison

Sets the damage type to poison damage. Poison damage is caused over several combat rounds. To make a poisoned weapon, do not use this command. Use a secondary effect with poison instead.

### 4.2.6 #dt_cap

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

### 4.2.7 #dt_demon

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

### 4.2.8 #dt_demononly

This weapon only causes damage to demons. All other creatures are immune.

### 4.2.9 #dt_holy

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

### 4.2.10 #dt_magic

The weapon causes double damage to magic beings.

### 4.2.11 #dt_small

The weapon does triple damage to creatures smaller than the attacker.

### 4.2.12 #dt_large

The weapon does double damage against creatures larger than the attacker.

### 4.2.13 #dt_constructonly

The weapon only affects lifeless beings. All other creatures are immune.

### 4.2.14 #dt_raise

If the target is killed by the weapon, it is animated as a soulless servant of the attacker like victims of the Death path Twin Spear.

### 4.2.15 #mind

Mindless beings are immune to the weapon.

### 4.2.16 #cold

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

### 4.2.17 #fire

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

### 4.2.18 #shock

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

### 4.2.19 #poison

Gives poison immune beings immunity to this weapon. For example, Poison Sling and Snake Bladder Stick both have this attribute and the **#dt_poison** attribute. Do not use this command if you want to create a normal poisoned weapon, use **#secondaryeffect** instead.

## *4-3 Advanced Weapon Modding*

### 4.3.1 #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.

### 4.3.2 #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.

### 4.3.3 #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.

### 4.3.4 #flail

The weapon has a +2 attack bonus against shields.

### 4.3.5 #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.

### 4.3.6 #mrnegates

The effects of the weapon can be resisted by MR.

### 4.3.7 #mrnegateseasily

The effects of the weapon can be easily resisted by MR.

### 4.3.8 #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.

### 4.3.9 #secondaryeffectalways <effect nbr>

This secondary effect will affect anyone attacked by the weapon, no matter if it was a hit or not. See **Table 5** 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. For a full list of possible effects, refer to other, fan-made documentation.

| 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 5: Some secondary effects available to weapons.**

### 4.3.10 #flyspr <flysprite nbr> <animation length>

Use this command to set how the arrow looks like for a missile weapon. **Table 6** shows some numbers that can be used for missile weapons. A full list of flysprites can be found in fan-made documentation.

| Flysprite | Animation length | 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 6: Some flysprites available for missile weapons.**

### 4.3.11 #explspr <fx nbr>

Use this command to set how the explosion looks like when a missile hit something or when a melee weapon strikes. **Table 7** 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 7: Some explosion looks available for weapons and spells.**

# 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 **#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.

| Nbr | Armor Name |
|---|---|
| 20 | Iron Cap |
| 21 | Full Helmet |
| 5 | Leather Cuirass |
| 6 | Ring Mail Cuirass |
| 7 | Scale Mail Cuirass |
| 8 | Chain Mail Cuirass |
| 9 | Plate Cuirass |
| 10 | Leather Hauberk |
| 11 | Ring Mail Hauberk |
| 12 | Scale Mail Hauberk |
| 13 | Chain Mail Hauberk |
| 14 | Plate Hauberk |
| 15 | Full Leather Armor |
| 16 | Full Ring Mail |
| 17 | Full Scale Mail |
| 18 | Full Chain Mail |
| 19 | Full Plate Mail |
| 1 | Buckler |
| 2 | Round Shield |
| 3 | Kite Shield |
| 4 | 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 <defense>

Sets the defense bonus. A chain mail cuirass has a defense bonus of -1. For shields, use this command to set parry value. Final parry value is always the #def value plus #enc value and the #enc value is subtracted from the full parry value to give effective #def 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 defense penalty (e.g. "#enc 2" means defense -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 2200 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. If the monster is to have a shadow in the image, use the magenta color (RGB 255, 0, 255) for shadow.

### 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 #speciallook <value>

This command surround a monster with a particle effect. Value can be from 1 to 3 and represents fire shield look, astral shield look and a burning look respectively.

### 6.8 #descr "<text description>"

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

### 6.9 #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.

### 6.10 #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.

### 6.11 #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.

### 6.12 #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.

### 6.13 #size <size>

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

### 6.14 #ressize <size>

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

### 6.15 #str <strength>

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

### 6.16 #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.

### 6.17 #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 defense 14. A dragon has attack 15 and defense 12.

### 6.18 #def <defense skill>

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

## 6.19 #prec <precision>

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

## 6.20 #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.

## 6.21 #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 dissolving due to lack of proper leadership. Undead with a mind but nothing to lose usually have 30 in morale.

## 6.22 #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.

## 6.23 #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. Heavy cavalry have a base rcost of 8 -15 combined with #ressize 3 to include the barding of the mount.

## 6.24 #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.

## 6.25 #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). This command also makes the monster selectable as a god.

## 6.26 #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.

## 6.27 #armor "<armor name>" | <armor nbr>

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.**

## 6.28 #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 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 dominion strength and path costs are special abilities too.

## 7-1 Clearing & Copying Attributes

### 7.1.1 #clear

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

### 7.1.2 #clearweapons

Removes all weapons from the active monster.

### 7.1.3 #cleararmor

Removes all armor from the active monster.

### 7.1.4 #clearmagic

Removes all magic skills from the active monster.

### 7.1.5 #clearspec

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

### 7.1.6 #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. Copystats will overwrite all previous commands for the selected monster, so it should be used as the first command after the #newmonster command. **#okleader** does not work after **#copystats**.

### 7.1.7 #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.

## 7-2 Creature Type & Status

### 7.2.1 #restrictedgod <nation nbr>

This monster can be chosen as a god but only by this nation. See **Table 23** and the two following tables for a list of nation numbers.

### 7.2.2 #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.

### 7.2.3 #mounted

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

### 7.2.4 #holy

Holy (sacred) troops can be blessed by priests.

### 7.2.5 #animal

Indicates that the monster is an animal. Animals are affected by the animal awe power. Animals have a penalty when sieging castles.

### 7.2.6 #undead

This monster is an undead.

### 7.2.7 #demon

This monster is a demon.

### 7.2.8 #magicbeing

This monster is a magic being.

### 7.2.9 #stonebeing

This monster is a stonebeing and immune to petrification.

### 7.2.10 #inanimate

Inanimate beings are immune to some spells.

### 7.2.11 #coldblood

Cold blooded like the lizards of C'tis.

### 7.2.12 #immortal

This monster is immortal like a Lich.

### 7.2.14 #blind

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

### 7.2.15 #unique

There can only be one of this monster. If it dies and is resummoned, it will still be the same monster and it will have retained experience, curses, afflictions, magic etc.

### 7.2.15 #shatteredsoul <percent>

The monster suffers from a shattered soul like a Tartarian.

## 7-3 Movement

### 7.3.1 #immobile

This monster is immobile like the Sphinx.

### 7.3.2 #aquatic

This monster can only live under water.

### 7.3.3 #amphibian

This monster can travel both under and over water.

### 7.3.4 #pooramphibian

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

### 7.3.5 #flying

This monster can fly. To be able to fly in a storm, the monster must also be **#stormimmune.**

### 7.3.6 #stormimmune

This monster can fly during a storm. If the monster has the **#stormpower** attribute, this command is redundant.

### 7.3.7 #sailing

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

### 7.3.8 #forestsurvival

Monster has the forest survival skill.

### 7.3.9 #mountainsurvival

Monster has the mountain survival skill.

### 7.3.10 #swampsurvival

Monster has the swamp survival skill.

### 7.3.11 #wastesurvival

Monster has the waste survival skill.

## 7-4 Resistances

Resistances can be set above 100, except **7.4.5.**

### 7.4.1 #coldres <percent>

Grants cold resistance to the monster.

### 7.4.2 #fireres <percent>

Grants fire resistance to the monster.

### 7.4.3 #poisonres <percent>

Grants poison resistance to the monster.

### 7.4.4 #shockres <percent>

Grants shock resistance to the monster.

### 7.4.5 #darkvision <value>

Gives monster darkvision. Use value 100 for perfect darkvision. Cannot be set above 100.

## 7-5 Stealth & Assassination

The commands in this section deal with stealth, spying and various forms of assassination. With the exception of **#illusion**, all of these commands should be combined with **#stealthy** in order to be meaningful.

### 7.5.1 #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.

### 7.5.2 #illusion

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

### 7.5.3 #spy

This monster is a spy.

### 7.5.4 #assassin

This monster is an assassin.

### 7.5.5 #seduce <value>

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

### 7.5.6 #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.

### 7.5.7 #beckon <value>

Gives the monster the ability to lure enemy commanders like the Siren. The value indicates the difficulty of the morale check, 10 is standard.

## 7-6 Age

### 7.6.1 #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.

### 7.6.2 #maxage <age>

This maximum age for a monster. After this age it will risk getting afflictions and eventually die. Default is 50 for humans, 500 for undead, 1000 for demons. Different magic paths increase maxage 50% of this value per point of magic, depending on the type of creature. Inanimate creatures are affected by Earth magic, undead by Death magic, demons by Blood magic and all others by Nature magic.

### 7.6.3 #older <age>

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

## 7-7 Healing & Supplies

### 7.7.1 #healer <percent>

Grants a commander the heal troops ability (like Arcoscephale's priestess). The percent value is the chance of success for every unit in the province. Success chance is checked against every unit to see if the commander successfully uses the healing ability. If successful, a check is made against the difficulty of each affliction and if it succeeds, the affliction in question is healed. Some afflictions are harder to heal than others.

### 7.7.2 #heal

Grants Pangaea-like healing powers to the monster (recuperation ability).

### 7.7.3 #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.

### 7.7.4 #startaff <percent>

The monster has a chance of starting with a random affliction like a flagellant.

### 7.7.5 #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.

### 7.7.6 #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**.

### 7.7.7 #uwdamage <percent>

This monster takes damage equal to the indicated percentage of its total hit points every turn it spends underwater (i.e. in a sea province).

### 7.7.8 #homesick <percent>

This monster takes damage equal to the indicated percentage of its total hit points every turn it spends away from its home province (the province where it was first recruited, summoned or spawned).

## 7-8 Elemental & Seasonal Power

### 7.8.1 #coldpower <bonus>

The monster will get stat increases or decreases depending on the Cold scale.

### 7.8.2 #firepower <bonus>

The monster will get stat increases or decreases depending on the Heat scale.

### 7.8.3 #stormpower <bonus>

The monster will get stat increases during storms. This attribute also duplicates the effects of the **#stormimmune** attribute, giving the monster the ability to fly during a storm.

### 7.8.4 #darkpower <bonus>

The monster will get stat increases in darkness.

### 7.8.5 #springpower <bonus>

The monster will get stat increases or decreases depending on the current season.

### 7.8.6 #summerpower <bonus>

The monster will get stat increases or decreases depending on the current season.

### 7.8.7 #fallpower <bonus>

The monster will get stat increases or decreases depending on the season.

### 7.8.8 #winterpower <bonus>

The monster will get stat increases or decreases depending on the current season.

## *7-9 Combat Abilities*

### 7.9.1 #ambidextrous <bonus>

This monster gets reduced attack penalty when using two weapons. A normal value is 2 or 3.

### 7.9.2 #banefireshield <damage>

Anyone striking this monster will take damage points of armor piercing banefire damage. The damaged unit will also suffer the effect of the decay spell if it fails an MR check. Standard damage for banefire shields is 8.

### 7.9.2 #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 defense. A normal bonus value is 3.

### 7.9.3 #ethereal

This monster is ethereal. Non-magical weapons have only 25% chance of harming the monster when they hit.

### 7.9.4 #standard <size>

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

### 7.9.5 #animalawe <bonus>

Bonus can be a value of one or more. A bonus of one means that animals with a morale of 11 have 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 (for  Awe(+0) ).

### 7.9.6 #awe <bonus>

Bonus can be a value of one or more. A bonus of one means that people with a morale of 11 have 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 (for Animal Awe(+0) ).

### 7.9.7 #fear <value>

This monster is very fearsome. A high value indicates higher fear. Standard is 0. Death magic increases the fear value. Units with Death magic 5 gain Fear(+0) even without this command.

### 7.9.8 #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.

### 7.9.9 #reinvigoration <points>

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

### 7.9.10 #fireshield <damage>

Anyone striking this monster will take damage points of armor piercing fire damage. Standard for fire shields is 8. Fire magic increases the amount of damage.

### 7.9.11 #heat <value>

This monster is surrounded by heat like an Abysian. The heat aura is <value> + Fire magic squares in size. Standard value is 3.

### 7.9.12 #cold <value>

This monster is surrounded by cold like a Winter Wolf. The chill aura is <value> + Water magic squares in size. Standard value is 3.

### 7.9.13 #iceprot <prot>

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

### 7.9.14 #trample

This monster can trample smaller beings.

### 7.9.15 #entangle

Anyone striking this monster may get entangled.

### 7.9.16 #eyeloss

Anyone striking this monster may lose an eye.

### 7.9.17 #horrormark

Anyone striking this monster may get horror marked.

### 7.9.18 #poisonarmor

Anyone striking this monster with short weapons will get poisoned.

### 7.9.19 #poisoncloud <size>

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

### 7.9.20 #diseasecloud <size>

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

### 7.9.21 #bloodvengeance <strength>

Monster has the bloodvengeance ability. Any creature that hits the monster must make a magic resistance check or suffer the damage itself. Strength is the penetration minus one and must be at least one. Use strength 1 for a standard blood vengeance with no penetration bonus.

## 7-10 Non-Combat Abilities

### 7.10.1 #castledef <bonus>

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

### 7.10.2 #siegebonus <value>

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

### 7.10.3 #patrolbonus <value>

A value of ten will make this monster count as ten extra humans when it comes to patrolling. This value can also be negative for extra poor performance.

### 7.10.4 #pillagebonus <value>

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

### 7.10.5 #researchbonus <value>

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

### 7.10.6 #forgebonus <percent>

Makes it cheaper to create magic items.

### 7.10.7 #douse <bonus>

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

### 7.10.8 #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.

### 7.10.9 #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.

### 7.10.10 #spreaddom <candles>

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

### 7.10.11 #leper <percent>

The monster spreads a very deadly disease that kills population and infects military units in the province. The percent value is the chance for a military unit in the same province to be infected.

### 7.10.12 #popkill <amount>

The monster kills [10 * amount] of population in the province it resides in every month. This applies to both commander and non-commander units with this attribute.

### 7.10.13 #inquisitor

This monster has a bonus when preaching against enemy Dominion. Its holy magic level counts as double for this purpose. The monster must have the #holy tag.

### 7.10.14 #heretic <value>

The monster decreases dominion in the province it resides in as if it was an enemy priest engaged in preaching. The value of the heretic ability acts as the priest level and should be set within the range of 1 – 5.

## *7-11 Itemslots*

### 7.11.1 #itemslots <slot value>

Sets which item slots are available for this
monster. See **Table 9** 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 precalculated 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.

### 7.11.2 #noitem

This monster can only use misc items.

| 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 |
| 13446 | 2 hands, head, body, 2 misc |
| 15494 | 2 hands, head, body, feet, 2 misc |

**Table 9: Item slot values**

## 7-12 Magic

### 7.12.1 #magicskill <path> <level>

Gives a magic skill to the active monster. The path must be a number from **Table 10** 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. Units with Holy magic, it must also have the **#holy** command or the mod will crash.

### 7.12.2 #custommagic <path mask> <chance>

Gives a chance for another magic skill to the active monster. The path mask must be a number from **Table 11** 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.

A chance of more than 100% creates a linked random (getting two or more levels of the same random path from one random pick like e.g. King of the Deep), e.g. 200% random chance means +2 levels in the path. This is displayed when viewing the unit's random magic information.

In Dominions 3 version 3.26 and earlier this command could be used to grant linked randoms only when combined with **#magicboost**. See below.

| 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 10: The numbers of the magic paths**

### 7.12.3 #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 10** for path numbers (0-8) . Use number 53 as path to boost all paths at once.

**(Only version 3.26 and earlier)** If you want to give a unit linked randoms, use **#magicboost** separately for each path contained in the pathmask. The modded unit will not show that it will get linked randoms when viewing it's random magic in the unit screen, but when randoms are determined, the determined random is multiplied by the **#magicboost** value.

### 7.12.4 #gemprod <type> <number>

This monster produces a number of magic gems each month. The type ranges from 0 (fire gems) to 7 (blood slaves). See **Table 10.**

| 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 11: Path masks**

### 7.12.5 #onebattlespell "<spell name>" | <spell nbr>

Monster will automatically cast this spell just before the battle starts. There is no fatigue cost for this. This spell cannot be a spell added by a mod, it must be an original Dominions 3 spell. You can modify the spell used by this command though.

### 7.12.6 #drainimmune

The monster is immune to the effects of drain scale like the master smiths of Ulm. There is no research penalty from drain scale and in combat the fatigue costs of spells are not increased by the drain scale. The monster gains all normal bonuses from an increased magic scale.

## 7-13 Shapechanging

The reference **"<name>" | <nbr>** refers to **"<monster name>" | <monster nbr>.**

### 7.13.1 #firstshape "<name>" | <nbr>

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

### 7.13.2 #secondshape "<name>" | <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 use this ability.

### 7.13.3 #secondtmpshape "<name>" | <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.

### 7.13.4 #shapechange "<name>" | <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.

### 7.13.5 #landshape "<name>" | <nbr>

The monster changes to this shape when moving from a water province to a land province.

### 7.13.6 #watershape "<name>" | <nbr>

The monster changes to this shape when moving from a land province to a water province.

### 7.13.7 #forestshape "<name>" | <nbr>

The monster changes to this shape when moving from a non-forest province to a forest province.

### 7.13.8 #plainshape "<name>" | <nbr>

The monster changes to this shape when moving from a forest province to a non-forest province. If the monster also has a watershape, the watershape takes precedence over the plainshape, such as when moving from a forest to a water province.

## 7-14 Monster Summoning

The reference **"<name>" | <nbr>** refers to **"<monster name>" | <monster nbr>.**

### 7.14.1 #domsummon "<name>" | <nbr>

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

### 7.14.2 #domsummon2 "<name>" | <nbr>

Half as effective as #domsummon.

### 7.14.3 #domsummon20 "<name>" | <nbr>

A twentieth as effective as #domsummon.

### 7.14.4 #makemonster1 "<name>" | <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.

### 7.14.5 #summon1 "<name>" | <nbr>

Automatically summon one monster each month.

### 7.14.6 #summon5 "<name>" | <nbr>

Automatically summons five monsters each month.

## 7-15 Nametypes

### 7.15.1 #nametype <name type nbr>

Sets the type of random name that this monster gets when it's a commander. For name numbers and their meaning see **Table 12** and **Table 13**. 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.

| 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 |
| 120 | C'tis female |
| 121 | T'ien Chi male |
| 122 | T'ien Chi female |

**Table 12: Name type numbers part 1**

| Number | Type of Name |
|--------|--------------|
| 123 | Mictlan male |
| 124 | Mictlan female |
| 125 | Machaka female |
| 126 | Machaka male |
| 127 | Custom name list |
| 128 | Custom name list |
| 129 | Monkey male |
| 130 | Monkey female |
| 131 | EA Ulm male |
| 132 | EA Ulm female |
| 133 | Japanese female |
| 134 | Japanese male |
| 135 | Amazon |
| 136 | Sauromatia |
| 137 | Marverni male |
| 138 | Marverni female |
| 139 | Angels |
| 140 | Demons |
| 141 | Inuit |
| 142 | Tir na n'Og male |
| 143 | Tir na n'Og female |
| 144 | Nature beasts |
| 145 | Wooden beasts |
| 146 | Rus male |
| 147 | Rus female |
| 148 | Gath male |
| 149 | Rephaim |
| 150 | Gath/Rephaim female |
| 151 – 200 | Custom name list |

**Table 13: Name type numbers part 2**

# 8 Monster Modding, Leadership

These commands are used to set basic leadership values for monsters. Undead beings and demons require undead leadership and magic beings require magic leadership. Monsters that are both undead and magic being or demon and magic being are led with undead leadership. The different magic paths grant various bonuses to leadership. See **Table 14.**

## 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 innate ability to command 10 magic beings. This is a very rare ability that only  most magic beings possess.

## 8.9 #okmagicleader

This monster has an innate ability to command 40 magic beings. This is a very rare ability that only the most magic beings possess.

## 8.10 #goodmagicleader

This monster has an innate ability to command 80 magic beings. This is a very rare ability that only the most magic beings possess.

## 8.11 #expertmagicleader

This monster has an innate ability to command 120 magic beings. This is a very rare ability that only the most magic beings possess.

## 8.12 #superiormagicleader

This monster has an innate ability to command 160 magic beings. This is a very rare ability that only the most magic beings possess.

| Magic | Ldr-N | Ldr-U | Ldr-M |
|-------|-------|-------|-------|
| Fire  | 5     | 0     | 5     |
| Air   | 0     | 0     | 5     |
| Water | 0     | 0     | 5     |
| Earth | 0     | 0     | 5     |
| Astral| 0     | 0     | 10    |
| Death | 0     | 30    | 0     |
| Nature| 0     | 0     | 5     |
| Blood | 0     | 5     | 5     |

**Table 14: Leadership bonuses from magic**

## 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 innate ability to command 10 undead beings. This is a rare ability that usually only demons or undead beings possess.

## 8.15 #okundeadleader

This monster has an innate ability to command 40 undead beings. This is a rare ability that usually only demons or undead beings possess.

## 8.16 #goodundeadleader

This monster has an innate ability to command 80 undead beings. This is a rare ability that usually only demons or undead beings possess.

## 8.17 #expertundeadleader

This monster has an innate ability to command 120 undead beings. This is a rare ability that usually only demons or undead beings possess.

## 8.18 #superiorundeadleader

This monster has an innate ability to command 160 undead beings. This is a rare ability that usually only demons or undead beings possess.

# 9 Spell Modding

These commands allow the modding of spells. The new maximum number of spells is 2000 as of version 3.25. The previous limit was 1200.

Dominions 3 has roughly 1000 spells natively. This means that running a lot of mods with a lot of spells would cause the game to crash whenever a spell form the end of mod set was cast due to limitations on new spells. With the new limit, this should no longer be a problem.

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

| Nbr | School |
|-----|--------|
| – 1 | *cannot be researched* |
| 0 | Conjuration |
| 1 | Alteration |
| 2 | Evocation |
| 3 | Construction |
| 4 | Enchantment |
| 5 | Thaumaturgy |
| 6 | Blood |
| 7 | Divine |

**Table 15: Magic Schools**

## 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 also remove its description, 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 15.**

## 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 16.**

## 9.11 #pathlevel <reqnr> <level>

Level required to cast this spell.

| Nbr | Path of Magic |
|-----|---------------|
| – 1 | *none* |
| 0 | Fire |
| 1 | Air |
| 2 | Water |
| 3 | Earth |
| 4 | Astral |
| 5 | Death |
| 6 | Nature |
| 7 | Blood |
| 8 | Holy |

**Table 16: Magic Paths**

## 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 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. Some of the most common eff values can be seen in **Table 17** and **Table 18**. 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. There are more complete lists in fan-made documentation.

## 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.

| Nbr | Effect |
| --- | --- |
| 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 17: Effect values for combat spells**

## 9.16 #flightspr <fx nbr>

Set the particle effect to be used when this spell is flying. The fx nbr should be a value between 10000 and 10257. There is currently no list of spell flysprites, though one may become available later in fan-made documentation.

## 9.17 #explspr <fx nbr>

Set the particle effect to be used when this spell explodes. -1 = no explosion. See **Table 7** to find a suitable explosion.

## 9.18 #nextspell "<spell name>" | <nbr>

With this command the effect of another spell will also take place when the effect of the main spell occurs. The nextspell takes place on every area where the main spell takes effect. So make sure the area of the second spell isn't greater than 1 or there will be overlaps.

## 9.19 #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 powerful casters more effects.

## 9.20 #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.

## 9.21 #precision <prec>

Set the precision for this spell.

| Nbr | Effect |
| --- | --- |
| 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 18: Some effect values for rituals**

## 9.22 #sound <sample nbr>

The sample that will sound when this spell is cast. Samples have the same number as the weapon samples, see **Table 4.**

## 9.23 #spec <spec nbr>

Sets the special abilities 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.

## 9.24 #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

These commands allow the modding of magic items. The maximum number of attributes a magic item may have is at least ten. However, the total number of attributes is not so straightforward, because some attributes are 'free' in the sense that they are automatic. The current selection of item modding commands does not allow full utilization of this potential, but more commands may be unlocked in the future.

### 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 magic item.

### 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 16.**

### 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 16.**

### 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.

### 10.8 #newitem

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

### 10.9 #name "name"

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

### 10.10 #descr "text"

A text description of the magic item.

### 10.11 #copyspr <item nbr>

Copies the sprite of the specified magic item to the current magic item.

### 10.12 #type <nbr>

Defines whether the item is 1-handed or 2-handed weapon, a shield, a helmet, a body armor, a pair of boots or a miscellaneous item. See **Table 19.**

| Nbr | Item Type |
|-----|-----------|
| 1 | 1-handed weapon |
| 2 | 2-handed weapon |
| 3 | missile weapon |
| 4 | shield |
| 5 | body armor |
| 6 | helmet |
| 7 | boots |
| 8 | misc item |

**Table 19: Item types**

### 10.13 #weapon <weapon nbr>

Defines what kind of a weapon, if any, the unit gets when it uses the item. Works on misc item, boots, shield, 2-h weapon, 1-h weapon. Does not work for helmets, armor.

### 10.14 #armor "armor name"

Defines what kind of armor, if any, the units gets when it uses the item.

# 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 200. See **Table 12** and **Table 13.** Numbers 127 and 128 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

This section contains the commands for modding magic sites. Note that a magic site may only have five different attributes assigned to it at the same time. For example, five different types of gems would use up all of the attribute slots.

## 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** command.

## 12.2 #newsite <site nbr>

Site nbr should be a number between 750 and 999. It must not 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 #clear

Clears the attributes of the selected magic site.

## 12.6 #path <path nbr>

Path number should be a number between 0 and 8, see **Table 10.**

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

**Table 20: Magic site locmasks**

## 12.7 #level <level>

Level should be a number between 0 and 4 and is the level required to find the site. Level 0 sites are automatically discovered and do not require searching.

## 12.8 #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.

## 12.9 #loc <locmask>

This command can restrict the random placement of a site to certain terrains or flag the site as unique. Useful numbers are 735 for a site that can be located in any land province (default) and 288 for sites that can be located in any sea. Locmask 1023 means a site can appear in any province, land or sea. You can calculate your own locmask by adding all places your site is allowed to appear in on **Table 20**. The value Unique is special and indicates that there can only be one of that site in a given world unless also scripted in a map file.

## 12.10 #gems <path> <amount>

Gives gem income to the magic site. Path should be a number between 0 and 7. See **Table 10** or **Table 16** for the paths.

## 12.11 #homemon <monster nbr>

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

## 12.12 #homecom <monster nbr>

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

## 12.13 #mon <monster nbr>

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

## 12.14 #com <monster nbr>

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

## 12.15 #gold <amount>

Adds a gold income to the site.

## 12.16 #res <amount>

Adds a resource bonus to the site.

## 12.17 #incscale <scale>

Increases the selected scale by one point per turn to a maximum of -3 / 3. See **Table 21** for scale numbers. This command functions as #decscale for the opposite scales.

## 12.18 #decscale <scale>

Decreases the selected scale by one point per turn to a maximum of -3 / 3. This command functions as #incscale for the opposite scales listed in **Table 21**.

| Nbr | Scale | Opposite |
|-----|-------|----------|
| 0 | Turmoil | Order |
| 1 | Sloth | Productivity |
| 2 | Cold | Heat |
| 3 | Death | Growth |
| 4 | Misfortune | Luck |
| 5 | Drain | Magic |

**Table 21: Scale Numbers**

## 12.16 #lab

Constructs a lab in the province when the site is discovered. If a lab is already present, there is no effect.

## 12.17 #heal <chance>

The site causes a healing check to be performed at the indicated percent chance on every unit in the province, like a healing unit set to *Heal Troops*. If the healing check is successful, a check against the healing difficulty of any affliction the unit has is performed. If the difficulty check is successful, the affliction is removed.

## 12.18 #curse <chance>

Every turn any unit in the province has the indicated chance (percent) to become cursed.

## 12.19 #disease <chance>

Every turn any unit in the province has the indicated chance (percent) to become diseased.

## 12.20 #horrormark <chance>

Every turn any unit in the province has the indicated chance (percent) to be horrormarked.

## 12.21 #holyfire <chance>

Every turn any undead or demonic troops in the province have the indicated chance (percent) to be struck by holy fire, which deals 10 points of armor-negating damage.

## 12.22 #holypower <chance>

Every turn any undead troops in the province have the indicated chance (percent) to be struck by holy fire, which deals 10 points of armor-negating damage.

## 12.23 [path]cost <bonus>

All rituals of the appropriate school cast in the province cost bonus % less to cast. See **Table 22** for the list of pathcost commands.

| Command | School |
|---------|--------|
| #conjcost <bonus> | Conjuration |
| #altcost <bonus> | Alteration |
| #evocost <bonus> | Evocation |
| #constcost <bonus> | Construction |
| #enchcost <bonus> | Enchantment |
| #thaucost <bonus> | Thaumaturgy |
| #bloodcost <bonus> | Blood |

**Table 22: Pathcost Commands**

# 13 Nation Modding

## 13-1 Name, Era & General

### 13.1.1 #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.**

### 13.1.2 #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 94. See **Table 23** and the two following tables for currently used numbers. You can use number 72 to 94 in order to create new nations without overwriting an existing one. Numbers 23, 24 and 25 are used for various independents and monsters in the game and cannot be used for modding.

### 13.1.3 #end

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

### 13.1.4 #clearnation

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

| Nbr | Nation | Epithet |
|-----|--------|---------|
| 0 | Arcoscephale | Golden Era |
| 1 | Ermor | New Faith |
| 2 | Ulm | Enigma of Steel |
| 3 | Marverni | Time of Druids |
| 4 | Sauromatia | Amazon Queens |
| 5 | T'ien Ch'i | Spring and Autumn |
| 6 | Machaka | Lion Kings (reserved unused) |
| 7 | Mictlan | Reign of Blood |
| 8 | Abysia | Children of Flame |
| 9 | Caelum | Eagle Kings |
| 10 | C'tis | Lizard Kings |
| 11 | Pangaea | Age of Revelry |
| 12 | Agartha | Pale Ones |
| 13 | Tir na n'Og | Land of the Ever Young |
| 14 | Fomoria | The Cursed Ones |
| 15 | Vanheim | Age of Vanir |
| 16 | Helheim | Dusk and Death |
| 17 | Niefelheim | Sons of Winter |
| 18 | Kailasa | Rise of the Ape Kings |
| 19 | Yomi | Oni Kings |
| 20 | Hinnom | Sons of the Fallen |
| 21 | Atlantis | Emergence of the Deep Ones |
| 22 | R'lyeh | Time of Aboleths |
| 23 | AI | Special Monsters |
| 24 | AI | Special Monsters |
| 25 | AI | Independents |
| 26 | Oceania | Triton Kings |
| 68 | Lanka | Land of Demons |

**Table 23: Nation numbers, Early Era**

| Nbr | Nation | Epithet |
|-----|--------|---------|
| 27 | Arcoscephale | The Old Kingdom |
| 28 | Ermor | Broken Empire |
| 29 | Pythium | Emerald Empire |
| 30 | Man | Tower of Avalon |
| 31 | Ulm | Forges of Ulm |
| 32 | Marignon | Fiery Justice |
| 33 | Mictlan | Reign of the Lawgiver |
| 34 | T'ien Ch'i | Imperial Bureaucracy |
| 35 | Machaka | Reign of Sorcerors |
| 36 | Agartha | Golem Cult |
| 37 | Abysia | Blood and Fire |
| 38 | Caelum | Reign of the Seraphim |
| 39 | C'tis | Miasma |
| 40 | Pangaea | Age of Bronze |
| 41 | Vanheim | Arrival of Man |
| 42 | Jotunheim | Iron Woods |
| 43 | Bandar Log | Land of the Apes |
| 44 | Shinuyama | Land of the Bakemono |
| 45 | Ashdod | Reign of the Anakim |
| 46 | Atlantis | Kings of the Deep |
| 47 | R'lyeh | Fallen Star |
| 48 | Oceania | Coming of the Capricorns |
| 69 | Eriu | Last of the Tuatha |

**Table 24: Nation numbers, Middle Era**

### 13.1.5 #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.

### 13.1.6 #epithet "<nation name>"

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

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

| Nbr | Nation | Epithet |
|-----|--------|---------|
| 49 | Arcoscephale | Sibylline Guidance |
| 50 | Ermor | Ashen Empire |
| 51 | Man | Towers of Chelms |
| 52 | Ulm | Black Forest |
| 53 | Marignon | Conquerors of the Sea |
| 54 | Mictlan | Blood and Rain |
| 55 | T'ien Ch'i | Barbarian Kings |
| 56 | Jomon | Human Daimyos |
| 57 | Agartha | Ktonian Dead |
| 58 | Abysia | Blood of Humans |
| 59 | Caelum | Return of the Raptors |
| 60 | C'tis | Desert Tombs |
| 61 | Pangaea | New Era |
| 62 | Midgård | Age of Men |
| 63 | Utgård | Well of Urd |
| 64 | Patala | Reign of the Nagas |
| 65 | Gath | Last of the Giants |
| 66 | Atlantis | Frozen Sea |
| 67 | R'lyeh | Dreamlands |
| 70 | Pythium | Serpent Cult |
| 71 | Bogarus | Age of Heroes |

**Table 25: Nation numbers, Late Era**

### 13.1.8 #descr "<nation name>"

A full description of the nation.

### 13.1.9 #summary "<nation name>"

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

### 13.1.10 #brief "<nation name>"

A very brief description for popups.

### 13.1.11 #color <red> <green> <blue>

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

### 13.1.12 #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.

### 13.1.13 #labcost <price>

Gold cost for building a lab. The default is 500.

### 13.1.14 #templecost <price>

Gold cost for building a temple The default is 400.

### 13.1.15 #templepic <pic nbr>

Temple should look like this. Look at **Table 26** for some pic nbr values.

| 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 26: Temple Pictures**

### 13.1.16 #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.

## *13-2 Unit Lists*

These commands are used to assign a nation's units, commanders, heroes and its provincial defense type. Units recruited from a nation's start sites are not affected by these commands. The reference **"<name>" | <nbr>** refers to **"<monster name>" | <monster nbr>.**

### 13.2.1 #clearrec

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

### 13.2.2 #startcom "<name>" | <nbr>

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

### 13.2.3 #startscout "<name>" | <nbr>

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

### 13.2.4 #startunittype1 "<name>" | <nbr>

The commander will have units of this type.

### 13.2.5 #startunitnbrs1 <nbr of units>

The number of start units. Default is 20 units.

### 13.2.6 #startunittype2 "<name>" | <nbr>

The commander will have a second squad with these units.

### 13.2.7 #startunitnbrs2 <nbr of units>

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

### 13.2.8 #addrecunit "<name>" | <nbr>

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

### 13.2.9 #addreccom "<name>" | <nbr>

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

### 13.2.10 #uwunit1...5 "<name>" | <nbr>

Add a unit to the list of recruitable units in underwater provinces for this land-based nation.

### 13.2.11 #uwcom1...5 "<name>" | <nbr>

Add a unit to the list of recruitable commanders in underwater provinces for this land-based nation.

### 13.2.12 #hero1 <monster nbr>

Gives a hero to the modded nation. Use hero1 ... hero6 for up to six different heroes. Use monster nbr -1 to remove a hero.

### 13.2.13 #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.

### 13.2.14 #defcom1 "<name>" | <nbr>

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

### 13.2.15 #defcom2 "<name>" | <nbr>

Extra commander for local defense >= 20.

### 13.2.16 #defunit1 "<name>" | <nbr>

Standard unit for local defense.

### 13.2.17 #defunit1b "<name>" | <nbr>

Second type of standard unit for local defense.

### 13.2.18 #defunit2 "<name>" | <nbr>

Bonus units for local defense >= 20.

### 13.2.19 #defunit2b "<name>" | <nbr>

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

### 13.2.20 #defmult1 <multiplier>

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

### 13.2.21 #defmult1b <multiplier>

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

### 13.2.22 #defmult2 <multiplier>

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

### 13.2.23 #defmult2b <multiplier>

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

## *13-3 Sites & Dominion*

These commands are used to set a nation's starting sites and any special attributes of its Dominion.

### 13.3.1 #clearsites

Clears all start sites for this nation.

### 13.3.2 #startsite "site name"

Adds a start site for this nation. **Table 27** shows some suitable start sites. This command can be used up to 4 times for multiple start sites. Site names and numbers are available in fan-made documentation for Dominions 3. Assignment by site number is currently not possible.

### 13.3.3 #uwnation

Underwater nation. Capital will be in an underwater province.

### 13.3.4 #bloodnation

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

### 13.3.5 #nopreach

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

### 13.3.6 #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.

### 13.3.7 #sacrificedom

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

### 13.3.8 #nodeathsupply

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

### 13.3.9 #idealcold <cold>

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

### 13.3.10 #castleprod <bonus>

Resource bonus for forts. Middle Era 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.

| Nbr | Site | Effect |
|-----|------|--------|
| 150 | Tar Pits | 1 fire gem |
| 533 | The Sun Below | 4 fire gems |
| 181 | Thunder Oak | 1 air gem |
| 209 | The Whirlwind of Cyclon | 4 air gems |
| 217 | Weeping Stone | 1 water gem |
| 215 | Mercury Pond | 2 water gems |
| 243 | The Water Sphere | 3 water gems |
| 246 | Mineral Cave | 1 earth gem |
| 529 | The Deepest Mine | 4 earth gems |
| 288 | Painted Cave | 1 astral pearl |
| 530 | The Mountain of the Past | 4 astral pearls |
| 316 | Burial Mound | 1 death gem |
| 531 | Tomb of the Ancients | 4 death gems |
| 347 | Glen of Verdant Greenery | 1 nature gem |
| 350 | Garden of Weeping Roses | 2 nature gems |
| 532 | The Previous Forest | 4 nature gems |

**Table 27: Some Magic Sites**

### 13.3.11 #domkill <value>

The nation's Dominion kills population like Ashen Empire Ermor. Value of 10 = 1%*Dominion killed every month.

### 13.3.12 #domunrest <value>

The nation's Dominion causes unrest. Unrest is equal to +10*Dominion per month.

### 13.3.13 #autoundead

The nation's Dominions automatically spawns undead like Ashen Empire Ermor.

### 13.3.14 #zombiereanim

Priests can reanimate ghouls, soulless and longdead infantry and gain 15 points of undead leadership per holy magic level.

### 13.3.15 #horsereanim

Priests with holy magic of level 3 or higher can reanimate longdead horsemen. Broken Empire Ermor has this attribute.

### 13.3.16 #wightreanim

Priests with holy magic of level 4 or higher can reanimate undead Lictors. Ashen Empire Ermor has this attribute.

### 13.3.17 #manikinreanim

Priests can reanimate carrion beasts, manikins and other Pangaean undead.

### 13.3.18 #tombwyrmreanim

Priests can reanimate soulless of C'tis, longdead of C'tis, tomb wyrms and other special C'tissian undead. Desert Tombs C'tis has this attribute.

**NOTE:** Caelian, Atlantian, Jotun, Rephaite and monkey undead are hardcoded for the respective nations and their reanimation cannot be unlocked for modding.

## *13-4 Forts*

### 13.4.1 #startfort <fort nbr>

Start with this type of fort. See **Table 28** for a list of fort numbers.

### 13.4.2 #defaultfort <fort nbr>

Newly built forts will be of this type.

### 13.4.3 #farmfort <fort nbr>

Newly built forts in farmlands will be of this type.

### 13.4.4 #mountainfort <fort nbr>

Newly built forts in mountains will be of this type.

### 13.4.5 #forestfort <fort nbr>

Newly built forts in forests will be of this type.

### 13.4.6 #swampfort <fort nbr>

Newly built forts in swamps will be of this type.

### 13.4.7 #uwfort <fort nbr>

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

### 13.4.8 #deepfort <fort nbr>

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

| Nbr | Fort |
| --- | --- |
| 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 (underwater) |
| 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 | Jeweled City |

**Table 28: Fort Numbers**

# 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 have on resources. Default is 15.

### 14.14 #coldincome <percent>
The effect cold and heat have 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 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.