



**Dominions 4
Thrones of Ascension**

**Modding Manual
v4.21**

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Content

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Organization & Editing

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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 as well as magic sites, population types and the effects of scales.

Previous versions of Dominions used Unix style endlines, but this is no longer a relevant concern and any text editor may be used to create mods.

With the help of a paint program you will also be able to add new graphics to units or nation flags.

2 Data Directories & Files

2-1 Data Location

The data directory for storing saved games, mods and maps is different depending on the operating system.

The easiest way to locate the data directories in Dominions 4 is by opening **Game Tools** from the **Main Menu** and using the **Open User Data Directory** function. The operating system will open the user data directory in a separate file manager window.

The data directory is located in a hidden folder in Windows. On Linux and Mac OS the data directory is not hidden.

Linux: ~/dominions4/

Mac: ~/dominions4/

Windows: %APPDATA%\dominions4\

The %APPDATA% is an environment variable, which defines where the user data directories for any applications a Windows user has installed are stored. It points to the application data directory.

In Windows XP this directory is *C:\Documents and Settings\[username]\Application Data*

In Windows Vista and Windows 7 the directory is *C:\Users\[username]\AppData\Roaming*

Because the %appdata% directory in Windows is normally hidden, you must have the viewing of hidden files and folders enabled to see it. Select *Control Panel > Folder Options > View* and set the options to show hidden files and folders.

Even if it is not visible, you can get to the directory. Just type %APPDATA%\dominions4 to the Windows Explorer address bar and press *Enter* and the directory will open. You don't need to use upper case letters either.

The subdirectories of the Dominions 4 data directory are

- ◆ maps
- ◆ mods
- ◆ savedgames

2-2 Files and File Formats

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.

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 dominions4 data directory.

Any images used by a mod should be stored within a separate subdirectory in the mods folder in order to avoid cluttering the main mods folder, because many people use several mods at once.

Subdirectories within a mod are referenced in the Linux style (even in Windows), because Dominions interprets the commands, not Windows.

Example: Setting the icon for a mod would be done like this:

```
#icon "mod_subdirectory/mod_icon.tga"
```

The mod file resides in the *mods* directory, so this where Dominions begins its search for the files referenced in the mod. In this instance the game looks for the *mod_subdirectory* folder and then inside that directory for the specified image file.

3 Mod Mechanics

3-1 Syntax

Two consecutive dashes (- -) are used to denote comments. Anything after the dashes is ignored. This can be used to add explanations of what is being modded and what is being intended with the commands.

All Dominions 4 modding commands begin with a # sign. Modding commands may or may not have arguments. An argument is a value after the command itself to denote something. Arguments are indicated by *<object>* after the command itself, e.g. `#gcost <gold>`.

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.

A modding command that does not have an argument is used to control a binary attribute. This means that if the command is used, then the weapon, monster, magic site or other object being modded has that attribute and the effects of the attribute are fixed.

Modding commands that have arguments can have one or more of them and the arguments may be of several different types. Some commands require more than one type of argument to work.

The following types of arguments are used for modding commands in Dominions 4:

integer – a whole number

percent – a percentage value (may be higher than 100 in some cases). Expressed as integer in mod syntax, interpreted as percentage.

string – text such as monster names, descriptions etc.

bitmask – a bitmask is a special type of integer number. Any integer can be expressed as a sum of the powers of 2. In a bitmask number each power of 2 that it contains means a different thing. A bitmask argument assigns ALL of these attributes to the object being modded.

For example, giving a monster custom random magic paths is a bitmask operation where 128 (2^7) is Fire magic and subsequent powers of 2 other paths. A bitmask of 384 (128 + 256) would thus give the monster a random magic path that is either Fire (128) or Air (256), because it contains both separate values.

3-2 Multiple Mods

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.

Two mods should never try to modify the same thing. This can result in different behavior on different computers. Usually the modification from the mod that is loaded last will be the one that takes effect, but if multiple computers are involved, the loading order could be different and the result in a game could be very unpredictable.

3-3 Loading mods

A game created when a mod is enabled in the mod preferences will automatically activate this mod for all players participating in that game, even if the mod is not active when the game is loaded. There will be an error message for any player that hasn't downloaded the mod.

TIP: A quick way to clear all loaded mods is to create a game with no mods at all enabled. When you wish to clear all active mods, just load that game and Dominions will disable all currently active mods. When you want to create a new game with mods, enable the mods you want and then get started. Or if you already had a game that used the mods you wanted, load that game, exit to main menu and create a new game and you will have those mods active.

3-4 Altering Mods in Midgame

If you modify a mod that one of your games is using, the changes made to the mod will take effect immediately when you next load the game. For example, if you make an alteration that modifies all militia units to use axes instead of spears, all militia (including units already bought in-game) will be instantly changed.

This makes it possible to test different things without creating a new game for every new thing you want to try. Load a mod you're working on, create a game and if the results are not quite as you expected, change the mod and load that same game to instantly see the effects of the change.

If you do not quit Dominions between mod changes, you must first load a different game with different mods (or no mods), quit that game to main menu and load the game you use for testing. This will reload the mod and apply your changes immediately.

3-5 Mod Command Load Order

All mods are loaded separately, one entire mod at a time. Mod instructions are parsed in the following order:

- ◆ mod info
- ◆ weapons
- ◆ armors
- ◆ units
- ◆ names
- ◆ sites
- ◆ nations
- ◆ spells
- ◆ magic items
- ◆ general
- ◆ pootypes
- ◆ mercenaries
- ◆ events

All mods will modify or add new weapons before any modification is done on units and so forth.

Because entire mods are loaded one at a time, it is impossible to reference objects contained in other mods by name.

4 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.

#modname "<name>"

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

#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.

#icon "<image.tga>"

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

#version x.yy

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

#domversion x.yy

The minimum required version of Dominions for the mod to work correctly. If not sure, then leave this command out. For example, 4.00, for Dominions version 4.00 required.

5 Weapon Modding

5-1 Basic Weapon Attributes

#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 ctrl+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
24	Long Bow	Missile Weapon
264	Composite Bow	Missile Weapon
25	Crossbow	Missile Weapon
26	Arbalest	Missile Weapon

Table 1: Common manufactured weapons

#newweapon <weapon nbr>

Weapon number for new weapons should be a number between 700 and 1999. It must not 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.

#end

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

#name "<name>"

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

#dmg <damage>

Sets the damage value of the weapon. A spear has a damage value of 2.

#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.

#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.

#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

#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.

#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. A 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.

#ammo <ammo>

This is the number of times that this weapon can be fired in combat. The default value is 12. The maximum value is 30.

#rcost <resources>

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

#twohanded

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

#sound <sample nbr>

The sound effect that will be played 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	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.

#sample "filename"

Uses this sample as sound effect. The sample must be in .sw (16-bit signed words, 22050 Hz, mono) or .al (a-law, 22050 Hz, mono) format. This command can also be used for spells.

5-2 Weapon Damage Types

These commands set damage type for a weapon. More than one damage type can be set. A weapon can only do one type of damage per attack. A weapon with several different damage types will randomly determine the damage type inflicted on every attack. The chance of inflicting a particular type of damage is $100 / [\textit{number of damage types}]$ percent.

For example, a weapon that does both piercing and slashing damage (like *Short Sword*) has a 50% chance of doing piercing damage. If it does not do piercing damage, it will inflict slash damage instead.

The exception to this is magic damage, which determines whether protection from non-magical attacks applies or not. A weapon with magic damage and another damage type will always do the second type of damage, but abilities like *Ethereal* and *Invulnerability* offer no protection.

#slash

The weapon does slashing damage. Monsters with *Slash Resistance* only take half damage.

#pierce

The weapon does piercing damage. Monsters with *Pierce Resistance* only take half damage.

#blunt

The weapon does blunt damage. Monsters with *Blunt Resistance* only take half damage.

#cold

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

#fire

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

#shock

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

#magic

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

#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.

#acid

This weapon does acid damage. Acid weapons can damage armor. Damaged armor will break if subjected to more blows, but will be repaired if there are enough resources in the province the monster is in.

#dt_normal

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

5-3 Damage Qualifiers

These commands add additional modification to the type of damage the weapon inflicts, such as completely or partially ignoring armor, doing extra damage to certain kinds of enemies, only doing damage to specific types of creatures, how it can be resisted etc.

#armorpiercing

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

#armornegating

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

#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.

#mrnegates

The effects of the weapon can be resisted by MR.

#mrnegateeasily

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

#hardmrneg

The effects of the weapon may be resisted by MR, but there is a penalty to the MR check.

#sizeresist

Units that are size 3 or 4 have a chance of resisting the effects of the weapon. Size 5+ units always resist the effects and size 1 and 2 units never resist the effect.

#mind

Mindless beings are immune to this weapon.

#undeadimmune

Undead beings are immune to this weapon.

#inanimateimmune

Inanimate beings are immune to this weapon.

#flyingimmune

Flying and floating beings are immune to this weapon.

#enemyimmune

Enemy units are immune to this weapon.

#friendlyimmune

Friendly units are immune to this weapon.

#undeadonly

The weapon only affects undead beings.

#sacredonly

The weapon only affects sacred troops.

#demononly

The weapon only causes affects demons.

#demonundead

The weapon only affects demons and undead.

#dt_cap

Sets the damage type to capped damage (max 1 HP damage) like a whip or a blowgun.

#dt_stun

Sets the damage type to stun damage (fatigue).

#dt_sizestun

Sets the damage type to stun damage that is less effective on large targets. Effectively the same as *#dt_stun* + *#sizeresist*.

#dt_paralyze

Sets the damage type to paralyze. Damage value is NOT directly turns of paralysis.

#dt_poison

Sets the damage delivery mechanism 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 that has both **#poison** and this command.

#dt_holy

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

#dt_demon

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

#dt_magic

The weapon does double damage to magic beings.

#dt_small

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

#dt_large

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

#dt_constructonly

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

#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* (item).

#dt_weakness

The weapon drains strength from its target instead of doing normal damage.

#dt_drain

The weapon drains life force from its target, healing damage and reducing fatigue for the attacker.

#dt_weapondrain

The weapon drains life, but max 5 points of the damage is used to heal the wielder. Use this for draining weapons that can be wielded or forged.

#dt_aff

Sets the damage type of the weapon to a special effect or affliction. The specific affliction the weapon inflicts is set with the **#dmg** command, so the weapon's damage value is interpreted as a bitmask value according **Table 5** below.

The table uses bitmask values, meaning powers of 2. The numbers are expressed as powers of 2, because numbers after 2^{20} get very big very quickly and do not fit on the page for formatting reasons.

The numbers in **Table 5** below are NOT what you use with this command. For example, in order to make a weapon inflict plague (3), you must enter the value of 2^3 as an argument to **#dmg** in order to get the correct result. In this case the correct value would be 8. and the mod code would look like this, for example:

```
#newweapon 1200
#len 1
#att 0
#def 0
#dt_aff
#dmg 8
#end
```

2 ^x	Affliction
0	disease
1	curse
3	plague
5	curse of stones
6	entangle
7	rage
8	decay
9	burn
10	destroyed armor
11	rusty armor
12	blind
13	bleed
14	earth grip
16	fire bonds
17	false fetters
18	limp
19	lost eye
20	weakness
21	battle fright
22	mute
23	chest wound
24	crippled
25	feeble minded
26	never healing wound
27	slime
28	frozen
29	webbed
30	arm loss

Table 5: Afflictions

5-4 Other Weapon Properties

#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.

#bonus

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

#secondaryeffect <effect nbr>

This secondary effect will affect anyone harmed by the weapon. See **Table 8** for some effects. The effects are actually also weapons and share the same numbers as all other weapons.

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)
255	Area Fear
276	Small Area Holy Fire
306	Weakness
342	Poison Ink
409	Small Area Cold

Table 6: Some secondary effects available to weapons.

#secondaryeffectalways <effect nbr>

This secondary effect will affect anyone attacked by the weapon, no matter if it was a hit or not, as long as the secondary effect itself has an area of effect of one or greater. If the secondary effect does not have an area of effect, it will activate when the target is hit, even if actual damage is not inflicted. See **Table 6** for some effects.

Only one of *#secondaryeffectalways* and *#secondaryeffect* can be used. You must use the always variant with area effects. For non-area effects either one can be used, but you usually want the non-always variant for these weapons. For a full list of effects, refer to other, fan-made documentation.

#ironweapon

The weapon is made of iron and is subject to rust and spells that damage iron equipment.

#woodenweapon

The weapon is made of wood.

#iceweapon

The weapon is made of ice and cannot be fire blessed.

#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.

#flail

The weapon has a +2 attack bonus against shields. Morningstars and flails have this feature. Whips do not, because they do not have enough momentum when they wrap around a shield.

#norepel

This weapon cannot be used to repel attacks.

#unrepel

Attacks with this weapon cannot be repelled.

#beam

Beam weapon, like dragon breath.

#range050

This ranged weapon has a 50% chance of being used in melee.

#range0

This ranged weapon can also be used in melee.

#melee50

This melee weapon only has 50% chance of being used.

#skip

Once this weapon is used, skip the next weapon.

#skip2

Once this weapon is used, skip the next 2 wpons.

#flyspr <flysprite nbr> <animation lgth>

Use this command to set how the arrow looks like for a missile weapon. A value of -1 for a flysprite means there is no flysprite at all. **Table 7** 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 7: Some flysprites available for missile weapons

#explspr <fx nbr>

Use this command to set how the explosion looks like when a missile hits something or when a melee weapon strikes. **Table 8** 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 8: Some explosion looks available for weapons and spells

#uwok

This ranged weapon can be used underwater.

#nouw

This ranged weapon cannot be used underwater. This is the default property of all ranged weapons, but the command can be used to remove the ability to fire underwater from an existing ranged weapon (e.g. lightning, mind blast or ethereal crossbow).

6 Armor Modding

#selectarmor "<armor name>" | <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 ctrl+i.

#newarmor <armor nbr>

Armor nbr should be a number between 250 and 999. It must not 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.

#end

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

#name "<name>"

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

#type <type>

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

#prot <protection>

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

#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 minus #enc value.

#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).

#rcost <resources>

Sets the resource cost for 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 9: Common armor

7 Monster Modding, Basic

These commands cover certain aspects of basic monster modding and general commands that are not related to a specific group of special abilities. They include basic manipulation of monster data structures, common statistics, recruitment and what kind of items a monster can use (if any).

7-1 Selection & Visuals

#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 ctrl+i.

#newmonster [<monster nbr>

Monster nbr should be a number between 3001 and 6999. It must not 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.

It is not necessary to set a monster number when creating a new monster. It is not recommended to use a monster number with monsters that have unique names like *Sorceress of the Sacred Fire* because that will reduce the risk of conflicts between mods.

If a monster number is not used, Dominions will automatically use the first free number from 3000+ for the monster. In this instance all references to the monster in other moddig (such as spells or magic sites) must be by name.

Using lower hardcoded numbers later in the mod will overwrite the number initially assigned by a numberless **#newmonster** command.

#end

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

#name "<name>"

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

#fixedname "Name"

Gives a fixed name to a monster if it is a commander. Useful for giving specific names to heroes.

#descr "<text description>"

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

#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.

#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.

#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.

7-2 Clearing & Copying Attributes

#clear

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

#clearweapons

Removes all weapons from the active monster. Must be used before assigning new weapons or the monster will have both old and new weapons.

#cleararmor

Removes all armor from the active monster. Must be used before assigning new armor or armor assignment does not work correctly.

#clearmagic

Removes all magic skills from the active monster.

#clearspec

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

#copystats <monster nbr>

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.

#copyspr <monster nbr>

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 then change the looks of both monsters.

7-3 Pretender God Commands

#gcost <gold>

The cost in gold is also the cost in design points for pretenders. For shapechanging pretenders, the gold cost should always be fixed. For other pretenders, the cost is calculated automatically based on attributes and special abilities.

Pretender autocalc uses different rules than autocalc for normal units and commanders.

#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.

#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.

#homerealm <realm number>

Sets the home realm of the god, which makes the god available as a default choice for nations that belong to the same realm. See **Table 10** for home realm numbers. This command is not needed and should not be used if you only intend the god to be used by a single nation or a few nations instead of being widely available. Use *#homerealm 0* to clear the homerealm of a pretender god.

Nbr	Realm
1	North
2	Celtic
3	Mediterranean
4	Far East
5	Middle East
6	Middle America
7	Africa
8	India
9	Deeps
10	Default

Table 10: Home realm numbers

7-4 Recruitment Rules

These commands govern the limits and special rules that apply when recruiting the monster.

#slowrec

Takes two turns to recruit this monster, both as unit and as commander.

#noslowrec

Changes a monster that takes two turns to recruit to require only one turn to recruit.

#reclimit <units / turn>

The monster can only be recruited in limited numbers. You can only recruit <units / turn> of this monster in any one province.

#reqlab

Recruiting the monster requires a lab.

#reqtemple

Recruiting the monster requires a temple.

#heatrec <value>

Heat scale requirement for recruitment.

#coldrec<value>

Cold scale requirement for recruitment.

#chaosrec <value>

The monster is cheaper to recruit if there are Turmoil scales in the province. The monster costs [$\text{<value>} \times \text{<Turmoil level>}$] less gold to recruit. Order scales do not affect the price. The recruiting player pays full price for the unit on purchase, but gets the turmoil discount back into the treasury when the monster joins the army.

#deathrec <value>

The monster is cheaper to recruit if there are Death scales in the province. Works identically to #chaosrec. Growth scales do not affect the price.

#aisinglerec

Will tell the AI to only recruit a single one of these per batch.

#ainorec

Will tell the AI to never recruit this monster.

#enchrebate50 <enchantment number>

The monster will be 50% cheaper to recruit when this enchantment is active.

7-5 Desertion

These commands affect how long the monster remains in service to a player and when it leaves.

#singlebattle

The monster only fights in one battle and then leaves, like the gladiators of Earmor and Pythium.

#deserter <percent>

A commander with this attribute has chance of deserting each month.

#horrordeserter <percent>

Like #deserter, but the desertion chance is increased during astral corruption.

#defector <percent>

The monster has a chance to become independent if owned by player. The Unfettered form of the Eater of the Dead uses this mechanic. This command only affects commanders.

7-6 Gold & Resource Cost

#rcost <resources>

The cost in resources. The resource cost of weapons and armor will be added to this. Most human troops have a rcost of one. Heavy cavalry have a base rcost of 8 - 20 (to represent the barding of the mount) combined with #rsize 2 for human-sized armor and weapons.

#gcost <gold>

The cost in gold. Most human troops have a gold cost of 10.

In Dominions 4, the gold cost of monsters can be either fixed or calculated automatically. Monsters with a fixed cost will always cost the same amount of gold, whether recruited as a unit or as a commander. A fixed gold cost should be used for special monsters like elephants or the SIRRUSH.

Automatic Gold Cost Calculation

An automatically calculated (autocalc) gold cost means that the unit will cost one amount of gold when recruited as a unit and a different amount when recruited as a commander.

These rules do not cover pretender gods. They only apply to normal units and commanders.

An autocalc monster is assigned a base gold cost that is further modified by the following attributes:

- ◆ Leadership
- ◆ Magic paths
- ◆ Priest levels
- ◆ Spying abilities
- ◆ Special abilities (mounted, sailing, etc.)
- ◆ Sacred (adds 30% to total cost after everything else)

Leadership, magic paths, priest levels and spying add full cost for the highest modifier of the four and half of the other three.

All gold costs above 30 are rounded to the nearest 5.

To make a monster's gold cost autocalc, add 10000 to the base cost. Using numbers less than 10000 (e.g. 9960 like EA Mictlan's priests) makes the initial cost negative and autocalc values are added to that for the final result. This is useful for commanders, but not regular units.

When estimating a base cost, skill level of the unit in question should influence the base price. Militia units should have 2 or 3 points lower base price while elite units should have between 2 and 8 points higher base price (depending on strength, attack, damage, special abilities etc.).

Some of the typical base prices have been listed in **Table 11**, but they do not cover the full gamut of creatures. Use **Ctrl+i** in-game to examine units to get an idea of their base price.

Note that most automatic gold cost modifiers only apply to the monster when it is recruited as a commander. The costs for #mounted and #sacred are the exceptions and apply to all monsters both as units and as commanders.

Monster Type	Basecost
Markata	5
Harpy, Vaetti, Hoburg	7
Bakemono	8
Satyr	9
C'tis, Caelum, Pale One	10
Human, Dwarf, Vanara	10
Firbolg, Humanbred	13
Lizard (predator)	14
Enkidu	17
Abysia, Bandar, Naga, Colossi	20
Centaur, Dryad	25
O-Bakemono, Horite	25
Sidhe, Vanir, Yaksha	25
Avvite, Edomite	30
Dai Bakemono, Oni	30
Demonbred, Sobek	30
Jotun, Fomorian (unmarked)	30
Nemedian, Tuatha	30
Ancient One	35
Minotaur, Pan, Yazata	40
Burning One	45
Rephaite	45
Starspawn	50
Fomorian Giant, Troll	60
Anakite	90
Dai Oni	90
Ba'al, Melqart	120
Niefel Giant	120

Table 11: Some typical base gold costs

Leadership increases the cost of a commander according to **Table 11a**.

Leadership	Gold Cost
0	10
10	15
40	30
80	60
120	100
160	150

Table 11a: Leadership cost

Leadership cost is increased by certain abilities, as shown in **Table 11b**.

Ldr Cost Modifier	Gold Cost
Inspirational	10 / point
Sailing	+50% cost

Table 11b: Leadership cost modifiers

Magic paths increase the cost of a commander according to **Table 11c**. Random magic picks are calculated according to increase the cost by 75% of the most expensive possible result + 25% of the lowest possible result. Random magic picks at level below 100% are not counted.

Level	Path 1	Path 2+
1	30	20
2	90	60
3	150	100
4	210	140
5	270	180

Table 11c: Magic path cost

Mage cost is modified according to **Table 11d**. Negative value for adept researcher is only applied for the first point, not multiple times.

Mage Cost Modifier	Gold Cost
Adept Researcher	5 / point
Forge Bonus	+ bonus %

Table 11d: Mage cost modifiers

Priest levels increase the cost of a commander according to the **Table 11e**.

Level	Holy
1	20
2	40
3	80
4	140

Table 11e: Priest cost

Spy, assassin and related abilities increase the cost of a commander according to **Table 11f**.

Spy Cost	Gold Cost
Spy, Assassin	40
Seduce	60

Table 11f: Spy cost

The total cost of the commander is the most expensive price of mage, priest, spy and leadership plus half each of the other three.

This value is then adjusted by the applicable total cost modifiers listed in **Table 11g** for the final result that will be the actual price paid.

Total Cost Modifier	Gold Cost
Stealth (commander)	5
Healer (commander)	50
Disease Healer (cmdr)	20
Mounted (always)	15
Slow Recruit (cmdr)	-10% cost
Sacred (always)	+30% cost

Table 11g: Total cost modifiers

7-7 Basic Attributes

#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.

#size <size>

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

#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.

#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.

#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.

#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.

#str <strength>

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

#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.

#def <defense skill>

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

#prec <precision>

The basic precision of the monster. A normal human archer has 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, only spellcasting.

#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.

#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.

#eyes <nbr of eyes>

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

#voidsanity <value>

Reduces susceptibility to insanity. Insanity chance is divided by <value>, e.g. 10. Horrors and Void beings have a voidsanity value of 20.

7-8 Weapons & Armor

#weapon "<weapon name>" | <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 ctrl+i when viewing a unit's stats to find out the weapon, armor and monster number for that particular unit.

When modding an existing monster that already has weapons, each new **#weapon** command will add a new weapon to the monster. If you want to change the monster's weapons without adding new ones, you must use the **#clearweapons** command to remove the existing weapons first.

#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 9**.

When modding an existing monster that already has armor, each new **#armor** command will add a new armor to the monster (up to the limit of three). If you want to change the monster's armor without adding new ones, you must use the **#cleararmor** command to remove the existing armor first.

7-9 Item Slots

#userrestricteditem <value>

The monster can use restricted items of the same value. Value can be 1-10000. See **Item Modding** for more information.

#startitem "item name" | <item nbr>

The monster starts with this item if it is a commander.

#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 12: Item slot values

#itemslots <slot value>

Sets which item slots are available for this monster. See **Table 12** 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.

8 Monster Modding, Special Abilities

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.

8-1 Creature Type & Status

#female

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

#mounted

Indicates the monster is mounted. Mounted monsters have increased defense (+3) and do not suffer from armor encumbrance but should have about two extra in basic encumbrance.

#holy

Holy (sacred) troops can be blessed by priests.

#animal

Indicates that the monster is an animal. Animals are affected by the *Animal Awe* power. Animals receive a morale bonus when led to combat by a beast master.

#undead

This monster is an undead.

#demon

This monster is a demon.

#magicbeing

This monster is a magic being.

#stonebeing

This monster is a stone being and immune to petrification.

#inanimate

Inanimate beings are immune to some spells.

#coldblood

Cold blooded like the lizards of C'tis.

#immortal

This monster is immortal like a Lich.

#drake

The monster is a drake and is affected by the *Dragon Master* ability.

#plant

The monster is a plant. Plants cannot be turned into zombies by *Raise Dead* or other methods.

#lesserhorror

Monsters with this tag are used as lesser horrors.

#greaterhorror

Monsters with this tag are used as horrors.

#doomhorror

Monsters with this tag are used as doom horrors.

#blind

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

#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.

#bug

Monsters with this tag are summoned by the *Swarm* spell on land.

#uwbug

Monsters with this tag are summoned by the *Swarm* spell underwater.

#autocompete

This monster will automatically compete in the Arena deathmatch.

#dungeon

The monster is a suitable encounter in a dungeon.

8-2 Movement

#immobile

This monster is *Immobile* like the Monolith. Immobile units may teleport, but cannot use the Cloud Trapeze spell..

#aquatic

This monster can only live under water.

#amphibian

This monster can travel both under and over water.

#pooramphibian

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

#float

The monster floats in the air and can cross rivers. It is also immune to earthquakes and other effects that only affect ground bound monsters.

#flying

This monster can fly. To be able to fly in a storm, the monster must also be **#stormimmune**. The monster can cross rivers. It can also cross mountain passes if it is not cold in the provinces the pass connects.

#stormimmune

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

#teleport

The monster can teleport. Movement on the battlefield is instantaneous and the monster is not hindered by storms. The command automatically sets mapmove to 10 and the creature ignores terrain restrictions and the *Sea of Ice* spell.

#unteleportable

The monster cannot use Teleport, Gateway or Astral Travel spells to move. It can still use Stygian Paths and Faery Trod.

#noriverpass

The monster is unable to cross rivers even when they are frozen, like a vampire.

#forestsurvival

Monster has the *Forest Survival* skill. Forest terrain does not hinder movement.

#mountainsurvival

Monster has the *Mountain Survival* skill. Mountain terrain does not hinder movement and the monster can cross mountain passes even if it is cold in the provinces the pass connects.

#swampsurvival

Monster has the *Swamp Survival* skill. Swamp terrain does not hinder movement.

#wastesurvival

Monster has the *Waste Survival* skill. Waste terrain does not hinder movement.

#sailing <ship size> <max unit size>

A commander with this ability is able to sail over two sea provinces with his troops. Ship size is the size of the boat and indicates how many size points the commander can transport. Standard value is 999. Max unit size is the maximum size unit that can be transported, usually 2 or 3.

#giftofwater <size points>

A commander with this ability is able to bring a number of units underwater with him as long as their combined size points do not exceed the value of this ability.

#indepmove <percent chance>

The monster has a chance of moving on map if owned by independents)

8-3 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.

#stealthy <value>

This monster can sneak into enemy provinces. The default value when using this modding command is 0. Scouts are harder to detect and have a standard value of 10. A Spy has 20.

The number of patrolling units required to have a 50% chance of detecting the sneaking monster is **<value> + 40**.

This means that 40 patrolling units are required to have a 50% chance of detecting a standard stealthy unit, while 50 patrolling units are required to have an equal chance of detecting a sneaking scout.

#illusion

Gives a monster glamour. These monsters cannot be discovered by scouts and have a mirror image protecting them in battles. This command adds 25 to the monster's existing stealth value if it already has the **#stealthy** attribute. Glamour does not grant stealth to monsters that have no stealth to begin with.

#spy

This monster is a spy.

#assassin

This monster is an assassin.

#patience <value>

The patience value increases the chances of the assassin to catch his target unawares and without bodyguards. Each point of patience decreases the chance of bodyguards being present by 10%. If the bodyguard unit has the *Bodyguard* ability, it reduces the effectiveness of the assassin's *Patience*.

#scalewalls

The monster can assassinate commanders even when they are in besieged castles.

#seduce <value>

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

#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.

#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.

#falsearmy <value>

The monster creates the false impression of greater numbers than there really are. Enemy scouting reports will inflate the size of the army by **<value>** units.

#foolscouts <value>

The monster creates the false impression of uniformity in its own army. Enemy scouting reports will perceive the army to only contain one type of troop. The reported troop type is usually the most common troop type present.

8-4 Age, Healing & Afflictions

#startage <age>

The start age for a monster. Usually there is no need to set this as it will be calculated automatically depending on maxage and skills. An age of zero clears this command and an age of -1 sets start age to zero. The startage value is the starting point for actual age calculations based on magic and other skills.

#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. Undead are affected by Death magic, inanimate creatures by Earth magic, demons by Blood magic and all others by Nature magic, in that order (if the monster belongs to more than one of these categories at once, e.g. lifeless undead).

#older <age>

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

#heal

Grants Pangaea-like healing powers to the monster (*Recuperation* special ability).

#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.

#healer <percent>

Grants a commander the *Heal Troops* ability. 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.

This command still works, but it is replaced in all instances of in-game occurrence with the **#autohealer** or **#autodishealer** mechanic.

#autohealer <value>

The monster automatically heals <value> afflictions from units in the same province. The default value is 1. Only very powerful healers should have higher values. The Chalice artifact has a value of 5.

#autodishealer <value>

The monster automatically heals disease from <value> units in the same province. The default value is 1. Only very powerful disease healers should have higher values.

#autodisgrinder <value>

The monster automatically heals disease from <value> units in the same province. Each disease healed is converted to a Death gem.

#diseaseres <percent>

Protects a unit when diseased. Value is the chance of not being negatively affected by the disease each month.

#woundfend <percent>

The monster is less likely to suffer an affliction from a wound.

#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). Vampires have #uwdamage 100 so they cannot go underwater at all.

#landdamage <percent>

The monster will take damage equal to the indicated percentage of its total hit points every turn it spends in a land province instead of underwater.

#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).

#hpoverflow

The monster's hit points can increase past the normal maximum. The extra HP are permanently retained until lost due to damage. This command is useful for units that possess life drain attacks or that can **#digest** swallowed monsters.

#hpoverslow <0-1000>

The monster's hit points can go over their normal maximum value by 0 - 1000 percent. They will slowly return to normal.

#startaff <percent>

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

#startingaff <affliction bitmask>

Monster always starts with one (or more) afflictions as indicated by the affliction bitmask. See **Table 5** in weapon modding for affliction values.

8-5 Damage Reduction

This section deals with abilities that reduce damage the monster receives from attacks.

Elemental resistances function like armor by lessening damage from attacks of a particular type of element (fire, cold, shock or poison).

In Dominions 3 elemental resistances were percentage values. See **Table 13** for resistance equivalencies between Dominions 3 and Dominions 4 resistance values.

Dom 4	Dom 3
3	25
7	50
10	75
15	100
20	150
25	200

Table 13: Resistance equivalencies

Some monsters have values as high as 25 for elemental resistances because they are intended to be immune to any normally conceivable damage from that element.

For example, all undead and inanimate creatures have poison resistance 25, Abyssians have fire resistance 25 and Niefel giants have cold resistance 25. Some creatures like Fire Elementals have a fire resistance of 75 because they are composed entirely of their element and cannot be harmed by it at all.

If a monster has an elemental aura (heat, chill or poison cloud), it should be given 25 points of the appropriate resistance.

To make a monster more vulnerable to a particular type of elemental damage, it can be given a negative resistance value. In this case the affected type of damage is increased by an amount equal to the penalty.

#pierceres

The monster takes half damage from piercing weapons.

#slashres

The monster takes half damage from slashing weapons.

#bluntres

The monster takes half damage from blunt weapons.

#ethereal

The monster is ethereal. Non-magical weapons have only 25% chance of harming the monster when they hit, but when they do, they inflict full damage unless mitigated by another ability. Ethereal monsters can pass through walls during the storming of a fortress.

#coldres <prot>

Grants cold resistance to the monster. A value of 5 or more protects the monster from the fatigue effects of a chill aura.

#fireres <prot>

Grants fire resistance to the monster. A value of 5 or more protects the monster from the fatigue effects of a heat aura.

#poisonres <prot>

Grants poison resistance to the monster.

#shockres <prot>

Grants shock resistance to the monster.

#iceprot <prot>

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

#invulnerable <prot>

The monster has invulnerability to non-magical weapons. The invulnerability value counts as natural protection against normal weapons.

#regeneration <percent>

The monster regenerates like a troll and heals damage every combat round. The percent value indicates how many percent of its total hit points are regenerated every turn. The standard value for regeneration is 10.

#reinvigoration <points>

Reduces the fatigue by <points> amount every turn in battle. This value can be negative to gain extra fatigue in battle instead. Lower fatigue reduces the chance of the monster suffering critical hits while higher fatigue increases it.

8-6 Combat Auras

These abilities grant the monster an aura that affects the battlefield around it or enemies that attack it in some manner. Abilities that trigger only when the monster is killed are in the *Other Combat Abilities* section.

#heat <value>

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

#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.

#uwheat <0-100>

Like #heat, but also works underwater.

#poisonskin <0-500>

The monster has a skin that exudes a paralyzing poison, which does stun damage to anyone attacking it with length 0 weapons. The value is the damage rating of the poison.

#poisoncloud <size>

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

#diseasecloud <size>

Monster is surrounded by a disease cloud. Standard size is 6. The disease cloud adds the *Plague Carrier* icon to the monster.

#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(+1)).

#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 Awe(+1)).

#fear <value>

This monster is very fearsome. A high value indicates higher fear. The standard value is 5. Death magic increases the fear value. The monster lowers the morale of enemy units in <value> squares around it. Affected squares are randomly determined. Units with Death magic 5 gain Fear even without this command.

#fireshield <damage>

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

#banefireshield <damage>

Anyone striking this monster will take <damage> points of armor piercing bane fire damage. The damaged unit will also suffer the effect of the *Decay* spell if it fails an MR check. Standard damage for bane fire shields is 8.

#acidshield <damage>

Anyone striking this monster will take <damage> points of armor piercing acid damage. The damaged unit will also suffer the effect of weakened armor, as if from the *Rust Mist* spell. Standard damage for acid shields is 8.

#damagerev <strength>

The monster has the *Damage Reversal* ability. Any creature that hits the monster must make a magic resistance check or suffer the damage itself instead of harming the target. Strength must be at least one and strength minus one is the penalty to the MR check. Use strength 1 for standard damage reversal with no penalty.

#bloodvengeance <strength>

The monster has the *Blood Vengeance* ability. Any creature that hits the monster must make a magic resistance check or suffer the same damage that it inflicts on its target. Strength works identically to #damagerev.

#slimer <strength>

Any unit attacking this monster must make a magic resistance check or become immobilized by oozing slime, identical to the effects of the *Slime* spell. Strength works identically to #damagerev.

#entangle

Anyone striking this monster may get entangled. This ability does not have an icon.

#eyeloss

Anyone striking this monster may lose an eye. This ability does not have an icon.

#horrormark

Anyone striking this monster may be horror marked. This ability does not have an icon.

#poisonarmor

Anyone striking this monster with short weapons will be poisoned.

8-7 Seasonal Powers

The seasonal powers affect the monster's hit points. During the season of power the monster gets a percentage increase to its maximum hit points. During the opposite season, it gets a percentage reduction to its maximum hit points.

#springpower <percent>

The monster has increased hit points in spring and lowered hit points in autumn.

#summerpower <percent>

The monster has increased hit points in summer and lowered hit points in winter.

#fallpower <percent>

The monster has increased hit points in autumn and lowered hit points in spring.

#winterpower <percent>

The monster has increased hit points in winter and lowered hit points in summer.

8-8 Elemental & Scale Powers

These commands give the monster bonuses to their statistics when they are subject to the effects of certain scales or other conditions.

The effect of the powers tied to dominion scales is a [**bonus x ± 1**] point increase or decrease to Strength, Attack, Defense and Action Points per scale level, with no modifier when the scales are neutral.

#chaospower <bonus>

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

#coldpower <bonus>

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

#firepower <bonus>

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

#deathpower <bonus>

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

#magicpower <bonus>

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

#stormpower <bonus>

The monster gets stat increases in combat during storms. This attribute also duplicates the effects of the **#stormimmune** attribute, giving the monster the ability to fly during a storm. Only active in combat.

#darkpower <bonus>

The monster will get stat increases in darkness. Only active in combat.

8-9 Other Combat Abilities

#ambidextrous <bonus>

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

#berserk <bonus>

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

#blessbers

Will make unit go berserk when blessed.

#darkvision <percent>

Gives monster darkvision, lessening penalties for fighting under darkness. Use value 100 for perfect darkvision. Cannot be set above 100.

#trample

This monster can trample smaller beings.

#trampswallow

The monster automatically swallows the targets of a successful trampling attack. Swallowed monsters are removed from the battlefield until the swallowing monster is killed.

#digest <dmg>

The monster digests any swallowed creatures. Swallowed creatures take <dmg> damage every combat round until dead or until the monster that swallowed them is killed.

#aciddigest <dmg>

The monster digests any swallowed creatures and causes their armor to be weakened, like the *Rust Mist* spell.

#incorporate <dmg>

The monster incorporates any swallowed creatures as a part of itself. Swallowed creatures take damage every combat round until dead or until the monster that swallowed them is killed. The monster that incorporates them heals a number of hit points equal to damage inflicted every combat round.

#deathcurse

When this monster dies, the unit that strikes the killing blow is cursed.

#deathdisease <aoe>

The monster bursts in a cloud of disease ridden fumes when it dies, infecting its killer and anyone nearby with disease.

#deathparalyze <aoe>

The monster erupts in a paralyzing explosion on death, forcing everyone in the area of effect to make a MR check or become paralyzed.

#deathfire <aoe>

The monster erupts in a fiery explosion when it dies, inflicting 10 AP fire damage to everyone in the area of effect.

#guardspiritbonus <value>

Increases the chance of receiving a guardian spirit with +value percent. Command has no effect if the nation does not have #guardspirit command set.

#raiseonkill <chance>

Monster has a chance in percent to raise the people it kills as soulless.

#raiseshape "<name>" | <nbr>

Changes soulless to another kind of unit for the #raiseonkill or #dt_raise effects. Monster number can be negative for montag usage.

8-10 Non-Combat Abilities

#castledef <value>

Gives a castle defense bonus to the monster. The monster counts as <value> extra monsters when defending a fort from a siege.

#siegebonus <value>

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

#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.

#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.

#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.

#resources <value>

The monster generates <value> resources in the province it is in, like a Master Smith of Ulm.

#iceforging <value>

The monster generates <value> resources in cold provinces.

#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**.

#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.

#incunrest <value>

The monster will increase or decrease unrest at his location. The value divided by 10 is the amount increased per month. A negative can be used to decrease unrest instead.

#incprovdef <value>

The monster is good at organizing provincial defenses. PD is increased by <value> per turn, to a maximum of 19.

#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.

#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.

#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.

#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.

#elegist <value>

The monster is more effective than its normal priest level when calling a god or disciple back from death. The *Elegist* value is added to its priest level when performing this action.

#spreaddom <candles>

The monster spreads the Dominion of the pretender god by its mere presence. The candles value should usually be one, meaning that the monster spreads as much dominion as one prophet.

#shattered soul <percent>

The monster suffers from a shattered soul like a Tartarian. There is a <percent> chance each turn that the monster (if a commander) does not obey orders but does something else instead.

#taxcollector

The monster can collect taxes from provinces that cannot trace a route to the nearest fort.

#gold <gold / month>

The monster generates gold that is added to the treasury. Use a negative value for a monster that costs gold every month above and beyond the normal upkeep.

#nohof

The monster cannot enter the Hall of Fame.

8-11 Shapechanging

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

#shapechange "<name>" | <nbr>

This monster is able to change shape to and from another monster at will. The other monster is not affected by this command and must be given #shapechange command with the first form as the value. Dragons use this ability. It is also possible to do multiple form shapechangers such as the Jotun Skratti by chaining this command over several monsters.

#prophetshape "<name>" | <nbr>

(Unit will change into this monster when made a prophet. Monster nbr can be negative for montag usage)

#firstshape "<name>" | <nbr>

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

#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 in human form use this ability.

#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.

#cleanshape

The monster will heal all afflictions and hp if changing shape from secondshape to firstshape. This command must be applied to the monster's firstshape, so for a werewolf the human form.

#landshape "<name>" | <nbr>

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

#watershape "<name>" | <nbr>

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

#forestshape "<name>" | <nbr>

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

#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.

#growhp <hit points>

The monster grows into the previous monster once it has this many hit points or more. Hydras use this mechanic.

#shrinkhp <hit points>

The monster shrinks to the following monster once it has this many hit points or less. Hydras use this mechanic.

#xpshape <xp value>

The monster will change into the next monster type (next monster number) after reaching this amount of xp.

#xploss <0-100>

The monster loses 0-100% of xp when changing shape (e.g. when losing its rider).

#transformation <value>

The monster is a possible target for the *Transformation* spell. Value can be -1 for a bad result, 0 to disable and 1 for a good result.

#[path]attuned <chance>

Chance of getting a bonus level of magic when transformed into this being.

In place of [path], insert the name of the magic path in all lower case for the correct command (#fireattuned, #airattuned etc).

8-12 Monster Summoning

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

#reanimator <nbr>

The monster will reanimate this number of corpses automatically every turn.

#domsummon "<name>" | <nbr>

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

#domsummon2 "<name>" | <nbr>

Half as effective as #domsummon.

#domsummon20 "<name>" | <nbr>

A twentieth as effective as #domsummon.

#raredomsummon "<name>" | <nbr>

There is a flat 8% chance of summoning one creature of this type when in a province with friendly dominion.

#makemonsters1...5 "<name>" | <nbr>

Gives the monster a special order that can summon a monster per month. #makemonsters2 to #makemonsters5 can also be used to summon more monsters per month.

#summon1...5 "<name>" | <nbr>

Automatically summons monsters each month. The #summon1 command summons one monster per month and #summon2 to #summon5 more according to the number in the command.

#battlesum1...5 "<name>" | <nbr>

Automatically summons 0-X monsters to the battlefield each combat round. The #battlesum5 command summons 0-5 and #battlesum1 summons 0-1 monsters etc.

#batstartsum1...5 "<name>" | <nbr>

Summons x monsters at start of battle. #batstartsum1 summons 1 monster, #batstartsum2 summons 2 monsters etc.

#batstartsum1d6...5d6 "<name>" | <nbr>

Summons xd6 monsters at start of battle. Otherwise works like #batstartsum1...5. values.

All of the monster summoning commands except **#reanimator** accept negative number values to provide a random summon of a specific type. See **Table 14** for the list of randomly summonable creatures types. Entries marked with an asterisk may be made worse if the *Astral Corruption* global enchantment is active.

Nbr	Monster
-1	Soulless
-2	Longdead
-3	Soultrap Ghost
-4	Ghoul
-5	Random animal
-6	Lesser horror*
-7	Horror*
-8	Doom Horror
-9	Random bug
-10	Random good crossbreed
-11	Random bad crossbreed
-12	Random crossbreed (3% good)

Table 14: Monster summoning

#montag <value>

This command assigns a monster tag value to a creature. The value must be a number between 1000 and 100000. The monster tag value is a summoning marker that can be used with the other monster summoning commands and in spell modding to summon randomly determined monsters from a defined list.

When a summoning command or spell is used with the montag value, a random creature with that montag value is summoned. Use a minus sign before the value when using it in this manner for the command to work correctly.

Example: Five monsters with a #montag 2500 could be set as random monster summons by assigning #summon2 -2500 to another monster. This would result in two random monsters from those five being summoned.

The monster tag can also be used as damage value for summoning spells, which will then summon a random monster from the group with the same tag. To use it that way, set spell damage to [minus]<montag value>.

8-13 Nametypes

#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 15a** and **Table 15b**. If you do not set the name type explicitly, then Dominions will take a guess based on gender, size, resistances and so forth and sometimes come up with the correct result anyway.

Nametypes 161 – 299 should be used for modding purposes.

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 15a: Name type numbers part 1

Number	Type of Name
123	Mictlan male
124	Mictlan female
125	Machaka female
126	Machaka male
127	<i>Custom name list</i>
128	<i>Custom name list</i>
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	Ur male
152	Ur female
153 – 160	<i>Reserved</i>
161 – 299	<i>Custom name list</i>

Table 15b: Name type numbers part 2

9 Monster Modding, Leadership & Morale

These commands are used to set basic leadership values for monsters. Leadership rules:

- ◆ Undead beings require undead leadership
- ◆ Demons require undead leadership
- ◆ Magic beings require magic leadership.
- ◆ Monsters that are both undead and magic being OR demon and magic being require undead leadership.

The different magic paths grant various bonuses to leadership. See **Table 16**.

Leadership value increases the recruitment cost of commanders as detailed in section 7-2 and detailed in **Table 9a**.

Leadership	Gold Cost
0	10
10	15
40	30
80	60
120	100
160	150

Table 11a: Leadership cost

Other commands in this section deal with different effects on the morale of units.

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 16: Leadership bonuses from magic

9-1 Normal Leadership

#noleader

This monster cannot lead units when it is a commander. Use this for scouts and assassins. Commander cost +10.

#poorleader

Leadership value 10. This is the standard value for mages. Commander cost +15. Commanded units have a morale modifier of -1 if in a single squad and an additional -1 for every additional squad.

#okleader

Leadership value 40. This is the default value and it is the standard for non-elite commanders. Commander cost +30. Commanded units have a morale modifier of 0 for two or fewer squads and -1 for every additional squad.

#goodleader

Leadership value 80. Commander cost +60. Commanded units have a morale modifier of +1 for up to 3 squads and -1 for every additional squad.

#expertleader

Leadership value 120. Commander cost +100. Commanded units have a morale modifier of +2 for up to 4 squads and -1 for every additional squad.

#superiorleader

Leadership value 160. Commander cost +150. Commanded units have a morale modifier of +3.

#command <value>

Increases leadership value by this amount.

9-2 Magic Leadership

In addition to these commands, a monster has magic leadership based on its magic paths (10 per level of Astral and 5 per level of any other magic than Death)

#nomagicleader

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

#poormagicleader

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

#okmagicleader

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

#goodmagicleader

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

#expertmagicleader

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

#superiormagicleader

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

#magiccommand <value>

Increases magic leadership by this amount.

9-3 Undead Leadership

These commands govern the level of undead leadership the monster possesses. Additionally, undead leadership is increased by 15 points for each priest level if the priest serves a nation that can reanimate undead. The nations that have this benefit are Lanka, Asphodel, Sceleria, Earmor (Ashen Empire) and Lemuria.

#noundeadleader

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

#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.

#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.

#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.

#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.

#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.

#undcommand <value>

Increases undead leadership by this amount.

9-4 *Morale Related Abilities*

#inspirational <bonus>

All units under the command of this monster have their morale increased by <bonus> in addition to modifiers from base leadership. Commander cost +10 per point. The value can be negative.

#beastmaster <bonus>

All animals under the command of this monster have their morale increased by <bonus>.

#taskmaster <bonus>

All slaves under the command of this monster have their morale increased by <bonus>.

#slave

Slaves are typically untrained fodder who are given weapons and herded into battle. They have low morale and are easily routed. Their morale is improved when led by a taskmaster.

#undisciplined

Undisciplined monsters cannot be given orders in battle. They can only deploy in the skirmish formation and will attack the enemy without regard for any battle plan.

#formationfighter <bonus>

The monster is trained to fight in formation with other units and does not suffer from reduced morale when deployed in advanced formations instead of the basic box formation. The default value for this ability is 1. There are no monsters in the game with a value of 2 or more.

#bodyguard <bonus>

The monster's morale is increased by <bonus> when its orders are set to *Guard Commander*. The bodyguard bonus reduces an assassin's *Patience* value when determining whether the bodyguard is present during an assassination.

#standard <bonus>

The monster increases the morale of units in the same squad by <bonus>. Multiple standards in the same squad do not stack. Only the highest standard value in the squad counts. The normal value for this command is 1.

10 Monster Modding, Magic

This chapter introduces the commands related to granting monsters magic skills and special abilities related to magic (research, magic item forging, magic gems etc.).

10-1 Magic Paths

Use these commands to grant monsters magic paths and random magic picks and for altering the strength of their magic.

Nbr	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 17: Magic path numbers for monsters

#magicskill <path> <level>

Gives a magic skill to the active monster. The path must be a number from **Table 17** 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 must also have the **#holy** command or the mod will crash.

#custommagic <path mask> <chance>

Gives a chance for another magic skill to the active monster. The path mask must be a number from **Table 18** 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). For example, a 200% random chance means +2 levels in the path. This is displayed in the unit's random magic information.

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

Table 18: Path masks

NOTE: Using only a random priest level in a **#custommagic** mask causes the mod to crash. It is highly recommended not to use random priest levels unless you know exactly what you are doing to avoid problems.

#magicboost <path> <boost>

Gives a boost or reduction to the monster's magic ability for one or all magic paths. The boost can be from -5 to 5 levels. See **Table 17** for path numbers (0-8). Use number 53 as path to boost all paths at once.

#masterrit <value>

Pathboost for the purpose of casting rituals. A monster with this ability can cast rituals that would require <value> higher magic paths than it actually has. A negative value makes the monster worse at casting rituals.

10-2 Ritual Spell Range

These commands increase the maximum range in provinces of rituals cast by the monster.

#firerange <range>

Fire magic rituals cast by the monster have an increased range in provinces.

#airrange <range>

Air magic rituals cast by the monster have an increased range.

#waterrange <range>

Water magic rituals cast by the monster have an increased range.

#earthrange <range>

Earth magic rituals cast by the monster have an increased range.

#astralrange <range>

Astral magic rituals cast by the monster have an increased range.

#deathrange <range>

Death magic rituals cast by the monster have an increased range.

#naturerange <range>

Nature magic rituals cast by the monster have an increased range.

#bloodrange <range>

Blood magic rituals cast by the monster have an increased range.

#elementrange <range>

Elemental magic (Fire, Air, Water, Earth) rituals cast by the monster have an increased range.

#sorceryrange <range>

Sorcery (Astral, Death, Nature, Blood) rituals cast by the monster have an increased range.

#allrange <range>

All magic rituals cast by the monster have an increased range.

10-3 Magic Research

These commands affect the magic research abilities of the monster.

#fixedresearch <value>

The monster produces this amount of research even without magic skills.

#researchbonus <value>

Makes a commander better or worse at magic research. A sage has a value of 8.

#slothresearch <value>

The monster gains <value> research bonus per step of sloth in the province.

#inspiringres <value>

The monster inspires other mages to be more effective researchers. All other mages in the same province gain a research bonus equal to <value> while the monster stays in the province. Only the highest value present counts.

#divineins

There can only be a number of divinely inspired researchers per province equal to the dominion strength in that province. Any extra divinely inspired researchers have their research value ignored. The monks of Man use this mechanic.

#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.

#magicimmune

The monster is immune to the research effects of Drain and Magic scales. There is no research penalty for Drain scale and no research bonus for magic scale.

10-4 Gem Production

These commands cause the monster to produce permanent or temporary magic gems when it is a commander.

#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 17**.

#tmpfiregems <gems>

The monster produces a number of fire gems that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpairgems <gems>

The monster produces a number of air gems that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpwatergems <gems>

The monster produces a number of water gems that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpearthgems <gems>

The monster produces a number of earth gems that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpastralgems <gems>

The monster produces a number of astral pearls that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpdeathgems <gems>

The monster produces a number of death gems that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpnaturegems <gems>

The monster produces a number of nature gems that can be used in combat. The gems are not stable enough to be used for ritual spellcasting.

#tmpbloodslaves <gems>

The monster rounds up a number of blood slaves from the local population before combat. The blood slaves are not properly prepared and are thus useless for the exacting requirements of ritual spellcasting.

#douse <bonus>

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

#makepearls <value>

The monster can turn <value> water gems to <value> astral pearls.

10-5 Other Magic Abilities

These commands grant other, uncategorized magic abilities related to spells, item forging and other planes of existence.

#bonusspells <spells per round>

The monster can cast a number of spells every combat round in addition to its normal attacks. The spellcasting cannot be prevented by adjacent enemy units, unlike normal spellcasting.

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

Monster will automatically cast this spell just before the battle starts. There is no fatigue cost. This spell cannot be a spell added by a mod, it must be an original Dominions 4 spell. You can modify the spell used by this command though.

#randomspell <percent>

The monster has a <percent> chance of casting a random spell in combat instead of a good one. The ability only works for commanders, because only commanders can cast spells.

#tainted <chance>

Chance in percent of being horror marked each turn.

#forgebonus <percent>

Makes it cheaper to create magic items.

#fixforgebonus <value>

Gem reduction when forging items. The value is in absolute numbers of gems, not in percent like the other forgebonus. This is the default forgebonus mechanic in Dominions 4.

#mastersmith <value>

The monster's magic paths are counted as <value> higher than actual when forging items so a mage with a bonus of 1 and Fire magic 1 would be able to forge items that require Fire 2 to forge. A negative value makes the monster worse at forging items.

#comslave

The monster is automatically a communion slave and does not need to cast the *Communion Slave* spell to join a communion, like the Theurg Communicant of Pythium in the middle era.

#crossbreeder <value>

The monster is skilled in crossbreeding and gets a bonus when using the *Crossbreeding* or *Improved Crossbreeding* ritual from the Blood magic school. The crossbreeder receives more units per casting and a higher chance of extraordinary results.

#deathbanish <-11 to -13>

Whoever strikes the killing blow against this monster is banished to another plane. -11=The Void, -12=The Inferno, -13=Kokytos

#kokytosret <chance>

Extra chance per month of returning from Kokytos, the infernal realm of ice.

#infernoet <chance>

Extra chance per month of returning from the Inferno, the infernal realm of fire.

#voidret <chance>

Extra chance per month of returning from the Void, the plane between worlds and the home of horrors and the Void beings of R'lyeh.

#allret <chance>

Extra chance of returning from any of the other planes a monster can be banished to.

11 Spell Modding

These commands allow the modding of spells. The maximum number of spells is 2999. Numbers 0 – 1100 are reserved and numbers 1101 – 2999 can be use for modding.

#clearallspells

All researchable spells are removed from the game.

#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.

#newspell

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

#end

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

Nbr	School
- 1	<i>cannot be researched</i>
0	Conjuration
1	Alteration
2	Evocation
3	Construction
4	Enchantment
5	Thaumaturgy
6	Blood
7	Divine

Table 19: Magic schools

#clear

Clears the current spell.

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

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

#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.

#descr "<new spell name>"

A text description of the spell.

#school <school nbr>

Magic school for this spell. The number ranges from -1 to 7, see **Table 19**.

#researchlevel <level>

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

#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 20**.

#pathlevel <reqnr> <level>

Level required to cast this spell.

Nbr	Path of Magic
- 1	<i>none</i>
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood
8	Holy

Table 20: Magic paths for spells

#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%.

#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 use this value to determine which monster is summoned.

#damagemon "monster name"

Use this to set a spell's damage to a monster if you don't know its number.

#effect <eff>

Set the effect of the spell. Some of the most common eff values can be seen in **Table 21** and **Table 22**. 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.

#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. Must be used also for rituals to set their gem cost.

Nbr	Effect
1	Summon monster
2	Damage spell
3	Stun damage
7	Poison damage
11	Special 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 21: Some effect values for combat spells

#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.

#explspr <fx nbr>

Set the particle effect to be used when this spell explodes. -1 = no explosion. See **Table 8** to find a suitable explosion.

#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.

#nreff <nbr of effects>

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

#range <range>

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

#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 22 Some effect values for rituals

#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**.

#sample "filename"

Uses this sample as sound effect. The sample must be in .sw (16-bit signed words, 22050 Hz, mono) or .al (a-law, 22050 Hz, mono) format. This command can also be used for weapons.

#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.

#restricted <nation nbr> | "nation name"

Spell will only be available for this nation. You can use up to 12 of these commands for a single spell, thus enabling up to 12 nations to research the spell. A value of -1 restricts the spell to the last manipulated nation, so this command can be used with **#newnation**. The number of times this command can be used on a single spell is also somewhat dependent on how many other things the spell does, so limiting the use of this command to less than the total number allowed is advised.

#provrange <range>

Sets the range of a ritual in provinces.

#onlygeosrc <terrain mask>

Ritual can only be cast from one of these terrains. See **Table 23** for terrain masks.

#onlygeodst <terrain mask>

Ranged ritual can only target one of these terrains. See **Table 23** for terrain masks.

#onlyfriendlydst <0 or 1>

1 = can only target allied provinces
0 = turn this feature off (default)

#onlyowndst <0 or 1>

1 = can only target own provinces
0 = can target any province (default)

#nowatertrace <0 or 1>

1 = ritual range cannot trace through water provinces
0 = Ritual range can trace through water provinces (default)

#nolandtrace <0 or 1>

1 = ritual range cannot trace over land
0 = ritual range can trace over land (default)

#walkable <0 or 1>

1 = ritual range must trace along a walkable path, i.e. sea of ice can block on a land / sea border.
0 = ritual range need not be walkable (default)

2^x	Nbr	Terrain
-	0	Plains
0	1	Small Province
1	2	Large Province
2	4	Sea
3	8	Freshwater
4	16	Mountain
5	32	Swamp
6	64	Waste
7	128	Forest
8	256	Farm
9	512	Nostart
10	1024	Many Sites
11	2048	Deep Sea
12	4096	Cave
22	4194304	Border Mountain

Table 23: Terrain masks

12 Magic Item Modding

These commands allow the modding of magic items. The maximum number of attributes a magic item may have is roughly ten. However, the total number of attributes is not so straightforward, because some attributes are 'free' in the sense that they are automatic.

12-1 Basic Item Modding

#clearallitems

All forgeable magic items are removed from the game.

#selectitem "<item name>" | <item nbr>

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. Use numbers 500 – 999 for modding.

#end

Always use this command at the end of modifying a magic item.

#newitem

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

#copyitem "<item name>" | <item nbr>

Copies all stats from an existing item to the current item.

#copyspr <item nbr>

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

#spr "<filename>"

Uses a user made image for item sprite. The image should be 32*32 or 64*64 with the item centered in the picture. The item itself should not be larger than 40*40 pixels. Black will be transparent unless the image is saved with alpha information, in which case that will be used instead.

#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 an item, set this value to 12.

#mainpath <path>

Main path required to forge this magic item. The path is a number from 0 to 7 from **Table 20**.

#mainlevel <path>

Main path level requirement to forge this magic item. The level can be anything from 1 to 8. The cost of forging the magic item also depends on the level requirements.

#secondarypath <path>

Secondary path required to forge this magic item. The path is a number from -1 to 7 from **Table 20**.

#secondarylevel <path>

Secondary path level requirement to forge this magic item. Works like **#mainlevel**.

#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 24**.

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 24: Item types

#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 item name before its description.

#descr "<text>"

A text description of the magic item.

#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 or armor. Use **#weapon 0** to clear an existing weapon from a copied item.

#armor "<armor name>"

Defines what kind of armor, if any, the units gets when it uses the item. Use **#armor 0** to clear an existing armor from a copied item. Other numbers cannot be used, name is required.

12-2 Attributes & Resistances**#str <value>**

The item grants a strength bonus.

#att <value>

The item grants an attack bonus.

#def <value>

The item grants a defense bonus.

#prec <value>

The item grants a precision bonus.

#mr <value>

The item grants a magic resistance bonus.

#morale <value>

The item grants a morale bonus.

#voidsanity <value>

The item grants a voidsanity bonus.

#fireres <value>

The item grants a *Fire Resistance* bonus.

#coldres <value>

The item grants a *Cold Resistance* bonus.

#shockres <value>

The item grants a *Shock Resistance* bonus.

#poisonres <value>

The item grants a *Poison Resistance* bonus.

12-3 Magic & Spells**#pen <value>**

The item grants a penetration bonus that makes spells cast by the bearer harder to resist.

#magicboost <path> <value>

The item increases the bearer's magic skill. Path is 0-8 or 51=elements, 52=sorcery, 53=all. See **Table 25** for the magic path numbers.

#spell "<spell name>"

Enables user of item to cast this spell in battle or as a ritual

#autospell "<spell name>"

Makes the item cast this spell automatically in battle. It will only be cast once unless *#autospellrepeat* is also used.

#autospellrepeat <spells / round>

Makes an item cast its autospell every round of combat.

#randomspell <percent>

The monster has a <percent> chance of casting a random spell in combat instead of a good one.

#luck

The item grants *Luck* to its bearer, like *Faithful*.

#quickness

The item grants *Quickness* (double movement, +3 defense, attacks twice per combat round).

#bless

The item automatically applies the *Bless* spell to the bearer, like the *Shroud of the Battle Saint*.

#barkskin

The item automatically applies the *Barkskin* spell to the bearer, like the *Barkskin Amulet*.

#stoneskin

The item automatically applies the *Stoneskin* spell to the bearer, like the *Boots of Stone*.

#ironskin

The item automatically applies the *Ironskin* spell to the bearer.

12-4 Arena Deathmatch

#champprize

This item is given as a reward for winning the championship of the Arena deathmatch.

#autocompete

The bearer of this item will automatically compete in the Arena deathmatch.

Nbr	Magic Path
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood
8	Priest
51	Elemental
52	Sorcery
53	All paths

Table 25: Magic paths for magicboost items

12-5 Movement & Combat

#mapspeed <value>

The bearer of the item can move <value> provinces more than its normal mapmove in a single turn.

#waterbreathing

The item grants water breathing to its bearer.

#float

The item grants its bearer the ability to float.

#fly

The item grants its bearer the ability to fly.

#stormimmune

The bearer of the can fly during a storm.

#run

The bearer of the item is able to move further on the battlefield (double AP for movement).

#bers

The bearer of the item will go berserk as soon as battle begins. *Berserker Pelt* has this attribute.

#extralife

The bearer of the item is resurrected once when killed in combat. The item disappears when the bearer is resurrected.

#guardspiritbonus <value>

Increases the chance of receiving a guardian spirit with +value percent.

12-6 Restrictions

#restricted <nation nbr> | "nation name"

The item is restricted to this nation only. Can be used multiple times on one item to enable it for a few nations. A value of -1 restricts the item to the last manipulated nation, so this command can be used with **#newnation**. Each restriction counts as one attribute.

#restricteditem <value>

This item can only be used by monsters with the proper **#userrestricteditem** ability value.

#nomounted

The item cannot be used by mounted beings.

#nocoldblood

The item cannot be used by coldblooded beings.

#nodemon

The item cannot be used by demons.

#noundead

The item cannot be used by undead.

#noinanim

The item cannot be used by inanimate beings.

#noimmobile

The item cannot be used by immobile beings.

#onlymounted

The item can only be used by mounted beings.

#onlycoldblood

The item can only be used by coldblooded beings

#onlydemon

The item can only be used by demons.

#onlyundead

The item can only be used by undead.

#onlyinanim

The item can only be used by inanimate beings.

#immobileonly

The item can only be used by immobile beings.

#reqeyes

The item can only be used by a being with eyes.

#nofind

The item cannot be found after battle.

12-7 Curses & Afflictions

#tainted <chance>

Percent chance of being horrormarked each turn.

#cursed

The item is cursed and cannot be dropped.

#curse

The item curses its bearer.

#disease

The item diseases its bearer.

#chestwound

The item bearer suffers a *Chest Wound* affliction, which cannot be healed until the item is removed.

#feblemind

The item bearer becomes *Feebleminded*. The affliction cannot be healed until the item is removed.

#mute

The item bearer becomes *Mute*. The affliction cannot be healed until the item is removed.

#nhwound

The item bearer suffers a *Never Healing Wound*, which cannot be healed until the item is removed.

#crippled

The item bearer becomes *Crippled*. The affliction cannot be healed until the item is removed.

#loseeye

The item bearer *loses an eye*. The affliction cannot be healed until the item is removed.

12-8 Monster Modding Commands

The following commands are exactly like the monster commands with the same name, so no explanation or parameters are written here.

UNCATEGORIZED MISC

- ◆ #speciallook
- ◆ #singlebattle
- ◆ #chaosrec
- ◆ #stonebeing

MOVEMENT

- ◆ #noriverpass
- ◆ #unteleportable
- ◆ #giftofwater

STEALTH

- ◆ #seduce
- ◆ #succubus
- ◆ #beckon
- ◆ #falsearmy
- ◆ #foolscouts
- ◆ #scalewalls

DAMAGE REDUCTION

- ◆ #slashres
- ◆ #pierceres
- ◆ #bluntres
- ◆ #iceprot
- ◆ #invulnerable
- ◆ #ethereal

HEALING & DISEASE

- ◆ #healer
- ◆ #autohealer
- ◆ #autodishealer
- ◆ #autodisgrinder
- ◆ #diseaseser
- ◆ #homesick
- ◆ #uwdamage
- ◆ #regeneration
- ◆ #reinvigoration
- ◆ #woundfend
- ◆ #hpoverflow
- ◆ #hpoverslow

SEASONAL POWERS

- ◆ #springpower
- ◆ #summerpower
- ◆ #fallpower
- ◆ #winterpower

ELEMENTAL & SCALES

- ◆ #chaospower
- ◆ #firepower
- ◆ #coldpower
- ◆ #magicpower
- ◆ #stormpower
- ◆ #darkpower

COMBAT AURAS

- ◆ #diseasecloud
- ◆ #poisoncloud
- ◆ #poisonskin
- ◆ #animalawe
- ◆ #awe
- ◆ #fear
- ◆ #fireshield
- ◆ #banefireshield
- ◆ #acidshield
- ◆ #damagerev
- ◆ #bloodvengeance
- ◆ #slimer
- ◆ #deathcurse
- ◆ #deathdisease
- ◆ #deathfire
- ◆ #deathparalyze
- ◆ #uwheat

OTHER COMBAT ABILITIES

- ◆ #ambidextrous
- ◆ #berserk
- ◆ #blessbers
- ◆ #darkvision
- ◆ #trample
- ◆ #trampswallow
- ◆ #digest
- ◆ #aciddigest
- ◆ #incorporate
- ◆ #raiseonkill
- ◆ #raiseshape

NON-COMBAT ABILITIES

- ◆ #castledef
- ◆ #siegebonus
- ◆ #patrolbonus
- ◆ #pillagebonus
- ◆ #supplybonus
- ◆ #iceforging
- ◆ #nobadevents
- ◆ #incprovdef
- ◆ #incunrest
- ◆ #leper
- ◆ #popkill
- ◆ #inquisitor
- ◆ #heretic
- ◆ #elegist
- ◆ #spreaddom

- ◆ #shattered soul
- ◆ #tax collector
- ◆ #gold
- ◆ #xploss

LEADERSHIP

- ◆ #inspirational
- ◆ #beastmaster
- ◆ #taskmaster
- ◆ #undisciplined
- ◆ #formationfighter
- ◆ #bodyguard
- ◆ #standard
- ◆ #command
- ◆ #magiccommand
- ◆ #undcommand

MAGIC ABILITIES

- ◆ #douse
- ◆ #researchbonus
- ◆ #slothresearch
- ◆ #inspiringres
- ◆ #divineins
- ◆ #drainimmune
- ◆ #magicimmune
- ◆ #forgebonus
- ◆ #fixforgebonus
- ◆ #crossbreeder
- ◆ #bonusspells
- ◆ #comslave
- ◆ #deathbanish
- ◆ #kokytosret
- ◆ #infernoret
- ◆ #voidret
- ◆ #allret

RITUAL RANGE BOOST

- ◆ #firerange
- ◆ #airrange
- ◆ #waterrange
- ◆ #earthrange
- ◆ #astralrange
- ◆ #deathrange
- ◆ #naturerange
- ◆ #bloodrange
- ◆ #elementrange
- ◆ #sorceryrange
- ◆ #allrange

GEM PRODUCTION

- ◆ #makepearls
- ◆ #tmpfiregems
- ◆ #tmpairgems
- ◆ #tmpwatergems
- ◆ #tmpearthgems
- ◆ #tmpastralgems
- ◆ #tmpdeathgems
- ◆ #tmpnaturegems
- ◆ #tmpbloodslaves

MONSTER SUMMONING

- ◆ #domsummon
- ◆ #domsummon2
- ◆ #domsummon20
- ◆ #raredomsummon
- ◆ #summon1
- ◆ #summon2
- ◆ #summon3
- ◆ #summon4
- ◆ #summon5
- ◆ #makemonsters1
- ◆ #makemonsters2
- ◆ #makemonsters3
- ◆ #makemonsters4
- ◆ #makemonsters5
- ◆ #battlesum1
- ◆ #battlesum2
- ◆ #battlesum3
- ◆ #battlesum4
- ◆ #battlesum5
- ◆ #batstartsum1
- ◆ #batstartsum2
- ◆ #batstartsum3
- ◆ #batstartsum4
- ◆ #batstartsum5
- ◆ #batstartsum1d6
- ◆ #batstartsum2d6
- ◆ #batstartsum3d6
- ◆ #batstartsum4d6
- ◆ #batstartsum5d6

13 Name Modding

#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 14a** and **Table 14b**. Numbers 127 and 128 as well as numbers 161 – 299 can be used to make your own name tables without altering existing ones.

#end

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

#addname "name"

Adds a name to the selected nametype.

#clear

Removes all names from the selected nametype.

14 Mercenary Modding

These commands can be used to create new mercenaries for Dominions 4.

#clearmercs

Removes all mercenary bands.

#newmerc

Creates a new mercenary band. Always end modifying it with an **#end** command.

#end

This command must be used to end modding a mercenary band,

#name "<name>"

Name of the mercenary band.

#bossname "<name>"

Name of the band's leader.

#com "<monster name>"

What type of monster the commander is.

#unit "<monster name>"

What type of monster the mercenaries are.

#nrunits <value>

Number of troops in the band.

#level <0-2>

Level 0 bands appear early in the game. Level 1 bands appear later and level 2 last of all.

#minmen <value>

Once the number of troops fall below this, recruitment of new troops will start.

#minpay <gold>

The minimum amount of gold the band can be hired for.

#xp <value>

Starting experience for the troops. The commander has twice this amount.

#randequip <0-3>

How powerful magic equipment the commander will have. 0=none, 3=extremely powerful stuff.

#recreate <value>

The rate at which new troops are bought. A value of 100 means one per month.

#item "<item name>"

A specific magic item for the commander. A maximum four items per band can be assigned.

#eramask <value>

The era mask determines which eras the band can appear in. See **Table 26** for all era masks. The default value is all eras.

Mask	Era
1	Early era
2	Middle era
3	Early + middle
4	Late era
5	Early + late
6	Middle + late
7	All eras

Table 26: Era mask for mercenaries

15 Magic Site Modding

This section contains the commands for modding magic sites. Note that a magic site may only have 15 different attributes assigned to it at the same time. For example, eight different types of gems and seven other attributes would use up all of the attribute slots.

15-1 Basic Site Modding

#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.

#newsite [<site nbr>]

Site nbr (optional) should be a number between 1500 and 1999. 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.

It is recommended not to use a site number for sites with a unique name, because this will lessen the risk of conflicts between mods.

#end

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

#name "<name>"

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

#clear

Clears the attributes of the selected magic site.

#path <path nbr>

Path number should be a number between 0 and 8, see **Table 20** or **Table 25**.

#level <level>

Level should be a number between 0 and 4 and is the level of magic required to find the site. Level 0 sites are automatically discovered.

#rarity <rarity>

Rarity should be 0 for common, 1 for uncommon, 2 for rare and 5 for sites that are never used as a random site. Rarity 11-13 means a Throne of Ascension of level 1-3.

#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 the places your site is allowed to appear in on **Table 27**. 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.

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 27: Magic site locmasks

#gems <path> <amount>

Gives gem income to the magic site. Path should be a number between 0 and 7. See **Table 20** or **Table 25** for the path numbers.

#gold <amount>

Adds a gold income to the site.

#res <amount>

Adds a resource bonus to the site.

#decunrest <value>

The site decreases unrest in the province. The value can be negative in order to increase unrest.

#supply <value>

The magic site provides <value> supplies to the province where it is located.

15-2 Monsters

#homemon "<name>" | <monster nbr>

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

#homecom "<name>" | <monster nbr>

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

#mon "<name>" | <monster nbr>

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

#com "<name>" | <monster nbr>

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

#summon "<monster name>" | <nbr>

A mage of the same magic path as the site may enter to summon the specified monster. To summon more than one monster of the same type, the command must be used multiple times.

#voidgate <success chance>

A mage with the same path as the site may enter to summon Void creatures. Void Summoning skill increases the success chance. A mage who does not have the Voidsanity attribute may become insane or feebleminded.

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

Table 28: Scale numbers

15-3 Buildings

#lab

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

#temple

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

#fort <fort nbr>

Constructs a fort in the province when the site is discovered. If a fort is already present, there is no effect. If a fort is under construction, the construction is cancelled and the fort discovered by the site is constructed immediately instead. See **Table 33** in the nation modding section for a list of forts and fort parts.

#fortpart <part nbr>

Constructs an additional building such as the gatehouse to the fort in the province. If there is no fort present, there is no effect. This command is best used with the *#fort* command for maximum benefit.

15-4 Scale Effects

These commands cause the magic site to alter the scales in the province. The effect of the site is active even if it has not been discovered yet.

#incscale <scale>

Increases the selected scale by one point per turn to a maximum of -3 / 3. See **Table 28** for scale numbers. This command functions as *#decscale* for the opposite scales.

#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 28**.

15-5 Magic Rituals & Scrying

These commands govern the casting cost of rituals when the site is discovered. A ritual cast at a discount has all the normal effects for fewer gems.

For global enchantments cast at a discount, the gems between its normal cost and discounted cost count toward making dispelling the global enchantment more difficult.

#conjcost <bonus>

All rituals of the *Conjuration* school cast in this province cost <bonus> % less to cast.

#altcost <bonus>

All rituals of the *Alteration* school cast in this province cost <bonus> % less to cast.

#evocost <bonus>

All rituals of the *Evocation* school cast in this province cost <bonus> % less to cast.

#constcost <bonus>

All rituals of the *Construction* school cast in this province cost <bonus> % less to cast.

#enchcost <bonus>

All rituals of the *Enchantment* school cast in this province cost <bonus> % less to cast.

#thaucost <bonus>

All rituals of the *Thaumaturgy* school cast in this province cost <bonus> % less to cast.

#bloodcost <bonus>

All rituals of the *Blood Magic* school cast in this province cost <bonus> % less to cast.

#scry <duration>

A mage with the same path as the site may enter to scry a distant province. The scrying is a magic ritual which provides accurate scouting information on the province for <duration> turns and reveals the icons for revealed magic sites. Site names or other properties are not shown.

15-6 Ritual Range Boost

These commands boost the range of rituals of the appropriate magic path, regardless of which magic school the ritual belongs to.

#firerange <range boost>

All Fire rituals cast in this province have their range increased by <range boost> provinces.

#airrange <range boost>

All Air rituals cast in this province have their range increased by <range boost> provinces.

#waterrange <range boost>

All Water rituals cast in this province have their range increased by <range boost> provinces.

#earthrange <range boost>

All Earth rituals cast in this province have their range increased by <range boost> provinces.

#astralrange <range boost>

All Astral rituals cast in this province have their range increased by <range boost> provinces.

#deathrange <range boost>

All Death rituals cast in this province have their range increased by <range boost> provinces.

#naturerange <range boost>

All Nature rituals cast in this province have their range increased by <range boost> provinces.

#bloodrange <range boost>

All Blood rituals cast in this province have their range increased by <range boost> provinces.

#elementrange <range boost>

All Elemental magic (Fire, Air, Water, Earth) rituals cast in this province have their range increased by <range boost> provinces.

#sorceryrange <range boost>

All Sorcery magic (Astral, Death, Nature, Blood) rituals cast in this province have their range increased by <range boost> provinces.

#allrange <range boost>

All magic rituals cast in this province have their range increased by <range boost> provinces.

15-7 Special Effects

#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, up to one affliction is removed.

#curse <chance>

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

#disease <chance>

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

#horrormark <chance>

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

#holymfire <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 if they fail a MR check against an attack value of 12.

#holypower <chance>

Every turn any undead troops in the province have the indicated chance (percent) to be struck by holy power, which deals 10 points of armor-negating damage if they fail a MR check against an attack value of 12..

#xp <value>

A commander may enter the site to gain <value> experience points per turn for himself and all troops under his command.

#adventureruin <success chance>

A commander who enters the ruin has a chance to discover gold, gems, magic items or other rewards. Those who fail may fall victim to lethal traps or bloodthirsty monsters.

15-8 Throne Effects

The following commands are specifically intended for use as Throne of Ascension effects. Any magic site command can be used in the same manner.

#claim

The effects of magic site commands that appear after this command are not active until the throne is claimed by a god, a disciple, a prophet or a priest with Holy level 3 or higher.

#cluster <value>

Assigns a cluster value to a throne. A throne is likely to appear together with other thrones of same cluster value when a map is created. For example, the Throne of Spring and the Throne of Autumn have the same cluster value and if one of them appears on the map, the other is also very likely to appear. Cluster value can be a number from 1 to 32000.

#dominion <temple checks per month>

The site will spread the god's dominion by automatically initiating a number of temple checks per month.

#goddomchaos <value>

Increases the *Turmoil* or chaos scale of the god's dominion. Use a negative value to increase *Order*.

#goddomlazy <value>

Increases the *Sloth* scale of the god's dominion. Use a negative value to increase *Production*.

#goddomcold <value>

Increases the *Cold* scale of the god's dominion. Use a negative value to increase *Heat*.

#goddomdeath <value>

Increases the *Death* scale of the god's dominion. Use a negative value to increase *Growth*.

#goddommisfortune <value>

Increases the *Misfortune* scale of the god's dominion. Use negative value to increase *Luck*.

#goddomdrain <value>

Increases the *Drain* scale of the god's dominion. Use a negative value to increase *Magic*.

#blesshp <value>

Blessed troops get increased *Hit Points*.

#blessmr <value>

Blessed troops get increased *Magic Resistance*.

#blessmor <value>

Blessed troops get increased *Morale*.

#blessstr <value>

Blessed troops get increased *Strength*.

#blessatt <value>

Blessed troops get increased *Attack* skill.

#blessdef <value>

Blessed troops get increased *Defense* skill.

#blessprec <value>

Blessed troops get increased *Precision* skill.

#blessfireres <value>

Blessed troops get increased *Fire Resistance*.

#blesscoldres <value>

Blessed troops get increased *Cold Resistance*.

#blessshockres <value>

Blessed troops get increased *Shock Resistance*.

#blesspoisres <value>

Blessed troops get increased *Poison Resistance*.

#blessairshld <value>

Blessed troops get *Air Shield* like from an Air bless. An existing Air bless is augmented.

#blessreinwig <value>

Blessed troops get increased *Reinvigoration*, like from an Earth bless. An existing Earth bless is augmented.

#blessdtv <value>

Blessed troops get *Death Tolerance*, like from a Death bless. An existing Death bless is augmented.

#blessanimawe <value>

Blessed troops get *Animal Awe*. An existing *Animal Awe* ability is augmented.

#blessawe <value>

Blessed troops get *Awe*. An existing *Awe* ability is augmented.

#blessdarkvis <value>

Blessed troops get *Darkvision*. An existing *Darkvision* ability is augmented.

#evil

The throne is evil and is likely to be defended by evil monsters.

#wild

The throne is wild and is likely to be defended by wild monsters.

16 Nation Modding

16-1 Name, Era & General

These commands are the basic ones required for creating a new nation or selecting an existing nation for modification.

#indepflag "<imgfile>"

Replace the flag of independents with an image. The image must be 64 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** or **#newnation**.

Nbr	Nation	Epithet
5	Arcoscephale	Golden Era
6	Ermor	New Faith
7	Ulm	Enigma of Steel
8	Marvemi	Time of Druids
9	Sauromatia	Amazon Queens
10	T'ien Ch'i	Spring and Autumn
11	Machaka	Lion Kings
12	Mictlan	Reign of Blood
13	Abysia	Children of Flame
14	Caelum	Eagle Kings
15	C'tis	Lizard Kings
16	Pangaea	Age of Revelry
17	Agartha	Pale Ones
18	Tir na n'Og	Land of the Ever Young
19	Fomoria	The Cursed Ones
20	Vanheim	Age of Vanir
21	Helheim	Dusk and Death
22	Niefelheim	Sons of Winter
23	<i>Reserved</i>	
24	<i>Reserved</i>	
25	Kailasa	Rise of the Ape Kings
26	Lanka	Land of Demons
27	Yomi	Oni Kings
28	Hinnom	Sons of the Fallen
29	Ur	The First City
30	Berytos	Phoenix Empire
31	Xibalba	Vigil of the Sun
83	Atlantis	Emergence of the Deep Ones
84	R'lyeh	Time of Aboleths
85	Pelagia	Pearl Kings
86	Oceania	Coming of the Capricorns

Table 29a: Nation numbers, Early Era

#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 5 and 100. See **Table 29a** and the two following tables for currently used numbers.

You can use number 101 to 199 in order to create new nations without overwriting an existing one. Numbers 0 – 4 are used for various independents and temporary monsters in the game and cannot be used for modding.

#end

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

Nbr	Nation	Epithet
33	Arcoscephale	The Old Kingdom
34	Ermor	Ashen Empire
35	Sceleria	Reformed Empire
36	Pythium	Emerald Empire
37	Man	Tower of Avalon
38	Eriu	Last of the Tuatha
39	Ulm	Forges of Ulm
40	Marignon	Fiery Justice
41	Mictlan	Reign of the Lawgiver
42	T'ien Ch'i	Imperial Bureaucracy
43	Machaka	Reign of Sorcerors
44	Agartha	Golem Cult
45	Abysia	Blood and Fire
46	Caelum	Reign of the Seraphim
47	C'tis	Miasma
48	Pangaea	Age of Bronze
49	Asphodel	Carrion Woods
50	Vanheim	Arrival of Man
51	Jotunheim	Iron Woods
52	Vanarus	Land of the Chuds
53	Bandar Log	Land of the Apes
54	Shinuyama	Land of the Bakemono
55	Ashdod	Reign of the Anakim
56	<i>Reserved</i>	
57	Nazca	Kingdom of the Sun
58	Xibalba	Flooded Caves
87	Atlantis	Kings of the Deep
88	R'lyeh	Fallen Star
89	Pelagia	Triton Kings
90	Oceania	Mermidons

Table 29b: Nation numbers, Middle Era

#newnation

This command can be used to add a new nation instead of **#selectnation**. The command automatically uses the first free nation number of 100 or higher that is available.

#clearnation

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

Nbr	Nation	Epithet
60	Arcoscephale	Sibylline Guidance
61	Pythium	Serpent Cult
62	Lemur	Soul Gate
63	Man	Towers of Chelms
64	Ulm	Black Forest
65	Marignon	Conquerors of the Sea
66	Mictlan	Blood and Rain
67	T'ien Ch'i	Barbarian Kings
68	<i>Reserved</i>	
69	Jomon	Human Daimyos
70	Agartha	Ktonian Dead
71	Abysia	Blood of Humans
72	Caelum	Return of the Raptors
73	C'tis	Desert Tombs
74	Pangaea	New Era
75	Midgård	Age of Men
76	Utgård	Well of Urd
77	Bogarus	Age of Heroes
78	Patala	Reign of the Nagas
79	Gath	Last of the Giants
80	Ragha	Dual Kingdom
81	Xibalba	Return of the Zotz
91	Atlantis	Frozen Sea
92	R'lyeh	Dreamlands

Table 29c: Nation numbers, Late Era

#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.

#epithet "<nation name>"

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

#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**.

#descr "<nation name>"

A full description of the nation.

#summary "<nation name>"

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

#brief "<nation name>"

A very brief description for popups.

#color <red> <green> <blue>

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

#secondarycolor <red> <green> <blue>

The cloud background is made up of two colors, the primary color (from **#color**) and this one. If the secondary color is not set, it will be the same as the primary.

#flag "<imgfile>"

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

#disableoldnations

Disables all old nations (up to number 99).

16-2 Sites, Terrain, Temperature

These commands set a nation's starting sites and its terrain and temperature preferences.

#clearsites

Clears all start sites for this nation.

#startsite "<site name>"

Adds a start site for this nation. **Table 30** 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 4. Assignment by site number is currently not possible.

Nbr	Site	Effect
210	Tar Pits	1 fire gem
407	The Sun Below	4 fire gems
254	Thunder Oak	1 air gem
289	Palace of Dreams	4 air gems
306	Weeping Stone	1 water gem
304	Mercury Pond	2 water gems
337	Frozen Fountain	3 water gems
354	Mineral Cave	1 earth gem
406	The Deepest Mine	4 earth gems
424	Painted Cave	1 astral pearl
451	Library of Time	4 astral pearls
471	Burial Mound	1 death gem
507	Well of Darkness	3 death gems
524	Wild Forest	1 nature gem
563	Ancient Forest	2 nature gems
570	The Previous Forest	4 nature gems

Table 30: Some magic sites

#uwnation

Underwater nation. The nation's capital is in a sea province.

#coastnation

The nation's capital is in a coastal land province.

#cavenation <0-2>

Sets the nation's preference for starting in cave provinces.

0 = never start in caves

1 = can start in caves

2 = always start in a cave

#idealcold <cold>

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

#likesterr <mask>

Makes the nation more likely to start in one of the terrains in the terrain mask.

#hatesterr <mask>

Makes the nation less likely to start in one of the terrains in the terrain mask.

2^x	Nbr	Terrain
-	0	Plains
0	1	Small Province
1	2	Large Province
2	4	Sea
3	8	Freshwater
4	16	Mountain
5	32	Swamp
6	64	Waste
7	128	Forest
8	256	Farm
9	512	Nostart
10	1024	Many Sites
11	2048	Deep Sea
12	4096	Cave
22	4194304	Border Mountain

Table 31: Terrain masks

16-3 AI Hints

These mod commands are instructions to the Dominions 4 artificial intelligence on certain aspects of managing the nation. They have no effect in a game where the nation is controlled by a human player.

#aiholdgod

When playing this nation, the AI will never leave the home province with the pretender.

#aiawake <percent>

When playing this nation, the AI will have this much extra chance of choosing an awake pretender.

#bloodnation

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

#aigoodbless <0-100>

Use to increase the chance of creating a powerful bless. 100=only do gods with a powerful bless effects for this nation.

#aimusthavemag <magic path number>

Makes AI pretender have at least 3 in this magic school. Only one of these possible per nation.

Nbr	Magic Path
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood

Table 32: Magic Path Numbers

#aifirenation

Hint to AI that Fire magic is used a lot in this nation and that a fire god is probably good.

#aiairnation

Hint to AI that Air magic is used a lot in this nation and that an air god is probably good.

#aiwaternation

Hint to AI that Water magic is used a lot in this nation and that a water god is probably good.

#aiearthenation

Hint to AI that Earth magic is used a lot in this nation and that a earth god is probably good.

#aiastralnation

Hint to AI that Astral magic is used a lot in this nation and that an astral god is probably good.

#aideathnation

Hint to AI that Death magic is used a lot in this nation and that a death god is probably good.

#ainaturenation

Hint to AI that Nature magic is used a lot in this nation and that a nature god is probably good.

#aibloodnation

Hint to AI that Blood magic is used a lot in this nation and that a blood god is probably good.

16-4 Unit Lists & Recruitment

These commands are used to assign a nation's units, commanders and heroes. Units recruited from national start sites are not affected.

#clearrec

Clears the list of recruitable units and commanders (but *not* gods) for this nation.

#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.

#startscout "<name>" | <nbr>

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

#startunittype1 "<name>" | <nbr>

The commander will have units of this type.

#startunitnbrs1 <nbr of units>

The number of start units. Default is 20 units.

#startunittype2 "<name>" | <nbr>

The commander will have a second squad with these units.

#startunitnbrs2 <nbr of units>

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

#addrecunit "<name>" | <nbr>

Add a unit to the list of recruits for this nation.

#addreccom "<name>" | <nbr>

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

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

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

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

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

#coastunit1...3 "<name>" | <nbr>

Add a unit to the list of recruitable units for this nation in coastal forts only.

#coastcom1...2 "<name>" | <nbr>

Add a unit to the list of recruitable commanders for this nation in coastal forts only.

#addforeignunit "<name>" | <nbr>

This unit can only be recruited in provinces with no fort.

#addforeigncom "<name>" | <nbr>

This commander can only be recruited in provinces with no fort.

#[terrain]rec "<name>" | <nbr>

This unit can be recruited in [terrain] provinces with or without fort. See **Table 32**.

#[terrain]com "<name>" | <nbr>

This commander can be recruited in [terrain] provinces with or without fort. See **Table 33**.

Terrainrec
#forestrec
#forestcom
#mountainrec
#mountaincom
#swamprec
#swampcom
#wasterec
#wastecom
#caverec
#cavecom

Table 33: Terrainrec Commands

#hero1...6 <monster nbr>

Gives a hero to the modded nation. A nation can have up to six different heroes. Use monster nbr -1 to remove a hero.

#multihero1...2 <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.

#merccost <percent>

Mercenaries are this much more expensive. Can be negative.

16-5 Provincial Defense

These commands set the nation's provincial defense (PD).

#defcom1 "<name>" | <nbr>

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

#defcom2 "<name>" | <nbr>

Extra commander for local defense equal to or greater than 20.

#defunit1 "<name>" | <nbr>

Standard unit for local defense in provinces with forts. Without forts, they appear at PD 20+.

#defunit1b "<name>" | <nbr>

Second type of standard unit for local defense. They appear like defunit1.

#defunit2 "<name>" | <nbr>

Bonus units for local defense equal to or greater than 20 in provinces with forts only.

#defunit2b "<name>" | <nbr>

Second type of bonus units for local defense equal to or greater than 20 in provinces with forts.

#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.

#defmult1b <multiplier>

Number of units per 10 points of defense for the second unit type. The default value is 0.

#defmult2 <multiplier>

Number of bonus units per 10 points of defense equal to or greater than 20.

#defmult2b <multiplier>

Number of units per 10 points of defense equal to or greater than 20 for the second bonus unit type. The default value is 0.

#likespop <poptype>

The nation gets cheaper PD from this poptype. Can be used multiple times for different poptypes.

16-6 Gods

These commands set the gods for a nation.

#cleargods

Clears the list of pretender gods for this nation. The *#clearnation* command also does this. This command does not clear *#homerealm*, but *#clearnation* does. Homerealm gods must be removed with the *#delgod* command.

#addgod "<monster name>" | <nbr>

Adds this monster as a god to the nation's list of valid gods. The monster *must* have the *#startdom* and *#pathcost* commands set. If the monster does not have a defined homerealm, this command is the only way to add it as a god.

Nbr	Realm
1	North
2	Celtic
3	Mediterranean
4	Far East
5	Middle East
6	Middle America
7	Africa
8	India
9	Deeps
10	Default

Table 34: Home realm numbers

#homerealm <realm nbr>

Any gods that belong to this realm (through the use of the *#homerealm* monster modding command) are automatically included in the nation's default list of pretenders and need not be separately added to the list with the *#addgod* command. See **Table 34**. Unlike the homerealm of a pretender god, the homerealm of a nation cannot be cleared.

#delgod "<monster>" | <monster nbr>

Deletes a god that is otherwise gained through homerealm use.

#godrebirth

The nation's god does not lose any magic path levels when recalled from the dead by priests.

#cheapgod20 "<name>" | <nbr>
 Nation can choose this god for 20 design points less.

#cheapgod40 "<name>" | <nbr>
 Nation can choose this god for 40 design points less.

16-7 Forts & Buildings

#fortera <0-4>
 Determines what kind of forts the nation can build.

- ◆ 0 = palisades only
- ◆ 1 = standard forts for early era
- ◆ 2 = standard forts for middle era
- ◆ 3 = standard forts for late era
- ◆ 4 = better than standard forts for late era

Nbr	Era	Fort
1	0-1	Palisades
2	0-1	*Wooden Towers
3	1-2	Fortress
4	2-3	Castle
5	3	Citadel
6	1-3	*Gate House
7	1-3	*Towers
8	3	*Additional Towers
9	1-3	*Killing Ground
10	3	*Deep Well
11	0-3	*Supply Storage
12	0-3	*Underground Storage
13	N/A	Crystal Citadel
14	N/A	Magic Tower
15	0-1	Kelp Palisades
16	1-2	Kelp Fortress
17	2-3	Basalt Castle
18	1-3	*Roads
*		<i>Fort upgrade</i>

Table 35: Fort Numbers

#fortcost <extra cost>
 Extra cost is the additional amount of gold the nation must pay for its forts, expressed as a percentage of the normal cost for building a fort. The default value is 0.

#uwbuild <0 or 1>
 Determines the ability of a land nation to build forts underwater. A value of 1 means yes.

#labcost <price>
 Gold cost for building a lab. The default is 500.

#templecost <price>
 Gold cost for building a temple. Default is 400.

#templepic <pic nbr>
 Temple should look like this. See **Table 36** for some pic number values.

Nbr	Temple look
0	Pyramid with steps
1	Underwater
2	Greek
3	Irish monastery
4	Mountain castle
5	Indian
6	Greek
7	Southeast Indian
8	Temple ruins
9	Cathedral
10	Forest
11	Norse
13	Eye of the void
14	Mayan
15	Far East 1
16	South Indian
17	Crystal
18	Far East 2

Table 36: Temple pictures

#templegems <type>
 The nation's temples give gems, up to a maximum of current dominion strength. Gem type is a value from 0 to 7 (0=fire, 7=blood). See **Table 32** for a list.

16-8 Dominion

These commands are set the special attributes of the nation and its Dominion.

#nodeathsupply

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

#castleprod <resource boost in percent>

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.

#tradecoast <income boost in percent>

Income bonus for coastal forts. The nation gains more gold from coastal provinces than another nation with the same fort. Berytos has this ability. The default value is 0.

#golemhp <percent>

Inanimate beings in gain a percentage boost to their hit points for each dominion candle (Golem Cult dominion like Agartha).

#spreadcold <value>

The nation's dominion spreads *Cold* outside its borders like Niefelheim.

#spreadheat <value>

The nation's dominion spreads *Heat* outside its borders like Abysia.

#spreadchaos <value>

The nation's dominion spreads *Turmoil* outside its borders.

#spreadlazy <value>

The nation's dominion spreads *Sloth* outside its borders.

#spreaddeath <value>

The nation's dominion spreads *Death* outside its borders.

NOTE: The value for all scale spread commands can be from 1-3 and indicates the maximum scale value it can raise nearby provinces to as well as the speed with which it spreads.

#nopreach

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

#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.

#sacrificedom

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

#domkill <value>

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

#domunrest <value>

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

#autoundead

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

#guardspirit "<monster name>" | <nbr>

Priests of this nation have a chance of receiving a guardian angel when in battle.

16-9 Undead Reanimation

These commands give the nation's priests the ability to reanimate various types of undead. Note that **#autoundead** is not a reanimation command, since it is dependent on Dominion, not priest levels or actions by priest commanders.

#zombiereanim

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

#horsereanim

Priests with holy magic of level 3 or higher can reanimate longdead horsemen. Sceleria and Ashen Empire Ermor have this attribute.

#wightreanim

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

#manikinreanim

Priests can reanimate carrion beasts, manikins and other Pangaeian undead. Asphodel has this attribute.

#tombwyrmareanim

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 their respective nations and their reanimation cannot be unlocked for modding using reanimation commands.

National Reanimation Lists

Use the various monster summoning commands such as **#makemonsters1...5** with a **#montag** value to create custom reanimation lists for those priests that need it.

17 Poptype Modding

Use these commands to mod poptypes.

#selectpoptype <poptype>

A poptype must be selected before using any other poptype commands. See **Table 37a** and **Table 37b** for poptype numbers.

#end

End modding each poptype with this command.

#clearrec

Clears the recruitment list of all units and commanders.

#cleardef

Clears province defence units from the poptype.

#addrecunit "monster"

Adds a unit to the recruitment list.

#addreccom "monster"

Adds a commander to the recruitment list.

#defcom1 "<name>" | <nbr>

Sets the secondary commander for this poptype's PD when PD is 20 or higher.

#defunit1 "<name>" | <nbr>

Sets the first type of unit in the poptype PD.

#defunit1b "<name>" | <nbr>

Sets the second type of unit in the poptype PD.

#defunit1c "<name>" | <nbr>

Sets the third type of unit in the poptype PD.

#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.

#defmult1b <multiplier>

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

#defmult1c <multiplier>

Number of units per 10 points of defense for the third unit type.

Nbr	Poptype
25	Barbarians
26	Horse Tribe
27	Militia, Archers, Hvy Inf
28	Militia, Archers, Hvy Inf
29	Militia, Archers, Hvy Inf
30	Militia, Longbow, Knight
31	Tritons
32	Lt Inf, Hvy Inf, X-Bow
33	Lt Inf, Hvy Inf, X-Bow
34	Raptors
35	Slingers
36	Lizards
37	Woodsmen
38	Hoburg
39	Militia, Archers, Lt Inf
40	Amazon, Crystal
41	Amazon, Garnet
42	Amazon, Jade
43	Amazon, Onyx
44	Troglodytes
45	Tritons, Shark Knights
46	Amber Clan Tritons
47	X-Bow, Hvy Cavalry
48	Militia, Lt Inf, Hvy Inf
49	Militia, Lt Inf, Hvy Inf
50	Militia, Lt Inf, Hvy Inf
51	Militia, Lt Cav, Hvy Cav
52	Militia, Lt Cav, Hvy Cav
53	Militia, Lt Cav, Hvy Cav
54	Hvy Inf, Hvy Cavalry
55	Hvy Inf, Hvy Cavalry
56	Hvy Inf, Hvy Cavalry
57	Shamblers
58	Lt Inf, Hvy Inf, X-Bow
59	Militia, Lt Inf, Archers

Table 37a: Poptypes part 1

Nbr	Poptype
60	Militia, Lt Inf, Archers
61	Vaettir, Trolls
62	Tribals, Deer
63	Tritons
64	Tritons
65	Ichtyids
66	Vaettir
67	Vaettir, Dwarven Smith
68	Slingers, Hvy Inf, Elephants
69	Asmeg
70	Vaettir, Svartalf
71	Trolls
72	Mermen
73	Tritons, Triton Knights
74	Lt Inf, Lt Cav, Cataphracts
75	Hoburg, LA
76	Hoburg, EA
77	Atavi Apes
78	Tribals, Wolf
79	Tribals, Bear
80	Tribals, Lion
81	Pale Ones
82	Tribals, Jaguar
83	Tribals, Toad
84	Cavemen
85	Kappa
86	Bakemono
87	Bakemono
88	Ko-Oni
89	Fir Bolg
90	Turtle Tribe Tritons
91	Shark Tribe Tritons
92	Shark Tribe, Shark Riders
93	Zotz
94	Lava-born

Table 37b: Poptypes part 2

18 General Modding

#poppergold <people>

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

#resourcemult <percent>

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

#supplymult <percent>

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

#unresthalfinc <unrest level>

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

#unresthalfres <unrest level>

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

#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.

#turmoilincome <percent>

The effect turmoil and order has on income. Default is 5.

#turmoilevents <percent>

How turmoil affects the event frequency. Default is 2.

#deathincome <percent>

The effect death and growth has on income. Default is 3.

#deathsupply <percent>

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

#deathdeath <0.01 percent>

The effect death and growth has on population death in 0.01% per month. Default is 20.

#slothincome <percent>

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

#slothresources <percent>

The effect sloth and productivity have on resources. Default is 15.

#coldincome <percent>

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

#coldsupply <percent>

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

#tempscalecap <value>

Changing temperature scale more than this does not yield extra design points. Default value is 3.

#misfortune<percent>

How (mis)fortune affects the possibility of an event being good. Default is 15.

#luckevents <percent>

How luck affects event frequency. Default is 5.

#researchscale <bonus>

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

19 GUI Modding

There are no commands to alter the graphical user interface of Dominions 4. GUI mods are problematic for multiplayer games because if the host has a GUI mod enabled, everyone else in the game must also use the same mod.

However, altering the GUI can be done simply by replacing the GUI graphics files in the *data* subdirectory of the game installation folder with other files. The background for commander tiles cannot be altered.

19-1 Main GUI Elements

guiborder.tga

Graphic for the main GUI element, such as the main menu, recruitment screen, unit screen and other major screens.

guiborder2.tga

Background graphic for monster stats, spell stats and other text information. Displayed inside the main element when called.

guiborder3.tga

Graphic for background of titles displayed inside the *guiborder2* element, e.g. *Stats* in unit or spell info screen.

guiborder_square.tga

This graphic is unused.

guiborder_thin.tga

Graphic for GUI elements with a thinner border than the main element, such as province info, treasury and tooltips.

guititle.tga

This file is the background for screen titles, e.g. *Recruitment*, *Magic Research* etc.

guibar.tga

Graphic for the slider in the GUI scroll bar for long screens (such as the spell lists when viewing magic schools).

guibardar.tga

Graphic for the dark horizontal bar.

guihbar.tga

Graphic for the dark horizontal bar filling.

guisbar.tga

Graphic for the scroll bar texture.

19-2 Backgrounds

cloud.tga

Graphic for the mist that moves in the background. The mist is colored according to nation colors.

galaxy.tga

Graphic for the background behind the mist.

nebula.tga

Another graphic for the background behind the mist.

mapbg.tga

Old map background. No longer in use.

background1.tga

Old background. No longer in use.

19-3 Other Elements

modbanner.tga

Default banner for mods that do not have a banner image of their own. Contains text "Unknown Mod".

20 Important Notes

20-1 Modding Number Limits

These are the number ranges that can be used for modding various aspects of Dominions 4.

- ◆ **Weapons:** 0-1999, 700+ for modding
- ◆ **Armor:** 0-999, 250+ for modding
- ◆ **Monsters:** 0-6999, 3000+ for modding
- ◆ **Nametypes:** 100-299, 160+ for modding
- ◆ **Spells:** 0-2999, 1100+ for modding
- ◆ **Items:** 0-999, 500+ for modding
- ◆ **Magic Sites:** 0-1999, 1500+ for modding
- ◆ **Nations:** 0-199, 100+ for modding
- ◆ **Descriptions:** 1999 characters

21 Converting Dom3 Mods for Dom4

Dominions 3 mods are compatible with Dominions 4 with certain reservations. The following objects have been modified and have different numbers in Dominions 4 than they had in Dominions 3:

- ◆ Nations
- ◆ Magic items
- ◆ Magic sites
- ◆ Spells
- ◆ Forts

All nation mods must be updated to use valid nation numbers for Dominions 4

All magic item mods must be updated to use the correct item numbers for Dominions 4.

All spell mods that use spell numbers for spell selection must be updated to use the Dominions 4 spell numbers.

All fort commands must use Dominions 4 fort numbers or the mod will cause the game to crash to the desktop.

All mods that modify magic sites by site number instead of site name must be updated to correspond to the site numbers in Dominions 4 or the results will be wildly unpredictable. Site numbers in Dominions 4 are generally at least 100 points greater than they were in Dominions 3 and many of the sites have been moved around, which has caused them to be reordered and subsequently also renumbered.

See the sections below for notes and tips on what to check, modify or take into account when converting your Dominions 3 mods. There are many commands that have been changed or that now work differently even though their syntax is exactly the same.

Many thanks to Deathjester, Jazzepe, Ohlmann, Sombre and others who contributed to the list in this section.

Weapon Modding

- ◆ Damage Types - for new weapons, set appropriate damage types: #slash / #pierce / #blunt or other applicable.

Item Modding

#magicboost – multipath values are different

Nation Modding

- ◆ #flag – imagesize has changed to 64x64
- ◆ #indepflag – size has changed to 64x64
- ◆ **Gods** - set homerealm if appropriate and add/delete gods to fit the nation
- ◆ #slowrec – Slow to Recruit (monster modding command) is a big change in Dominions 4. This should most likely apply to the most powerful mage of the nation, perhaps to more than one mage. Compare with other nations. This might warrant a lower price in some cases.
- ◆ #reclimit – (monster modding command) consider using reclimit for any outstanding recruits - this might also warrant a lower price in some cases.
- ◆ #[terrain]rec – consider using foreign recruitment or terrain based recruitment for some troops or commanders (not always appropriate of course)
- ◆ **Forts** – Convert to new system (see listings on page 54)

Spell Modding

- ◆ Test all spells in Dominions 4. Spells have changed names in Dom4 in quite a few cases, so especially nextspells are likely to stop working.

Monster Modding

- ◆ **#gcost** – consider using autocalc (useful as a reference, and you can change or tweak the values afterwards)
- ◆ **#shapechange** – all forms of need this
- ◆ **#makemonsters1...5** – now with an s at the end
- ◆ **#coldres** – no longer a percentage
- ◆ **#fireres** – no longer a percentage
- ◆ **#shockres** – no longer a percentage
- ◆ **#poisonres** – no longer a percentage
- ◆ **#sailing** – now requires arguments
- ◆ **#standard** – remove or change to #inspirational (generally speaking)
- ◆ **#fixedname** for heroes and unique monsters, no need to use nametypes for this anymore.
- ◆ **#researchbonus** – should in most cases be increased or decreased by about 50% due to the higher research values in Dominions 4 vs Dominions 3.
- ◆ **#forgebonus** – should in most cases be converted to **#fixforgebonus**, the new "discount system" in dom 4
- ◆ **#healer** attribute – should generally be **#autohealer** instead, and in some cases **#autodishealer**, disease healer (standard value for both = 1)
- ◆ **#fear** - Fear's baseline is different and should essentially be given a +5 adjustment. So Fear 0 should be Fear 5 and Fear 5 should be Fear 10. Tweak values until the results reflect this.
- ◆ **#awe** - Awe should be increased by 1. What was awe 0 (standard) should now be awe 1. Tweak values until the result reflects this.

22 Obsolete Modding Commands

These commands no longer exist, because they have either been rendered obsolete by new modding commands or have simply been removed altogether. When converting mods from Dominions 3 to Dominions 4, all instances of these commands should be purged to prevent compatibility issues.

21-1 Monster modding

#restrictedgod <nation nbr>

This monster can be chosen as a god but only by this nation. See **Table 27a** and the two following tables for a list of nation numbers.

#makemonster

This command is now **#makemonsters** with an s at the end of monster.

21-2 Nation Modding

#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.

#startfort <fort nbr>

Start with this type of fort.

#defaultfort <fort nbr>

Newly built forts will be of this type.

#farmfort <fort nbr>

Newly built forts in farmlands will be of this type.

#mountainfort <fort nbr>

Newly built forts in mountains will be of this type.

#forestfort <fort nbr>

Newly built forts in forests will be of this type.

#swampfort <fort nbr>

Newly built forts in swamps will be of this type.

#uwfort <fort nbr>

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

#deepfort <fort nbr>

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

Appendix A: Changelog

This section contains a list of changes compared to the previous version of the modding manual.

7 Monster Modding basic

- ◆ Reordered section to reflect pretender god autocalc
- ◆ Pretender autocalc will appear later, when it is more stable and less fluid than now. Otherwise it would need constant rewrites.
- ◆ Grouped recruitment rules and desertion commands together.
- ◆ Moved itemslot commands here.

New commands:

- ◆ #enchrebat50

8-4 Age, Healing & Afflictions

New commands:

- ◆ #landdamage
- ◆ #hpoverslow

8-6 Combat Auras

- ◆ #poisonskin
- ◆ #uwheat

8-10 Other Combat Abilities

New commands:

- ◆ #blessbers

8-12 Shapechanging

New commands:

- ◆ #xploss

12 Item Modding

Updated commands:

- ◆ #restricted (same for spell modding)

New commands (section 12-8):

- ◆ #uwheat
- ◆ #hpoverslow
- ◆ #poisonskin
- ◆ #blessbers
- ◆ #xploss

16 Nation Modding

Altered order of PD and god commands due to page formatting considerations and updated nation number tables.

New commands:

- ◆ #aigoodbless
- ◆ #aimusthavemag
- ◆ #aifirenation
- ◆ #aiairnation
- ◆ #aiwaternation
- ◆ #aiearthenation
- ◆ #aiastralnation
- ◆ #aideathnation
- ◆ #ainaturenation
- ◆ #aibloodnation

17 Poptype Modding

PD commands for poptypes (mostly work like PD commands for nations, but note differences).

Other changelog notes

Tables 10 to 15 have been reshuffled.

This appendix has been added in version 4.17

Appendix B: Tables

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
24	Long Bow	Missile Weapon
264	Composite Bow	Missile Weapon
25	Crossbow	Missile Weapon
26	Arbalest	Missile Weapon

Table 1: Common manufactured weapons

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

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.

Sample	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.

2^x	Affliction
0	disease
1	curse
3	plague
5	curse of stones
6	entangle
7	rage
8	decay
9	burn
10	destroyed armor
11	rusty armor
12	blind
13	bleed
14	earth grip
16	fire bonds
17	false fetters
18	limp
19	lost eye
20	weakness
21	battle fright
22	mute
23	chest wound
24	crippled
25	feeble minded
26	never healing wound
27	slime
28	frozen
29	webbed
30	arm loss

Table 5: Afflictions

Nbr	Type of effect
50	Weak Poison
51	Strong Poison
52	Death Poison
53	Deliberative 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)
255	Area Fear
276	Small Area Holy Fire
306	Weakness
342	Poison Ink
409	Small Area Cold

Table 6: Some weapon secondary effects

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 9: Common armor

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 7: Some flysprites available for missile weapons

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 8: Some explosion looks available for weapons and spells

Monster Type	Basecost
Markata	5
Harpy, Vaetti, Hoburg	7
Bakemono	8
Satyr	9
C'tis, Caelum, Pale One	10
Human, Dwarf, Vanara	10
Firbolg, Humanbred	13
Lizard (predator)	14
Enkidu	17
Abysia, Bandar, Naga, Colossi	20
Centaur, Dryad	25
O-Bakemono, Horite	25
Sidhe, Vanir, Yaksha	25
Avvite, Edomite	30
Dai Bakemono, Oni	30
Demonbred, Sobek	30
Jotun, Fomorian (unmarked)	30
Nemedian, Tuatha	30
Ancient One	35
Minotaur, Pan, Yazata	40
Burning One	45
Rephaite	45
Starspawn	50
Fomorian Giant, Troll	60
Anakite	90
Dai Oni	90
Ba'al, Melqart	120
Niefel Giant	120

Table 11: Some typical base gold costs

Leadership	Gold Cost
0	10
10	15
40	30
80	60
120	100
160	150

Table 11a: Leadership cost

Ldr Cost Modifier	Gold Cost
Inspirational	10 / point
Sailing	+50% cost

Table 11b: Leadership cost modifiers

Level	Path 1	Path 2+
1	30	20
2	90	60
3	150	100
4	210	140
5	270	180

Table 11c: Magic path cost

Mage Cost Modifier	Gold Cost
Adept Researcher	5 / point
Forge Bonus	+ bonus %

Table 11d: Mage cost modifiers

Level	Holy
1	20
2	40
3	80
4	140

Table 11e: Priest cost

Spy Cost	Gold Cost
Spy, Assassin	40
Seduce	60

Table 11f: Spy cost

Total Cost Modifier	Gold Cost
Stealth (commander)	5
Healer (commander)	50
Disease Healer (cmdr)	20
Mounted (always)	15
Slow Recruit (cmdr)	-10% cost
Sacred (always)	+30% cost

Table 11g: Total cost modifiers

Nbr	Realm
1	North
2	Celtic
3	Mediterranean
4	Far East
5	Middle East
6	Middle America
7	Africa
8	India
9	Deeps
10	Default

Table 10 & 33: Home realm numbers

Dom 4	Dom 3
3	25
7	50
10	75
15	100
20	150
25	200

Table 13: Resistance equivalencies

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 12: Item slot values

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 16: Leadership bonuses from magic

Nbr	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 17: Magic path numbers for monsters

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

Table 18: Path masks

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 15a: Name type numbers part 1

Number	Type of Name
123	Mictlan male
124	Mictlan female
125	Machaka female
126	Machaka male
127	<i>Custom name list</i>
128	<i>Custom name list</i>
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	Ur male
152	Ur female
153 – 160	<i>Reserved</i>
161 – 299	<i>Custom name list</i>

Table 15b: Name type numbers part 2

Nbr	School
- 1	<i>cannot be researched</i>
0	Conjuration
1	Alteration
2	Evocation
3	Construction
4	Enchantment
5	Thaumaturgy
6	Blood
7	Divine

Table 19: Magic schools

Nbr	Path of Magic
- 1	<i>none</i>
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood
8	Holy

Table 20: Magic paths for spells

Nbr	Effect
1	Summon monster
2	Damage spell
3	Stun damage
7	Poison damage
11	Special 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 21: Some effect values for combat spells

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 22: Some effect values for rituals

Nbr	Monster
-1	Soulless
-2	Longdead
-3	Soultrap Ghost
-4	Ghoul
-5	Random animal
-6	Lesser horror*
-7	Horror*
-8	Doom Horror
-9	Random bug
-10	Random good crossbreed
-11	Random bad crossbreed
-12	Random crossbreed (3% good)

Table 13: Monster summoning

2^x	Nbr	Terrain
-	0	Plains
0	1	Small Province
1	2	Large Province
2	4	Sea
3	8	Freshwater
4	16	Mountain
5	32	Swamp
6	64	Waste
7	128	Forest
8	256	Farm
9	512	Nostart
10	1024	Many Sites
11	2048	Deep Sea
12	4096	Cave
22	4194304	Border Mountain

Table 23 & 31: Terrain masks

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 24: Item types

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 27: Magic site locmasks

Nbr	Magic Path
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood
8	Priest
51	Elemental
52	Sorcery
53	All paths

Table 25: Magic paths for magicboost items

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

Table 28: Scale numbers

Mask	Era
1	Early era
2	Middle era
3	Early + middle
4	Late era
5	Early + late
6	Middle + late
7	All eras

Table 26: Era mask for mercenaries

Nbr	Nation	Epithet
5	Arcoscephale	Golden Era
6	Ermor	New Faith
7	Ulm	Enigma of Steel
8	Marvemi	Time of Druids
9	Sauromatia	Amazon Queens
10	T'ien Ch'i	Spring and Autumn
11	Machaka	Lion Kings
12	Mictlan	Reign of Blood
13	Abysia	Children of Flame
14	Caelum	Eagle Kings
15	C'tis	Lizard Kings
16	Pangaea	Age of Revelry
17	Agartha	Pale Ones
18	Tir na n'Og	Land of the Ever Young
19	Fomoria	The Cursed Ones
20	Vanheim	Age of Vanir
21	Helheim	Dusk and Death
22	Niefelheim	Sons of Winter
23	<i>Reserved</i>	
24	<i>Reserved</i>	
25	Kailasa	Rise of the Ape Kings
26	Lanka	Land of Demons
27	Yomi	Oni Kings
28	Hinnom	Sons of the Fallen
29	Ur	The First City
30	Berytos	Phoenix Empire
31	Xibalba	Vigil of the Sun
83	Atlantis	Emergence of the Deep Ones
84	R'lyeh	Time of Aboleths
85	Pelagia	Pearl Kings
86	Oceania	Coming of the Capricorns

Table 29a: Nation numbers, Early Era

Nbr	Nation	Epithet
33	Arcoscephale	The Old Kingdom
34	Ermor	Ashen Empire
35	Sceleria	Reformed Empire
36	Pythium	Emerald Empire
37	Man	Tower of Avalon
38	Eriu	Last of the Tuatha
39	Ulm	Forges of Ulm
40	Marignon	Fiery Justice
41	Mictlan	Reign of the Lawgiver
42	T'ien Ch'i	Imperial Bureaucracy
43	Machaka	Reign of Sorcerors
44	Agartha	Golem Cult
45	Abysia	Blood and Fire
46	Caelum	Reign of the Seraphim
47	C'tis	Miasma
48	Pangaea	Age of Bronze
49	Asphodel	Carrion Woods
50	Vanheim	Arrival of Man
51	Jotunheim	Iron Woods
52	Vanarus	Land of the Chuds
53	Bandar Log	Land of the Apes
54	Shinuyama	Land of the Bakemono
55	Ashdod	Reign of the Anakim
56	<i>Reserved</i>	
57	Nazca	Kingdom of the Sun
58	Xibalba	Flooded Caves
87	Atlantis	Kings of the Deep
88	R'lyeh	Fallen Star
89	Pelagia	Triton Kings
90	Oceania	Mermidons

Table 29b: Nation numbers, Middle Era

Nbr	Nation	Epithet
60	Arcoscephale	Sibylline Guidance
61	Pythium	Serpent Cult
62	Lemur	Soul Gate
63	Man	Towers of Chelms
64	Ulm	Black Forest
65	Marignon	Conquerors of the Sea
66	Mictlan	Blood and Rain
67	T'ien Ch'i	Barbarian Kings
68	<i>Reserved</i>	
69	Jomon	Human Daimyos
70	Agartha	Ktonian Dead
71	Abysia	Blood of Humans
72	Caelum	Return of the Raptors
73	C'tis	Desert Tombs
74	Pangaea	New Era
75	Midgård	Age of Men
76	Utgård	Well of Urd
77	Bogarus	Age of Heroes
78	Patala	Reign of the Nagas
79	Gath	Last of the Giants
80	Ragha	Dual Kingdom
81	Xibalba	Return of the Zotz
91	Atlantis	Frozen Sea
92	R'lyeh	Dreamlands

Table 29c: Nation numbers, Late Era

Nbr	Site	Effect
210	Tar Pits	1 fire gem
407	The Sun Below	4 fire gems
254	Thunder Oak	1 air gem
289	Palace of Dreams	4 air gems
306	Weeping Stone	1 water gem
304	Mercury Pond	2 water gems
337	Frozen Fountain	3 water gems
354	Mineral Cave	1 earth gem
406	The Deepest Mine	4 earth gems
424	Painted Cave	1 astral pearl
451	Library of Time	4 astral pearls
471	Burial Mound	1 death gem
507	Well of Darkness	3 death gems
524	Wild Forest	1 nature gem
563	Ancient Forest	2 nature gems
570	The Previous Forest	4 nature gems

Table 30: Some magic sites

2^x	Nbr	Terrain
-	0	Plains
0	1	Small Province
1	2	Large Province
2	4	Sea
3	8	Freshwater
4	16	Mountain
5	32	Swamp
6	64	Waste
7	128	Forest
8	256	Farm
9	512	Nostart
10	1024	Many Sites
11	2048	Deep Sea
12	4096	Cave
22	4194304	Border Mountain

Table 31: Terrain masks

Terrainrec
#forestrec
#forestcom
#mountainrec
#mountaincom
#swamprec
#swampcom
#wasterec
#wastecom
#caverec
#cavecom

Table 33: Terrainrec Commands

Nbr	Realm
1	North
2	Celtic
3	Mediterranean
4	Far East
5	Middle East
6	Middle America
7	Africa
8	India
9	Deeps
10	Default

Table 11 & 34: Home realm numbers

Nbr	Era	Fort
1	0-1	Palisades
2	0-1	*Wooden Towers
3	1-2	Fortress
4	2-3	Castle
5	3	Citadel
6	1-3	*Gate House
7	1-3	*Towers
8	3	*Additional Towers
9	1-3	*Killing Ground
10	3	*Deep Well
11	0-3	*Supply Storage
12	0-3	*Underground Storage
13	N/A	Crystal Citadel
14	N/A	Magic Tower
15	0-1	Kelp Palisades
16	1-2	Kelp Fortress
17	2-3	Basalt Castle
18	1-3	*Roads
*		<i>Fort upgrade</i>

Table 35: Fort Numbers

Nbr	Temple look
0	Pyramid with steps
1	Underwater
2	Greek
3	Irish monastery
4	Mountain castle
5	Indian
6	Greek
7	Southeast Indian
8	Temple ruins
9	Cathedral
10	Forest
11	Norse
13	Eye of the void
14	Mayan
15	Far East 1
16	South Indian
17	Crystal
18	Far East 2

Table 36: Temple pictures

Nbr	Pootype
25	Barbarians
26	Horse Tribe
27	Militia, Archers, Hvy Inf
28	Militia, Archers, Hvy Inf
29	Militia, Archers, Hvy Inf
30	Militia, Longbow, Knight
31	Tritons
32	Lt Inf, Hvy Inf, X-Bow
33	Lt Inf, Hvy Inf, X-Bow
34	Raptors
35	Slingers
36	Lizards
37	Woodsmen
38	Hoburg
39	Militia, Archers, Lt Inf
40	Amazon, Crystal
41	Amazon, Garnet
42	Amazon, Jade
43	Amazon, Onyx
44	Troglodytes
45	Tritons, Shark Knights
46	Amber Clan Tritons
47	X-Bow, Hvy Cavalry
48	Militia, Lt Inf, Hvy Inf
49	Militia, Lt Inf, Hvy Inf
50	Militia, Lt Inf, Hvy Inf
51	Militia, Lt Cav, Hvy Cav
52	Militia, Lt Cav, Hvy Cav
53	Militia, Lt Cav, Hvy Cav
54	Hvy Inf, Hvy Cavalry
55	Hvy Inf, Hvy Cavalry
56	Hvy Inf, Hvy Cavalry
57	Shamblers
58	Lt Inf, Hvy Inf, X-Bow
59	Militia, Lt Inf, Archers

Table 37a: Pootypes part 1

Nbr	Pootype
60	Militia, Lt Inf, Archers
61	Vaettir, Trolls
62	Tribals, Deer
63	Tritons
64	Tritons
65	Ichtyids
66	Vaettir
67	Vaettir, Dwarven Smith
68	Slingers, Hvy Inf, Elephants
69	Asmeg
70	Vaettir, Svartalf
71	Trolls
72	Mermen
73	Tritons, Triton Knights
74	Lt Inf, Lt Cav, Cataphracts
75	Hoburg, LA
76	Hoburg, EA
77	Atavi Apes
78	Tribals, Wolf
79	Tribals, Bear
80	Tribals, Lion
81	Pale Ones
82	Tribals, Jaguar
83	Tribals, Toad
84	Cavemen
85	Kappa
86	Bakemono
87	Bakemono
88	Ko-Oni
89	Fir Bolg
90	Turtle Tribe Tritons
91	Shark Tribe Tritons
92	Shark Tribe, Shark Riders
93	Zotz
94	Lava-born

Table 37b: Pootypes part 2