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# **The Dominions II Mod Manual**

Version 4.11.2005

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## **Overview:**

Modifying (or modding) Dominions II is a fairly simple procedure. All that is absolutely required is some form of text editor, and Notepad or TextEdit will work every bit as well as a full-featured word processor such as Word. With the edition of a bitmap editing program capable of saving in Targa (.tga) format, it becomes possible to add new graphics for units and national flags, but this is not required for basic modding.

The latest release version of Dominions II (2.11) contains many ways to modify the basic game, including weapon, armor, unit, and nation modding. Additional capacity for modifying the game will be added in future updates.

## **Mod Basics:**

To create a mod, a simple text file is filled with the various commands used to define the changes and additions to the base game. This file is saved with a .dm (Dominions Mod) extension and should be placed in the mods subdirectory inside the dominions2 folder. Dominions II will create such a subdirectory, if one does not already exist, the first time it is run after being updated to the point mod capacity was added.

For proper formatting of modded descriptions, files should be saved in UNIX format, with linefeeds (LF) only at the end of each line, not in Windows (CR + LF) or Mac (CR only). Failure to do this will affect only one aspect of the mod: using two newlines in a row to create a new paragraph in descriptive text will only work when the file is saved in UNIX format.

To activate a mod for play, select Mod Preferences under the more general Preferences option available on the Dominions II Main Menu. Here, you may enable and disable any mods found by the program in its mods directory. Left-clicking on a mod will change its status (active mods will be followed by the text “enabled”), and right-clicking on a mod will display its description.

While a mod is enabled, any games created on that machine will utilize that mod. When this happens, the game’s data is adjusted in the following order:

- Weapons
- Armor
- Units
- Spells
- Magic Items
- Names
- Nations
- General

Each step is fully completed before the next is begun. For example, all weapon alterations all enabled mods are performed before any armor modification begins.

In addition, a mod’s identification info (such as its name and version number) is loaded before any actual modifications are done. This info is stored and, in multiplayer games, used to insure all players are using the same mods (and the same versions) as the host. If a player attempts to play a game that has been set up with one or mods in place, he or she must have the same mods available in the mods folder. Otherwise, he or she will receive an error message.

Enabling and disabling mods will not have any effect on games that have already been created. The mods used by any game will be those, and only those, that were enabled when it was created.

### **Mod Mechanics:**

As noted above, a mod consists of a single text file with a .dm extension, plus (possibly) a number of .tga files for graphics.

The text file is composed of numerous commands, each normally given on its own line. There are a handful of required commands, detailed in the following section. Following these required items, the actual modifications are spelled out in the following fashion. Each item, unit, spell, or nation to be modified is first selected by use of the appropriate command. The changes to be made to the target are then given, one by one, and then the #end command is given to mark, appropriately, the end of modification for that target.

**An example:** to modify a weapon, the #selectweapon command is given, followed immediately by the name or ID number of the weapon to be modified. (To create an entirely new weapon, the #addweapon command plus an unused ID number is used.) The following command block would modify the quarterstaff to have a length of 3 and a defense of 5:

```
#selectweapon "quarterstaff"  
#len 3  
#def 5  
#end
```

The various mod commands are detailed in the following sections. The syntax of these commands is fairly straightforward. All commands are preceded by a # symbol, and most are followed by a parameter, which is the value being given to the command. In the listings below, the names of the parameters are set off between <> symbols to help identify them, but the <> symbols are not used when entering the command into the mod file. Those parameters requiring quotation marks when typed into the mod file are also surrounded by them in their listings below.

Several commands can accept more than one form of input. In this case, the different ways of entering parameters for these commands are separated by a vertical line, such as in #selectweapon "<weapon name>|<weapon number>". One parameter or the other should be used, not both.

Command blocks do not need to be grouped by category (for example, you don't need to have all of your weapon modding blocks together) but doing so will ease mod creation.

The game can use either 24- or 32-bit Targas for its graphics. The files may be either uncompressed or use RLE compression, and will have dimensions as detailed below. The graphics may be placed anywhere that is convenient for the modder and referenced with standard path syntax. For example, to assign the mod a banner called "test.tga" located in a subdirectory of the mod folder called testmod, the command #icon "testmod/test.tga" should be used.

When designing units, black (RGB 0,0,0) is used as transparent and magenta (RGB 255,0,255) is used for shadows. A human figure should be 32 x 32 pixels in size, with the head being about 4 pixels high, while the largest monsters are 128 x 128.

## **Modding Commands:**

### **Mod Information Commands:**

The following commands are used to identify a mod file, state its version, specify a banner, and so forth. All but #icon, #defaultguiframe, and #domversion are required.

**#modname “<name>”**

All mods must have a unique name. This name is used to identify the mod in the Mod Preferences menu.

**#description “<text>”**

The text entered after this command will appear when the mod’s name is right-clicked upon in the Mod Preferences menu. Use two newlines in a row (i.e. hit Enter twice) to start a new paragraph.

**#icon “<image.tga>”**

It is not required to give a mod a banner, but it is a good idea. This command specifies the image to be used in identifying the mod. The image will appear beside the mod’s name in the Mod Preferences menu. It will also appear in the upper right-hand corner of the game’s Main Menu screen when the mod is enabled. The Targa (.tga) images must be either 128 x 32 or 256 x 64 pixels in size.

**#defaultguiframe “<.tga file>”**

The default GUI background for the game may be replaced with this command. The file to be used should be 512 pixels wide by 128 pixels high and will be used for all new pop-up windows and so forth. If there is a #guiframe specified in a nation’s definition, the file listed there will override the default one. The guiborder2.tga located in the game’s root directory can be used as a guideline for sizing, etc.

**#version x.yy**

As a mod evolves, its version number should be updated accordingly. The number is entered into a mod using this command, which is checked by the hosting machine in a multiplayer game to make sure all players are using the same version.

**#domversion x.yy**

Additional modding capacity has been added to Dominions II through various updates. Because of this, some mods require Dominions II to be of at least a certain version. This optional command is used when this is the case to insure the program is capable of using the mod.

### **Weapon Modding**

The following commands are used to modify the weaponry in the game or to add entirely new weapons.

**#selectweapon “<weapon name>”|<weapon number>**

To modify a weapon, start with this command. The names and numbers of many weapons are given in Appendix A. You may also press Shift+I while viewing a unit’s stats to see the various numbers given to the unit and its equipment.

**#newweapon <weapon number>**

To add a new weapon to the game, start with this command. A new weapon’s number should be between 600 and 999 and must not be used by any other weapon in the game. It is a good idea to inform users which weapon numbers are used by new weapons in your mod, if any, in order to prevent any possible conflict.

**#end**

Use this command to wrap up editing or adding the current weapon.

**#name “<name>”**

A new weapon requires a name. An existing weapon may have its name changed with this command.

**#nratt <number of attacks>**

To adjust the rate of attack for a weapon, use this command. To simulate slow missile weapons and the like, use -2 for a weapon that can attack every other round or -3 for one that can only fire every third round.

**#aoe <squares>**

This sets the area of effect for a weapon. A value of 0 indicates that only one opponent (the target) will be affected. A value of 1 means that everyone in the target square will be struck, while a value of 2 or higher expands that radius to include a larger area. Values of 2 or higher for a melee weapon mean that the wielder of the weapon is in danger of being caught in the blast.

**#dmg <Damage >**

This sets the Damage value for the weapon. Normally, a weapon’s Damage is added to its wielder’s Strength in order to determine how bad a wound it inflicts when striking. A spear, for example, has a Damage value of 3.

**#att <Attack >**

This command sets the weapon’s Attack value, which is added to its user’s Attack statistic to determine if a blow connects. This command is also used by missile weapons to set their Precision statistic. A spear has an Attack value of 0.

**#def <Defense >**

The weapon’s Defense value is added to its user’s when defending against an enemy’s strike. The spear has a Defense value of 0.

**#len <Length>**

The weapon’s Length determines its eligibility to conduct a repelling attempt when an enemy attacks. Fists have a Length of 0, while a Pike has a Length of 6. The maximum Length is 7. A spear has a Length of 4.

**#twohanded**

Giving a weapon this attribute means it requires two hands to be used properly and cannot be used in combination with a shield by a normal two-handed unit.

**#range <Range>**

If a weapon is given a Range statistic, it becomes a missile weapon and cannot be used in melee combat. In this case, its Length and Defense become meaningless and its Attack value becomes its Precision value. A short bow has a Range of 30.

**#ammo <ammo>**

This is the number of times a missile weapon can fire during a single combat. The default is 12.

**#nostr**

If this command is added to a weapon, the Strength of the user will not be added to the weapon’s Damage when determining the effects of a hit. This is normally used for missile weapons such as bows, slings, and crossbows.

**#magic**

A weapon with this command in its definition is considered “magic” for purposes of damaging ethereal foes.

**#fire**

This designates a weapon as doing fire-based damage. Resistance or immunity to fire will reduce the target’s damage accordingly.

**#cold**

This designates a weapon as doing cold-based damage. Resistance or immunity to cold will reduce the target’s damage accordingly.

**#shock**

This designates a weapon as doing electricity-based damage. Resistance or immunity to electrical damage/shock will reduce the target’s damage accordingly.

**#armorpiercing**

An armor piercing weapon halves the Protection of an opponent when determining the effects of a hit.

**#armornegating**

An armor negating weapon ignores an opponent’s Protection when determining the effects of a hit.

**#flail**

When attacked by a flail, the target does not receive any benefit from its shield’s Defence. A weapon is marked as a flail by using this command in its definition.

**#bonus**

Intrinsic weapons such as a stinger or a mount’s hooves should be given this command in their definition. Bonus weapons do not receive the normal penalty invoked by using more than one weapon nor will they be replaced if their user is equipped with a new weapon by the player during the game.

**#sound <sample number>**

This defines the sound that will play when a weapon strikes. Appendix C lists some commonly used weapon sounds.

**#explspr <explosion sprite number>**

This command assigns a visual effect to play when the weapon strikes. Consult Appendix E for a listing of explosion sprites.

**#flyspr <flysprite number> <animation length>**

The command determines how a projectile will appear when fired from this weapon. Appendix D describes some common flysprites and lists their lengths.

**#secondaryeffect <effect number>**

Some weapons produce an effect upon the target aside from normal damage. To assign such a secondary effect, such as poisoning or disease, use this command with the appropriate number. A normal secondary effect will only be applied to the target if the weapon hits. Only one secondary effect can be used on a weapon. Consult Appendix F for a listing of secondary effects and their numbers.

**#secondaryeffectalways <effect number>**

Some weapons produce an effect upon the target aside from normal damage. To assign such a secondary effect, such as poisoning or disease, use this command with the appropriate number. This variant secondary effect will be applied to the target regardless of whether the weapon hits or not. Only one secondary effect can be used on a weapon. Consult Appendix F for a listing of secondary effects and their numbers.

## Armor Modding

Armor modding is very similar to weapon modding. First, either a currently existing armor type is selected for editing with the `#selectarmor` command or a new type is created with the `#newarmor` command. Various commands follow, defining the attributes of the armor, and then the `#end` command finishes up the process.

**#selectarmor** “<armor name>”|<armor number>

To edit armor already in the game, start by selecting it for modification.

Appendix B lists some common armor types. . You may also press Shift+I while viewing a unit’s stats to see the various numbers given to the unit and its equipment.

**#newarmor** <armor number>

New armor can be added to the game using this command. The armor number should be between 200 and 399 and must not be used by any other armor. It is a good idea to inform users which armor numbers are used by new armor in your mod, if any, in order to prevent any possible conflict.

**#end**

Use this command to wrap up editing or adding the current piece of armor.

**#name** “<name>”

A new type of armor requires a name. An existing piece of armor may have its name changed with this command.

**#type** <type>

This determines what type of armor the current piece is. Use a value of 4 for a shield, 5 for body armor, or 6 for a helmet.

**#def** <Defense>

This value is added to the user’s Defense statistic to determine if an enemy blow strikes or not. Many heavier armors have a negative Defense bonus, indicating they slow the user down and make it more likely he is hit, but also have a high Protection value, so that enemy blows do much less damage when they connect. A chain mail cuirass has a Defense bonus of -1.

**#prot** <Protection>

This sets the Protection value for the armor. It, together with any other protective items worn by the user, is used to determine if the wearer is wounded when struck and, if so, how badly. A chain mail cuirass has a Protection value of 9.

**#enc** <Encumbrance>

The value is added to the user’s Encumbrance statistic to determine how quickly the user fatigues during a battle. A unit’s total Encumbrance is added to its Fatigue level every time it strikes and for each weapon it strikes with. It is also added to the Fatigue cost for any spell cast by a unit. Note that armor Encumbrance counts double when determining the fatigue inflicted by spell-casting. A chain mail cuirass has an Encumbrance of 1.

## Basic Unit/Monster Modding

For purposes of the game, the terms “unit” and “monster” are interchangeable. Every unit in the game, be it a manticore or an infantryman, can also be referred to as a monster. There is more complexity involved in modifying monsters, so the commands have been broken up into three sections. This first section details the basic commands needed to define a unit’s name and essential attributes. The second details commands of more special purpose. The third is for modding commanders and gods.

**#selectmonster** “<unit/monster name>”|<unit/monster number>

To modify a monster, start with this command. You may also press Shift+I while viewing a unit's stats to see the various numbers given to the unit and its equipment.

**#newmonster <unit/monster number>**

New units can be added to the game using this command. The monster number should be between 1500 and 2499 and must not be used by any other unit. It is a good idea to inform users which monster numbers are used by new units in your mod, if any, in order to prevent any possible conflict.

**#end**

Use this command to wrap up editing or adding the current unit.

**#name "<name>"**

This must be the first command for any new monster. It sets the name of a new monster and can be used to rename existing units. Note that using this command automatically clears the unit's description (see below) as well.

**#descr "<text description>"**

This command sets the text description displayed on the unit's info screen. Use two newlines in a row (i.e. hit Enter twice) to start a new paragraph.

**#spr1 "<.tga file>"**

Each unit uses two sprites: one for its rest pose and another for its attack pose. This command selects the image used for the rest pose. The Targa file should be a square 8, 16, 32, 64, or 128 pixels high and wide. The image for a human-sized unit should be 32 x 32.

**#spr2 "<.tga file>"**

This command sets the image used by the unit when attacking. If it is not set, the rest pose sprite is used. It should also be a square Targa 8, 16, 32, 64, or 128 pixels along a side. The image for a human-sized unit should be 32 x 32.

**#ap <Action Points>**

A unit consumes Action Points when moving. This command sets how many points it will have per round of battle, and thus how far it can move. A typical human has 12 AP, a knight has 20, and light cavalry has 25.

**#mapmove <provinces per turn>**

This gives the maximum distance the unit can move on the map each turn. Remember that rivers, mountains, and other natural obstacles can prevent a unit from moving its full range, and also that an army travels at the speed of its slowest unit. Heavy infantry can travel only 1 province per turn, while heavy cavalry can travel 2 and light cavalry 3.

**#hp <Hit Points>**

This command sets the unit's hit points. A normal human has 10 hit points, while a giant might have 30 and a huge dragon 125.

**#prot <Protection>**

A unit might have some natural protection on top of any armor worn. For instance, a lizardman has scales. A human has a natural protection of 0, the aforementioned lizardman has 5, and a dragon has 18.

**#size <size>**

A unit's size controls several things. A unit consumes (size-1) supplies per turn (with a minimum of 1), and size also affects various matters ranging from trampling attacks to seduction attempts. A Hoburg is size 1, a normal human size 2, a mounted human size 3, a giant size 4, and a dragon size 6 (the maximum).

**#str <Strength>**

The monster's Strength is normally added to its weapon's Damage to determine how damaging a successful strike is. A normal human has a Strength of 10, while a giant has a Strength of 20 and a dragon one of 25.

**#enc <Encumbrance>**

Organic units will tire during battle even if not encumbered further by weaponry or armor. This basic level of fatigue is set by this command and is added to automatically as the unit is equipped. A normal human has a base Encumbrance of 3. Undead beings and machines have a base Encumbrance of 0. Units with a base Encumbrance of 0 are never fatigued by fighting, no matter how weighty their equipment is.

**#att <Attack skill>**

This command sets the basic Attack skill of the unit. This basic Attack skill is modified by the Attack bonus of the user's weapon and then used to determine if a strike connects or not. A human soldier with a normal level of training has an Attack skill of 10. The most skilled human unit in the game is the Emerald Lord with an Attack of 15. A dragon also has an Attack of 15.

**#def <Defence skill>**

A unit's basic Defence skill is modified by its weaponry and armor and then used to determine if an enemy blow connects. A normal human soldier has a Defence of 10, before arms and armor are considered, and the elite Emerald Lord has a base Defence of 14.

**#prec <Precision>**

This statistic is only of use to missile users and mages. It determines how likely it is that a ranged attack or spell will hit. A normal human archer has a Precision of 10 before modifications from weaponry are taken into account.

**#mr <Magic Resistance>**

Magic Resistance protects the monster from some hostile spells. The higher the MR of the target, the more likely it is that certain spells will fail to work. A normal human has an MR of 10. A 1<sup>st</sup> level mage has an MR of 13, and a 3<sup>rd</sup> level mage has 15. No units have a Magic Resistance above 18, save for some Astral entities summonable by R'lyeh which may have up to 20.

**#mor <Morale>**

This sets the Morale of the unit. The higher the morale, the less likely the creature is to break and flee combat. If a monster has a Morale of 50, it is given Mindless status and will dissolve if left without proper leadership. Undead units with mentality but nothing to lose are usually given a Morale of 30. They will not break but do not receive Mindless status. A normal human soldier has a Morale of 10, the flighty satyrs of Pangaea have 8, and a fierce minotaur 13.

**#weapon "<weapon name>"|<weapon number>**

This command is used to equip a unit with a weapon. Each unit may have up to four weapons, and all melee weapons will be used simultaneously. All weapons in the game can be used, but some different weapons have the same name. Because of this, it is wiser to use the weapon number to insure proper weapon selection. See Appendix A for a listing of many weapons and their numbers.

**#armor "<armor name>"**

This command is used to equip a unit with a piece of armor. Each unit may have up to 3 pieces of armor: a helmet, a variety of body armor, and a shield. Each is equipped by a separate instance of this command.

### **#gcost <gold cost>**

Units have two costs: gold and resources. This command is used to set the gold price of a unit. Note that 1/15 of the gold cost is required per turn to upkeep the unit unless it is Sacred, in which case upkeep is 1/30 of its gold cost per turn. If this charge is not met, the unit will depart the player's service.

### **#rcost <resource cost>**

Units also require resources, expended in the form of raw materials and skilled craftsmanship, to be equipped. That cost is set with this command.

## **Advanced Unit/Monster Modding**

The following commands are not useful for every unit. Instead, they cover various special circumstances and abilities. They do not cover leadership ability, magical skill, or the other factors unique to commanders and gods; those are found in the following section.

### **#ambidextrous <bonus>**

Normally, a unit suffers a penalty when wielding two or more weapons. This attribute reduces that penalty. The normal bonus value is 2 or 3.

### **#amphibian**

A monster with this attribute is able to function equally well above and below water.

### **#animal**

This defines a unit as being an animal and thus affected by the Animal Awe ability.

### **#animalawe <bonus>**

A unit with this attribute is less likely to be attacked by animals. A bonus of 1 (the minimum and standard) means that animals with a Morale of 11 will have only a 50% chance of daring to attack. A bonus of 10 means that the enemy unit would require a Morale of 20 to have the same 50% chance.

### **#awe <bonus>**

A unit with this attribute is less likely to be attacked by enemy units. A bonus of 1 (the minimum and standard) means that enemies with a Morale of 11 will have only a 50% chance of daring to attack. A bonus of 10 means that the enemy unit would require a Morale of 20 to have the same 50% chance.

### **#aquatic**

A monster with this attribute is only able to live underwater.

### **#berserk <bonus>**

A unit with this command in its definition will go berserk in combat if it is wounded and then passes a Morale check. A berserk unit will have the bonus added to its Attack and Strength and subtracted from its Defence. It will also never retreat from combat. The normal bonus value is 3.

### **#blind**

This marks a unit as congenitally blind. Blindness based spells (and afflictions involving the loss of eyes) do not affect a blind unit.

### **#castledef <amount>**

A unit may be given a bonus at resisting/repairing the damage done during a siege by using this command. The larger the value, the more damage will be repaired during each turn of siege warfare.

**#clear**

This command clears all data associated with a unit. It is meant to be used when editing an already existing monster, allowing the modder to start over with a clean slate.

**#clearspec**

This command clears all special abilities from the monster being edited.

**#cold**

This command causes the unit to be surrounded by an aura of cold during combat like that of a Winter Wolf.

**#coldblood**

A creature with this command in its definition is cold-blooded like the lizardmen of C'tis. They will suffer additional fatigue damage in cold temperatures.

**#coldres <percent>**

This grants cold resistance or susceptibility to a monster. Use a positive number to offer protection or a negative to give weakness. Currently, it works at either 100% or -100% no matter what percentage is entered.

**#demon**

This signifies the monster in question is a demon and is thus vulnerable to Banishment and the Smite Demon spell.

**#diseasecloud <size>**

A monster with this attribute is surrounded by a cloud of disease in combat. The standard size is 6.

**#entangle**

Anybody striking a monster with this attribute may become entangled.

**#eyeloss**

Anybody striking a monster with this attribute risks losing an eye.

**#ethereal**

This command makes a monster ethereal and thus very hard to hit with non-magical weaponry.

**#eyes <number of eyes>**

Some creatures have more than 2 eyes (or, in the case of the Cyclops, just one.) This command allows the modder to set how many eyes the monster has and thus how badly it is affected by battle afflictions involving the loss of an eye.

**#fireshield <damage>**

A fireshield causes armor-piercing damage to anybody striking the unit. The standard damage is 8.

**#fear <value>**

This makes a monster more fearsome. The higher the value, the more likely it is that enemies will rout. The standard value is 0.

**#female**

A female unit cannot be seduced by a Succubus and will also be given a female name,

**#fireres <percent>**

This grants fire resistance or susceptibility to a monster. Use a positive number to offer protection or a negative to give weakness. Currently, it works at either 100% or -100% no matter what percentage is entered.

**#firstshape "<monster name>"|<monster number>**

Some creatures will change shape when seriously wounded. The #secondshape command defines the form such a creature will adopt. This command, however, must be given to its counterpart in order for the transformation to be reversible. In other words, if a Desert Warrior changes into a Werehyena when wounded, the Desert Warrior requires a #secondshape “Werehyena” command. If the transformation is only temporary and the Desert Warrior regains his form after battle, then the Werehyena requires a #firstshape “Desert Warrior” command.

**#flying**

A unit with this tag can fly across the battlefield during combat.

**#forestsurvival**

This attribute allows the unit to move through a forested province without penalty. It also lessens the chance of starvation in such a province for that unit.

**#gemprod <type> <number>**

A unit with this ability will generate a number of magical gems each turn. Type ranges from 0 (for Fire gems) to 7 (for Blood Slaves). Consult Appendix G for details.

**#heal**

A unit with this ability (labeled as Recuperation in the game) will gradually recover from battle afflictions.

**#heat**

A monster with this attribute is surrounded by an aura of heat like that of an Abyssian.

**#holy**

This grants a unit holy status, allowing it to be blessed by friendly priests during battle.

**#horrormark**

Anybody striking a monster with this attribute risks becoming horror marked.

**#iceprot**

The attribute gives the unit varying Protection based on temperature, with the colder the better.

**#illusion**

Illusionary monsters cannot be discovered by scouts and have a mirror image protection during battle.

**#immobile**

This attribute means that, like a Sphinx, the unit cannot move.

**#immortal**

An immortal unit will return to live at its nation’s home province if slain within a friendly Dominion. This command grants such immortality to the currently selected unit.

**#inanimate**

This designates that a unit is inanimate (or lifeless). Inanimate creatures have certain strengths and weaknesses such as immunity to some spells and vulnerability to weapons like the Smasher.

**#magicbeing**

Magical beings require magical leadership or they will disappear or dissolve on the battlefield. This command marks a unit as being magical in nature.

**#mountainsurvival**

This attribute allows the unit to move through a mountainous province without penalty. It also lessens the chance of starvation in such a province for that unit.

### **#mounted**

This indicates the unit is mounted. Mounted units do not suffer from armor Encumbrance, but should have about two extra in basic Encumbrance. They cannot use Tower Shields.

### **#nametype <name type number>**

This command sets the type of random name a unit gets when it is a commander. For the name type numbers and their meanings, see Appendix J. If you do not explicitly set a name type, Dominions II will take a guess based on gender, size, resistances, and sometimes come up with the correct result anyway.

### **#neednoteat**

Use this command if a monster (such as a Soulless or a Golem) does not eat, and thus does not consume supplies.

### **#noheal**

Some creatures, such as Soulless, do not heal wounds. Such a creature should be given this flag to prevent battle damage from healing. If a unit also has the #magicbeing flag, it will heal normally if located in a province with a laboratory.

### **#pillagebonus <value>**

To give a creature a special prowess at pillaging, use this command. A Barbarian has a pillage bonus of 1, meaning it pillages like 2 men. A pillage bonus of 2 would mean it pillaged like 3, and a bonus of 4 would mean it was as effective as 5 men.

### **#poisonarmor**

Creatures such as the Coral Guard have poison spikes on their armor. A creature can be given the same effect with this command, causing anybody who strikes at it with short weapons to become poisoned.

### **#poisoncloud <size>**

This command causes the monster to be surrounded by a poison cloud in combat. The standard size is 6.

### **#poisonres <percent>**

This grants poison resistance to a monster. Currently, it works at 100% no matter what percentage is entered.

### **#pooramphibian**

A poor amphibian may travel and fight underwater but suffers the following penalties when doing so: -4 Move, -3 Attack, -3 Defence, and +1 Encumbrance.

### **#regeneration <percent>**

Several units, such as the trolls, regenerate wounds during combat. The value given this command determines what percentage of a regenerating unit's hit points will be regained at the beginning of every turn. A regenerating unit also has 1/10 the normal chance of gaining a permanent affliction. The standard value is 10.

### **#reinvigoration <fatigue>**

If a monster has this attribute, he/she/it will recover the specified amount of fatigue each turn in addition to any other recovery that might occur.

### **#secondshape "<monster name>"|<monster number>**

Some monsters, such as Werewolves, assume a new form when badly wounded. This command defines the form adopted by the creature being edited under such circumstances. If the transformation is meant to be temporary, be sure to give its alter ego the #firstshape

command so it can return to normal. By leaving off the #firstshape command, the effect of progressive and non-reversible deterioration, such as occurs to Elementals, can be simulated.

**#secondtmpshape “<monster name>”|<monster number>**

Monsters such as Serpent Cataphracts will transform into a second shape after being slain in battle. The new form will remain for the duration of the battle but then be removed. Use #secondshape without a corresponding #firstshape to produce the effect of riderless giant spiders and the like.

**#siegebonus <amount>**

Some creatures are better at sieging fortifications than others. A unit with this attribute will do the specified amount in additional damage to an enemy fortress during each turn spent laying siege to it.

**#shockres <percent>**

This grants shock (electrical) resistance to a monster. Currently, it works at 100% no matter what percentage is entered.

**#standard <size>**

A unit with this command acts as a rallying force to other units about it, causing them to regain lost morale. The common sizes are 5 to 15.

**#stealthy <bonus>**

Stealthy units can sneak into enemy provinces and hide anywhere. The bonus controls how hard it is for enemies to spot the unit. The normal bonus is 0, while a hard to detect spy has 20.

**#supplybonus <value>**

Some units, such as the Fey Boar, produce extra supplies. The value given to this command indicates how many bonus supplies will appear in the unit’s province. A negative value can also be used, which will make the monster consume more supplies than usual.

**#swampsurvival**

This attribute allows the unit to move through a swampy province without penalty. It also lessens the chance of starvation in such a province for that unit and grants immunity to the disease caused by the Miasma of C’tis.

**#trample**

Some large monsters can trample smaller units, inflicting damage by moving into the smaller unit’s square. Use this command to give a monster the capacity to trample.

**#undead**

This command marks a unit as one of the undead, with all the attendant strengths and weaknesses.

**#wastesurvival**

This attribute allows the unit to move through a wasteland province without penalty. It also lessens the chance of starvation in such a province for that unit.

## **Commander/Pretender Modding**

The following commands are for modifying and defining commanders and pretender gods. They control functions that are normally just for these special units, but keep in mind that any unit can become a commander with the Gift of Reason spell. It is a good idea to prepare every new unit with the appropriate commands to define how it would function if given the Gift of Reason. Leadership related commands are given first, followed by those for equipment, for stealthy commanders, for mages, for general purpose abilities, and finally those for pretenders.

**#noleader**

If a commander cannot command troops of any kind, give it this attribute. It is most often appropriate for spies and assassins.

**#poorleader**

This allows the commander to lead 10 ordinary troops. It is the standard for mages.

**#okleader**

This allows the commander to lead 25 ordinary troops. It is the default value and standard for non-elite commanders.

**#goodleader**

This allows the commander to lead 50 ordinary troops.

**#expertleader**

This allows the commander to lead 75 ordinary troops.

**#superiorleader**

This allows the commander to lead 125 ordinary troops.

**#nomagicleader**

This prevents the commander from leading magical troops unless it is a mage. It is the default.

**#poormagicleader**

This allows the commander to lead 10 magic beings. It is a very rare ability that only the most magical beings possess.

**#okmagicleader**

This allows the commander to lead 25 magic beings. It is a very rare ability that only the most magical beings possess.

**#goodmagicleader**

This allows the commander to lead 50 magic beings. It is a very rare ability that only the most magical beings possess.

**#expertmagicleader**

This allows the commander to lead 75 magic beings. It is a very rare ability that only the most magical beings possess.

**#superiormagicleader**

This allows the commander to lead 125 magic beings. It is a very rare ability that only the most magical beings possess.

**#noundeadleader**

This prevents the commander from leading undead troops unless it is a Death or Blood mage. It is the default.

**#poorundeadleader**

This allows the commander to lead 10 of the undead. This is a rare ability normally only found among demons and powerful undead beings.

**#okundeadleader**

This allows the commander to lead 25 of the undead. This is a rare ability normally only found among demons and powerful undead beings.

**#goodundeadleader**

This allows the commander to lead 50 of the undead. This is a rare ability normally only found among demons and powerful undead beings.

**#expertundeadleader**

This allows the commander to lead 75 of the undead. This is a rare ability normally only found among demons and powerful undead beings.

**#superiorundeadleader**

This allows the commander to lead 125 of the undead. This is a rare ability normally only found among demons and powerful undead beings.

**#noitem**

Use this command if the unit can only be equipped with miscellaneous items.

**#itemslots <slot value>**

This command sets what item slots are available to the unit. The appropriate values are listed in Appendix K.

**#sailing**

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

**#assassin**

This converts a monster into an assassin. It should be combined with #stealth to be meaningful as it allows stealthy units to perform assassination attempts on enemy commanders in the same province.

**#spy**

This command allows the unit to act as a spy if it is also stealthy. A spy gathers more detailed information than a normal scout, can sometimes spot magical sites in enemy provinces, and may instill uprisings.

**#clearmagic**

This command clears all magic skills from the monster being edited.

**#forgebonus <percent>**

This ability lowers the cost of item forging for the unit by its percentage setting. The average is 20.

**#magicboost <path> <bonus/penalty>**

This command is intended for use with shape-changers. If a unit possesses magical skills in one form and then switches to another, this command will alter those skills while the unit is in that form. The unit will regain its original skills when/if it resumes its original form. The path refers to the magical path as summarized in Appendix G. To affect all non-priest paths, use a value of 50. The second attribute refers to the bonus or penalty (a penalty is more normal) that is applied.

**#magicskill <path> <level>**

This command grants the unit power in a magical path. The paths are listed in Appendix G, and the level should be a number from 1 to 10. If a modded monster already has skill in the path cited by this command, its original level in that path will be replaced with the new one.

**#researchbonus <value>**

Some units, such as Sages, are better (or worse) at research than the average. The value given to this command acts as bonus (or penalty) to the unit's research speed.

**#douse <bonus>**

This attribute allows the unit to hunt more efficiently for Blood Slaves. It works in the same manner as a Sanguine Dousing Rod and the standard bonus is 1.

**#healer <percent>**

This command gives the unit the ability to perform the Heal Troops order during the game. The percent value is the chance the unit will heal others of battle afflictions.

### **#shapechange “<monster name>”|<monster number>**

Creatures such as Dragons can change freely from one form to another. This attribute can bestow such an ability upon a monster. It will also allow the monster to change back into its original form without adding a #shapechange command to the altered form. This means that, for example, if you alter Mounted Commanders so they can shift into Azure Mages, then all Azure Mages will automatically be able to assume a Mounted Commander form. To allow the Mounted Commanders to change without the corresponding alteration to Azure Mages, create a duplicate Azure Mage and use that new monster number for this command. That way, the “normal” Azure Mages will not inherit this ability.

### **#pathcost <design points>**

This sets the cost in design points for a god to receive a new magical path during its design. The standard is a value between 10 (for an arch-mage) and 80 (for a dragon). The monster becomes eligible to be selected as a Pretender when given this command.

### **#restrictedgod <nation number>**

If a god can only be chosen by a certain nation or nations, use this command. The first #restrictedgod command will limit the choice to just the nation selected in that command. Each additional #restrictedgod command will expand the range of nations that can choose that god.

### **#startdom <Dominion strength>**

Gods will have a default Dominion strength that may be increased during the design phase. The standard range is between 1 (for an arch-mage) and 4 (for the oracle). The monster becomes eligible to be selected as a Pretender when given this command.

## **Spell Modding**

The following are used to modify the spells available in the game.

### **#selectspell “<spell name>”**

This command is used to select a spell for modification. Note that spells are only identified by name, not by number.

### **#end**

Use this command to wrap up editing the current spell.

### **#school <school number>**

This command is used to change which school of magic contains the spell. Consult Appendix H for the listing of magic schools. If the school is set to -1, the spell cannot be researched and is thus removed from the game. If it is set to -2, the spell becomes specific to a nation named with the #researchlevel command. That nation will have exclusive access to the spell and will also begin the game with it already researched.

### **#researchlevel <level>**

This defines the level of research in the appropriate school needed to learn the spell. It should be between 0 and 9. If the #school is set to -2, #researchlevel acts very differently. In that case, it will set which nation “owns” the spell. Check Appendix I for the listing of nations.

### **#path <primary/secondary setting> <path number>**

Spells may require power from either one or two different paths of magic. The primary path is set by entering 0 for the first attribute and then selecting the path with the appropriate number from Appendix G. Use 1 for the first attribute to adjust the secondary path. For example, #path 0 3 sets a spell so it requires Earth magic as its primary power source. #path

1 1 would give it a secondary power source of Air magic, while #path 1 -1 would remove any previously existing secondary path requirement.

**#pathlevel <primary/secondary setting> <level>**

To set the power level required in the first path, enter 0 for the primary/secondary setting. Use 1 to alter the power level for the secondary level.

**#fatiguecost <fatigue>**

Different spells cause different amounts of fatigue when cost. Each spell has a base fatigue amount, which is modified by the caster's skill. A spell's base fatigue can be adjusted by entering this command, followed by the new base fatigue cost. This command is also used to set the number of magical gems required to cast the spell, as gem cost equals the base fatigue cost divided by 100, rounded down. For example, #fatiguecost 150 would set a spell to cost 150 fatigue and require 1 gem of the appropriate type when cast.

**#precision <Precision>**

A spell's Precision is added to its caster's to determine how accurate it is. Some spells also strike their intended target; for these, a value of 100 should be entered.

## **Magic Item Modding**

These commands are used to modify the forgeable items in the game. As usual, start by selecting the item to be modified, in this case with the #selectitem command, follow with the commands used to make the desired changes, and close with the #end command. For weapons and armor, a separate block of commands using the Weapon or Armor Modding rules must be used to change any attributes of the item, such as Attack or Protection, not involved in its forging.

**#selectitem "<magic item name>"**

This command designates which of the magical items is to be modified. Follow the modifying commands with the #end command. Magical items can only be selected by name, not by their corresponding Weapon or Armor values.

**#end**

Always use this command to end the modification of an item.

**#constlevel <level>**

This command sets what level of Construction research is required before the item can be forged. Acceptable values are 0, 2, 4, 6, 8, and 12. 12 is used to disable forging of an item completely, as Construction cannot be researched to that high a level in the game.

**#mainpath <path>**

This is the main magical path required to forge the item. The path number varies from 0 to 7. Consult Appendix G for the value of the path numbers.

**#mainlevel <level>**

This is the level of power in the primary path required to forge the weapon. It can vary from 1 to 6. An item's forging cost is equal to  $5 * 2^{((\text{main path level}) - 1)}$  in main path gems, plus  $5 * 2^{((\text{secondary path level}) - 1)}$  in secondary path gems if there is a secondary path. For example, an item requiring Fire 4 and Air 2 will cost 40 ( $5 * 2^{(4-1)} = 40$ ) Fire gems and 10 ( $5 * 2^{(2-1)} = 10$ ) Air gems.

**#secondarypath <path>**

This is the secondary path, if any, required to forge the item. The path number varies from -1 (no secondary path required) to 7. See Appendix G for the value of the path numbers.

### **#secondarylevel <level>**

This is the level of power in the secondary path required to forge the weapon. It can vary from 1 to 6 and affects the cost of the item as noted above.

## **Name Modding**

Units are named from pools of names known as nametypes. Each nation has at least one and normally two (one for each gender) nametypes associated with it. Names can be added to these pools of names, and there are two empty nametypes (127 and 128) that can be filled exclusively with player-defined names.

### **#selectnametype <nametype number>**

Use this command to select a nametype pool to modify. Consult Appendix J for the nametype numbers.

### **#end**

When done modifying a nametype, close the command block with this command.

### **#clear**

This command will empty out a nametype pool, allowing a clean start.

### **#addname "name"**

This command adds a new name to the pool associated with the currently selected nametype.

## **Nation Modding**

Existing nations can be modified (and even altered into something totally new) with the following commands. To mod a nation, start by selecting the subject with the #selectnation command. You may then proceed to adjust its name, description, recruitable units, and other attributes. When you have finished redefining the nation, use the #end command to signify completion.

### **#selectnation <nation number>**

This command begins the process of modifying a nation by selecting the nation you intend to work on. The nation numbers can be found in Appendix I.

### **#end**

Use this command to wrap up editing the current nation.

### **#name "<nation name>"**

The command will rename the name for display purposes and clear out its various items of descriptive text. The name of the nation's .2h and .trn files will not change, however. These will always remain the same as the nation's original name. If used, this command must immediately follow the #selectnation command for the nation.

### **#brief "<nation brief>"**

The nation's brief is the summary that appears when its name is moused-over during the first phase of god creation. It should be, as its name suggests, brief but descriptive. Use two newlines in a row (i.e. hit Enter twice) to start a new paragraph.

### **#descr "<nation description>"**

The nation's description is the full write-up that appears when it is selected for play during god creation. It should fully describe the nation and include all the information the designer wishes to pass along to the players. Use two newlines in a row (i.e. hit Enter twice) to start a new paragraph.

### **#summary "<nation summary>"**

Below the nation's description should be a summary of its attributes (Race, Military, Magic, Priests, and Special Themes.) Technically, any information the modder wishes can be entered here, but the previous set is traditional. Use two newlines in a row (i.e. hit Enter twice) to start a new paragraph.

**#flag "<.tga file>"**

To give the nation a new flag, use this command and enter the name of the Targa file to be used. The image should be 32 pixels wide by 64 pixels high with the flag positioned at the bottom.

**#color <red> <green> <blue>**

Each nation has a particular color associated with it on the score graphs. To change the color used for this nation, enter the new color's red, green, and blue levels as numbers between 0.0 and 1.0.

**#guiframe "<.tga file>"**

The default GUI background for the game may be overridden on a national level by using this command. The file to be used should be 512 pixels wide by 128 pixels high and will be used for all new pop-up windows and so forth. The guiborder2.tga located in the game's root directory can be used as a guideline for sizing, etc.

**#clearrec**

This command clears the list of recruitable units and commanders for the nation currently being edited.

**#addrecunit "<unit name>"|<unit number>**

This command adds a unit to the list of those the nation can recruit.

**#addrecom "<unit name>"|<unit number>**

This command adds a unit to the list of commanders the nation can recruit.

**#idealcold <cold>**

Some nations prefer warmer or colder weather than others. To adjust this preference, enter a number from -3 (very hot) to 3 (very cold) with this command.

**#nothemes**

This command is a flag that prevents any nation-specific dominion themes from being available for this nation.

**#clearheroes**

This command clears the list of national heroes available to the nation.

**#defcom1 "<unit name>"|<unit number>**

This defines a commander for the nation's local defence troops. It will also remove all old defence settings and must be used when changing the composition of local defence.

**#defcom2 "<unit name>"|<unit number>**

An extra commander becomes available when local defence is greater than or equal to 20. This command defines which unit will act as that extra commander.

**#defunit1 "<unit name>"|<unit number>**

This command defines the standard unit used for local defence by the nation being edited.

**#defunit2 "<unit name>"|<unit number>**

The bonus unit available for local defence of 20 and higher is defined with this command.

**#defmult1 <multiple>**

This command specifies how many of each basic unit is represented by 10 points of local defence. For example, #defmult1 20 would give 20 units with a local defence of 10, or 2 men per point of defence. This is the default.

**#defmult2 <multiple>**

This command works in the same way as the one above, but is used to set the number of bonus units per 10 points of defence above 19.

**#startcom “unit name”|<unit number>**

To define the starting commander for this nation, enter the selected unit’s name or number after this command.

**#startunittype “unit name”|<unit number>**

The nation’s starting troops will be made up of the unit selected with this command.

**#startunitnbrs <number of units>**

This command defines the number of starting troops this nation will have at the beginning of the game. The default is 20.

**#startscout “unit name”|<unit name>**

This commander sets a specific unit as an extra commander for the nation. As its name implies, it is usually used to start the nation out with a scout of some sort.

**#clearsites**

To clear out the list of special sites placed in the nation’s starting province, use this command.

**#startsite “site name”**

Nations normally begin with one or more special sites in their home province, allowing the recruitment of special troops and providing an initial gem income. This command will add the named site to the nation’s list of starting sites. See Appendix L for a sample listing of magic sites.

## **General Modding**

This category of commands covers those that affect basic game play instead of modifying individual items, units, or nations. Their effects will apply equally to all players and nations in the game.

**#poppergold <people>**

This sets the amount of population needed to produce one pound of gold in taxes. The default is 200.

**#resourcemult <percent>**

This sets a multiplier for the resource levels found across the map. The default is 100.

**#supplymult <percent>**

This sets a multiplier for the supply levels found across the map. The default is 100.

**#unresthalfinc <unrest level>**

Unrest in a province lowers the tax income. This command sets the level of unrest that halves income. The default is 50.

**#unresthalfres <unrest level>**

Unrest in a province lowers the amount of available resources. This command sets the level of unrest that halves resources. The default is 100.

**#eventisrare <percent>**

Random events are divided into two categories: common and rare. The value set by this command is the chance a random event will be of the rare type. The default is 15.

**#turmoilincome <percent>**

The Turmoil scale normally reduces income by 7 percent per tick. This command allows the effect of Turmoil to be altered.

**#turmoilevents <percent>**

Turmoil normally increases the chance of random events by 5 percent per tick while a tick of Order decreases them by the same amount. This command allows that effect to be altered.

**#deathincome <percent>**

Growth increases income in a province while Death decreases it. Normally, the effect of both is 2 percent per tick, but this command allows that setting to be changed.

**#deathsupply <percent>**

The Growth/Death scale changes supply level by 20 percent per tick by default, positively for Growth and negatively for Death. This command allows the power of the Growth/Death scale on supply level to be modified.

**#deathdeath <percent>**

Death and Growth cause population change over time. The normal is .2 percent per tick, positive for Growth and negative for Death. This command alters the level of change and should be entered as a number ten times its actual percentage. In other words, to set the default of .2 percent, the command #deathdeath 2 would be used. #deathdeath 5 would set the effect of the scale to .5 percent per tick.

**#slothincome <percent>**

Normally, Sloth lowers income from a province by 2 percent per tick and Productivity raises it by 2 percent per tick. This command can adjust their influence in this area.

**#slothresources <percent>**

By default, Sloth and Productivity alter resource production negatively or positively, respectively, by 10 percent per tick. This command allows that adjustment figure to be altered.

**#coldincome <percent>**

Heat and Cold lower income by 5 percent per tick (in either direction) away from a nation's preferred temperature. This command is for adjusting the amount of income loss.

**#coldsupply <percent>**

Supply levels in a province are lowered by 10 percent per tick of Heat or Cold away from a nation's preferred temperature. To adjust that effect, use this command.

**#misfortune <percent>**

The Luck/Misfortune scale affects the probability of an event being good or bad. Luck normally makes it 10 percent more likely to get a good event per tick of the scale while Misfortune has the opposite effect. This command alters this aspect of the scale.

**#luckevents <percent>**

The chance for random events is altered by 5 percent per tick of the Luck/Misfortune scale. This command lets you modify that percentage.

## Appendices

### A: Weapon Numbers

The following is a listing of the weapon numbers used in Dominions. As noted above, some weapons with the same title have different stats. The best way to be sure the proper weapon is assigned is to use its number. Remember that Shift+I will give you a listing of the various numbers associated with a unit, including its equipment, when used while viewing that unit.

1: Spear (Dam 3)	58: Wail	116: Strangulation
2: Pike	59: Rod of Death	117: Knife of the Damned
3: Trident	61: Fire Breath	119: Hammer of the Cyclops
4: Lance	62: Bile Breath	120: Enchanted Spear
5: Halberd	63: Life Drain	121: Dancing Trident
6: Short Sword	65: Fangs (death poison)	122: Harvest Blade
7: Quarterstaff	66: Jotun Axe	123: Javelin of Flight
8: Broad Sword	67: Phantasmal Weapon	124: Ice Rod
9: Dagger	68: Barbed Tail	126: Poison Dagger
10: Falchion	69: Icicle Fist	127: Venomous Bite (weak poison)
11: Great Sword	70: Astral Claw	128: Gloves of the Gladiator
12: Mace	71: Sleep Vines	129: Duskdagger
13: Hammer	72: Sun Slayer	130: Hammer of the Mountains
14: Maul	74: Sword of Sharpness (one-handed)	131: Frost Blast
15: Morningstar	75: Enchanted Sword	132: Shortsword
16: Flail	76: Fire Sword	133: Midget Masher
17: Axe	77: Ice Sword	134: Scepter of Authority
18: Battleaxe	78: Stinger	135: Champion's Trident
19: Bite (Dam 15, Att 1)	79: Thorn Spear	136: Vine Whip
20: Bite (Dam 2, Att 0)	80: Firebrand	138: Rat Tail
21: Javelin	81: Thorn Staff	140: Whip of Command
22: Sling	82: Frostbrand	141: Poison Spit (weak poison)
23: Short Bow	83: Wave Breaker	142: Touch of Leprosy
24: Long Bow	84: Unquenched Sword	144: Scorpion Stinger
25: Crossbow	85: Tentacle	145: Heavenly Horn
26: Arbalest	86: Mind Blast	146: Venomous Claw (death)
27: Boulder	87: Mage Bane	147: Spray Poison
28: Long Spear	89: Snake Staff	148: Spider Claw
29: Claw	90: Crush	149: Flesh Eater
30: Venomous Bite (strong poison)	92: Fist	151: Wand
31: Coral Spear	93: Cold Breath	152: Longbow of Accuracy
32: Coral Knife	94: Spear (Dam 16)	153: Stick
33: Claws (2 attacks)	95: Flambeau	154: Bow of War
34: Blow Pipe	96: Spear (Dam 13)	155: Black Bow of Botulf
35: Ice Knife	97: Woundflame	157: Oath Rod
36: Ice Lance	99: Main Gauche of Parrying	158: The Flailing Hands
37: Ice Blade	100: Standard	161: Just Man's Cross
38: Snake Hair (weak poison)	101: Athame	162: The Summit
40: Whip	102: Faithful	163: Thistle Mace
41: Bane Blade (two-handed)	103: Stone Sword	165: Great Club
42: Bane Blade (one-handed)	105: Staff of Storms	166: Golden Claw
43: Poisoned Claw	106: Sword of Swiftess	167: Poison Sling
44: Ice Mace	107: Halberd of Might	168: Piercer
45: Coral Club	108: Sword of Sharpness (two-handed)	169: Gate Cleaver
46: Coral Glaive	109: Herald Lance	170: Sword of Justice
47: Lobster Claw	110: Wraith Sword	172: Magic Sceptre
48: Fire Flare	111: Heart Finder Sword	173: Star of Heroes
49: Iron Prod	113: Tempest	175: Chi Kick
55: Hoof (Monster)	115: Dwarven Hammer	176: Stone Bird
56: Hoof (Knight)		177: Astral Serpent
57: Sickle		178: Summer Sword

179: Sword of Aurgelmer	240: Branch	301: Fire Bola
180: Ethereal Crossbow	241: Hell Sword	303: Vine Bow
181: Implementor Axe	242: Hunter's Knife	304: Evening Star
182: Trunk	243: Lightning	307: Jotun Battleaxe
183: Snake Bladder Stick	244: Dark Fire Sword	308: Glaive
184: Hammer of the Forge Lords	245: Axe of Sharpness	309: Jade Knife
185: Lightning Swarm	246: Elf Bane	310: Scythe of Slaying
186: The Admiral's Sword	248: Venomous Claw (weak poison)	311: Mind Blast
187: The Sickie Whose Crop Is Pain	249: Venomous Claw (strong poison)	312: Bane Dagger
188: Tartarian Chains	250: Poison Claw	313: Spider Fangs (poison, web)
190: Phantasmal Claw	251: Venomous Fangs (paralyzing poison)	314: Spider Fangs (death poison, web)
191: Ember	252: Club	315: Machaka Spear
193: Trident From Beyond	253: Hatchet	317: Rake
195: Sword of Many Colors	254: Plague Breath	318: Snake Staff
197: Gaze of Death	256: Kryss	319: Bite
198: Flame Burst	257: Bardiche	320: Flaming Fist
199: Banefire Bow	258: Claymore	321: Flaming Wheel
200: Bane Burst	259: Executioner's Axe	322: Bite (large)
201: Magic Spear	260: Throwing Axe	323: Venomous Bite (weak poison)
202: Magic Sword	261: Web	324: Poison Spit
203: Barbed Tail	262: Web Spit	325: Venomous Fang (strong poison)
204: Shark Bite	263: Net	326: Iron Crutch
205: Sword of Injustice	264: Composite Bow	327: Smasher
206: Ballista	265: Spiked Club	329: Slime
207: Venomous Claw (weak poison)	266: Great Bow	330: Alicorn
208: Thunder Whip	267: Pick Axe	331: Gore
209: Flaming Javelin	268: Jotun Longsword	332: Vision's Foe
210: Flaming Sling	269: Soul Leech	336: The Sharpest Tooth
211: Flaming Short Bow	270: Consume Soul	338: Hoof (large)
212: Flaming Long Bow	271: Tentacle (Life Drain)	339: Cornucopia
213: Flaming Crossbow	272: Claw of Kurgi	340: Procas's Axe of Rulership
214: Flaming Arbalest	273: Pincer	341: Picus's Axe of Rulership
215: Flaming Boulder	274: Enslave Mind	342: Poison Ink
217: Flaming Bow of War	275: Sun Sword	343: Blade Hand
218: Star of Thraldom	277: Demon Whip	344: Demon Slayer
220: Enchanted Pike	278: Lightning Spear	345: Fly Whisk
223: Venomous Bite (weak poison)	279: Spectral Javelin	346: Useless Kick
224: Poison Spit	280: Spectral Spear	347: Flail
225: Fire Breath	281: Spectral Sword	348: Banefire Strike
226: Frost Breath	282: Paralyze	350: Fire Flare
227: Divine Armament	284: Steal Strength	351: Pitchfork
228: Elf Shot	286: Touch of Leprosy	352: Gore
229: Flame Strike	287: Phantasmal Bow	353: Moose Kick
230: Owl	288: Mictlan Obsidian Sword	354: Antlers
231: Thunder Fist	289: Moon Blade	355: Sting
233: Rune Smasher	290: Moon Lance	356: Flaming Composite Bow
234: Jotun Spear	295: Twin Spear	357: Light Lance
235: Pincer	296: Twin Spear	358: Snake Hair (weak poison)
236: Claw (gryphon)	297: Serpent Kryss	359: Venomous Bite (strong poison)
237: Bite (gryphon)	298: Tartarian Chains	360: Scimitar
238: Magic Staff	299: Enchanted Sickie	
239: Venomous Fangs (strong poison)	300: Head Butt	

## B: Armor Numbers

Below are the numbers used to identify various pieces of armor. Like weaponry, these numbers can be checked by using Shift+I when viewing a unit's statistics. At this time, armor is only selectable by name, not by number.

1: Buckler	30: Rusty Plate Hauberk	79: Spirit Helmet
2: Round Shield	31: Rusty Scale Mail Hauberk	83: Starshine Skullcap
3: Kite Shield	33: Rusty Chain Mail Hauberk	84: Amber Hauberk
4: Tower Shield	35: Asefik's Armor	85: Amber Shield
5: Leather Cuirass	36: Dragon Scale Mail	86: Amber Helmet
6: Ring Mail Cuirass	37: Shambler Skin Hauberk	87: Scutata Volturnus
7: Scale Mail Cuirass	38: Black Steel Full Plate	88: Lantern Shield
8: Chain Mail Cuirass	40: Black Steel Helmet	89: Copper Plate
9: Plate Cuirass	41: Black Steel Tower Shield	90: Rainbow Armor
10: Leather Hauberk	42: Lead Shield	91: Full Plate of Ulm
11: Ring Mail Hauberk	43: Hydra Skin Hauberk	92: Enchanted Shield
12: Scale Mail Hauberk	44: Furs	93: Rusty Scale Cuirass
13: Chain Mail Hauberk	47: Monolith Armor	95: Sun Armor
14: Plate Hauberk	49: Light Weight Scale Mail	96: Sun Helmet
15: Full Leather Armor	50: Weightless Scale Mail	97: Sun Shield
16: Full Ring Mail	52: Ice Studded Armor	99: Lorica Segmentata
17: Full Scale Mail	53: Meteorite Armor	100: Bronze Cuirass
18: Full Chain Mail	57: Shield of Valor	101: Bronze Hauberk
19: Full Plate Mail	58: Centaur Barding (Prot 14)	102: Centaur Barding (Prot 12)
20: Helmet	60: Charcoal Shield	103: Centaur Barding (Prot 6)
21: Full Helmet	62: Shield of the Accursed	104: Mictlan Armor
22: Coral Cuirass	65: Weightless Tower Shield	105: Hide Shield
23: Coral Hauberk	67: Lucky Coin	106: Copper Scale Mail
24: Coral Cap	68: Barrier	108: Greenstone Armor
25: Turtle Shell Shield	69: Black Steel Kite Shield	110: Armor of Virtue
26: Ice Cuirass	70: Leather Shield	111: Spider Armor
27: Ice Hauberk	71: Gold Shield	112: Great Hide Shield
28: Ice Aegis	72: Fenris' Pelt	113: Skull Necklace
29: Ice Helmet	78: Krupp's Bracers	114: Turtle Shell Hauberk

## C: Weapon Sounds

When modding weapons, the following numbers can be used to assign different sounds to be played when the weapon is used in an attack.

7: Dagger	15: Sling	29: Elf Shot
8: Sword	16: Fire Flare	38: Claw, Bite, Kick
9: Whip	18: Life Drain	46: Blowpipe
10: Club, Axe	19: Javelin	50: Serpent
11: Flail, Morning Star	20: Banshee	78: Lion
12: Spear, Pike	21: Frost Blast	83: Bog Beast
13: Crossbow, Arbalest	22: Mind Blast	87: Vine
14: Bow	24: Electricity	

## D: Weapon Flysprites

Missile weapons use various animations as their projectiles cross the screen. To assign an animation for a weapon's projectile, enter the appropriate code from the following table. The numbers in parentheses indicate the length in frames of each animation.

109: Arrow (1)	274: Banefire arrow (4)	403: Blowgun needle (1)
110: Javelin (1)	304: Blade Wind missile (4)	404: Green gooey missile (3)
111: Sling stone (1)	313: Sticky goo (4)	411: Throwing axe (4)
133: Fire swirl (4)	339: Evil death thingy (3)	416: Web (3)
137: Frost swirl (4)	350: Flaming arrow (4)	419: Vine arrow (1)
141: Multi-colored swirl (8)	354: Flaming javelin (4)	
210: Lightning bolt (4)	395: Elf shot (4)	

## E: Weapon Explosion Sprites

Weaponry can produce a variety of visual effects upon striking. The numbers associated with these effects vary between 10001 and 10238 and are listed below.

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

## F: Weapon Secondary Effects

Some weapons produce a second effect in addition to normal physical damage. These are referred to as secondary effects and can be set to activate either anytime the weapon is used or only on a successful strike. A weapon can have only one secondary effect of any kind. The effects are, in actuality, considered weapons in themselves and can be added or modified with the appropriate weapon mod commands. The following are weapons normally reserved as secondary effects.

50: Weak Poison	143: Disease	276: Small Area Holyfire
51: Strong Poison	150: Extra Chest Wound	283: Paralyze
52: Death Poison	156: Feeblemind	285: Additional Weakness
53: Debilitative Poison	159: Fear and Cold	292: Bless Fire
54: Paralyzing Poison	160: Cold	293: Additional Damage
60: Fear	171: Small Area Fire	294: Weakness (Range 30)
64: Decay	174: Armor Destruction	302: Fire Bonds
73: Area Death	189: Enslavement	305: Fire and Weakness
88: Unconsciousness	192: Small Area Frost and Fire	306: Weakness
91: Stun	194: Soul Slay	316: Death Poison and Web
98: Extra Plague	196: Killing Light	328: Crusherknack
104: Area Petrification	216: Fire (AP 8)	333: Eyeloss
112: Heart Finding	219: False Fetters	334: Double Armloss
114: Small Area Shock	221: Fire (AP 12)	335: Armloss
118: Curse	222: Cold (AP 12)	337: The Deadliest Poison
125: Leg Chop	232: Shock (AP 10)	349: Decay (AOE 1)
137: Entanglement	247: Slay Magic	361: Small Area Frost
139: Greater Fear	255: Area Fear	

## G: Magic Paths

The various paths of magic are identified with the following numbers. There are a few special cases. -1 is used when modding a spell to remove a path requirement. 50, 51, and 52 are used when assigning random magical paths to a unit. A path of 50 means the unit will receive one of the non-priestly paths at random. 51 limits the random choices to the four elemental paths (Fire, Air, Earth, and Water), while 52 limits them to Death, Nature, Astral, and Blood.

-1: None	4: Astral	9: Unholy Priest
0: Fire	5: Death	50: Random (Any)
1: Air	6: Nature	51: Random (Elemental)
2: Water	7: Blood	52: Random (Sorcery)
3: Earth	8: Priest	

## H: Magic Schools

The various spells are categorized into various schools for research purposes. The following codes identify those schools, with two exceptions. A spell that is given a school of -1

is disabled for purposes of the game as it cannot be researched. A spell with a school of -2 becomes specific to a certain nation and can only be used by them.

-2: Nation specific spell	2: Evocation	6: Blood
-1: Cannot be researched	3: Construction	7: Divine
0: Conjuratation	4: Enchantment	
1: Alteration	5: Thaumaturgy	

## I: Nations

Each nation has a numerical value used to identify it in a mod. The following table lists those codes.

0: Aaysia	6: Arcoscephale	12: Jotun
1: Atlantis	7: Caelum	13: R'lyeh
2: Pythium	8: Ermor	14: Mictlan
3: Man	9: Marignon	15: T'ien Chi
4: Ulm	10: Pangaea	16: Machaka
5: Ctis	11: Vanheim	

## J: Nametypes

Units are named from various pools. The pool a unit's name is drawn from is referred to as its nametype. The following table lists the various nametypes.

100: Misc male	110: Pangaea female	120: C'tis female
101: Aaysian	111: Caelum male	121: T'ien Chi male
102: Man male	112: Caelum female	122: T'ien Chi female
103: Man female	113: C'tis male	123: Mictlan male
104: Ulm male	114: Marignon male	124: Mictlan female
105: Undead	115: Jotunheim male	125: Machaka female
106: Pythium male	116: Jotunheim female	126: Machaka male
107: Arcoscephale male	117: Deep one	127: Reserved for modding
108: Arcoscephale female	118: Pythium female	128: Reserved for modding
109: Pangaea male	119: Misc female	

## K: Item Slot Values

Commanders and Pretenders have the ability to carry different amounts of magical gear. A legless Naga, for example, cannot wear boots. The following codes are used to set the "slots" available for a unit's gear. The numbers are added together to reach a final single code; i.e. a unit with 1 hand slot and 1 head slot would have a code of  $2 + 256 = 258$ .

1: Nothing	1024: 1 body	3334: 2 hands, head, body, feet
2: 1 hand	2048: 1 feet	13574: 2 hands, head, body, 2 misc
6: 2 hands	4096: 1 misc	15622: 2 hands, head, body, feet, 2 misc
14: 3 hands	12288: 2 miscs	
256: 1 head	28672: 3 miscs	
768: 2 heads	61440: 4 miscs	

## L: Sample Sites

There are innumerable magical sites within the game. Some are responsible for giving nations their unique units, while others allow the recruitment of special units to any nation who owns the province where the site is located. Most give their owner gems, and these form the major part of any nation's gem income. By adding such sites to a nation's home province, its starting gem income can be modified. The following is a very short sampling of magical sites.

Tar Pits: 1 Fire gem	Weeping Stone: 1 Water gem
The Sun Below: 4 Fire gems	Mercury Pond: 2 Water gems
Thunder Oak: 1 Air gem	The Water Sphere: 3 Water gems
The Whirlwind of Cyclon: 4 Air gems	Mineral Cave: 1 Earth gem

The Deepest Mine: 4 Earth gems  
Painted Cave: 1 Astral pearl  
The Mountain of the Past: 4 Astral pearls  
Burial Mound: 1 Death gem  
Tomb of the Ancients: 4 Death gems

Glen of Verdant Greenery: 1 Nature gem  
Garden of Weeping Roses: 2 Nature gems  
The Previous Forest: 4 Nature gems