Dominions II
Scenario and Map Editing

1 Requirements

With the help of a simple text editor it is possible to create new weapons and units. It will also be possible to modify existing units and nations. With the help of a paint program you will also be able to add new graphics to units or nation flags.

2 Mod Mechanics

All modding commands must be save in a text file with the **.dm** (dominions mod) extension. The dm file must be located in a directory called mods in the same place as the save game directories.

3 Map Commands

Once you have drawn your map you have to create a *.map* file that contains certain information about the map e.g. the title of the map and which provinces borders to which.

    The easiest way to create a working map file is to use the map editor in Dominions II. Load in your tga file and click in all borders and terrains. After the map file has been saved you can edit it manually in a text editor if you want to add some extra map commands. Many map commands cannot be entered via the map editor.

4 Necessary Map Commands

4.1 #dom2title <text>

The title of the map. This must be the first command for every map.

4.2 #imagefile <pic.tga>

The targa picture file of the map. The file should be at least 256x256 pixels large and saved in 24 or 32 bit color, uncompressed or RLE. A sutiable size for a map might be about 1600x1200 pixels.

5 Basic Map Commands

5.1 #scenario

This command tags the map as a scenario and this will be inicated by a small burning star when selecting a map.

5.2 #description "<text>"

The description of the map that is shown after selecting a map to play on.

5.3 #neighbour <province nbr> <province nbr>

Makes it possible to move between these two provinces (in both directions).

5.4 #nostart <province nbr>

Tags a province as unstartable. No player will start here when placed at random.

5.5 #terrain <province nbr> <terrain type>

Sets the terrain of a province. The terrain is calculated by adding certain numbers for different terrain types or other attributes.

    1=small, 2=large, 4=sea, 8=rivers, 16=mountain, 32=swamp, 64=waste, 128=forest and 256=farm.

    Not all of these can be combined, e.g. you should not make a province that is small and large at the same time.

6 Advanced Map Commands

6.1 #landplayers <0-12>

Specifies the required nbr of landplayers for this map. It will not be possible to choose this map if the number of landplayers is wrong.

6.2 #seaplayers <0-2>

Specifies the required nbr of seaplayers for this map. It will not be possible to choose this map if the number of seaplayers is wrong. Seaplayers are Atlantis and R'lyeh.

6.3 #features <0-100>

Sets the magic site frequency. Default is 40.

6.4 #start <province nbr>

By creating at least one start location for each player, every player will start at one of these locations.

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

Table 1: Nation numbers

-	Condition	Attribute
0	Standard	-
1	Victory Points	VPs required
2	Dominion	Dominion score required
4	Provinces	Provinces required
5	Research	Research points required

Table 2: Possible victory conditions

6.5 #specstart <nation nbr> <province nbr>

Use this command to assign a specific nation to a specific start location. Nation nbr can be found in table 1.

6.6 #nohomelandnames

When this switch is used, home land will no longer get named after their starting nation e.g. the home of Abysia might be called Summer Lands or whatever.

6.7 #computerplayer <nation nbr> <difficulty>

This nation will always be controlled by the computer. Difficulty ranges from one to four. Two is standard difficulty.

6.8 #cannotwin <nation nbr>

This nation will not win when they fulfill a special victory condition. Nation nbr can be found in table 1.

6.9 #victorycondition <condition nbr> <attribute>

The game will end when one player fulfills a special condition, see table 2. Dominion score is 11-20 points per converted province, depending on the strength of the dominion. <condition nbr> should be a number from 0 to 5.

6.10 #victorypoints <province nbr> <1-7>

The player who has control over this province will control from one to seven victory points. If the province has a fort then the controller of the fort controls the victory points.

6.11 #god <nation nbr> "<commander type>"

Forces the god of one nation to be this monster. The god becomes the active commander and can be affected by certain Advanced Province Commands. Nation nbr can be found in table 1.

6.12 #specdom <nation nbr> "<special dominion>"

Forces a nation to use the special dominion effect specified, e.g. Golem Cult.

6.13 #compspecdom <nation nbr> "<special dominion>"

Forces a nation to use the special dominion effect specified if the nation is computer controlled.

6.14 #scale_chaos <nation nbr> <(-3)-3>

Forces the dominion scale of a nation to a value between -3 and 3. Other scales that can be altered are lazy, cold, death, unluck, unmagic. 3 means that the scale is fully tipped to the right and -3 means it is fully tipped to the left. Nation nbr can be found in table 1.

6.15 #dominionstr <nation nbr> <1-10>

Sets the dominion strength of a nation to a value between 1 and 10. Nation nbr can be found in table 1.

6.16 #landname <province nbr> "<name>"

Sets the name of a specific province.

6.17 #nonamefilter

Map filter that displays province names is disabled when this command is used.

6.18 #allies <player> <player>

These two players will not attack each other. This will obviously only be respected by computer players.

6.19 #startspell <player> "spell name"

One player will have a specific spell preresearched.

7 Advanced Province Commands

7.1 #land <province nbr>

Sets the active province and kills everyone in it. All the following commands will only affect the active province. Use this command if you want to active a province in order to replace its random inhabitants with the monsters of your choice.

7.2 #setland <province nbr>

Sets the active province. All the following commands will only affect the active province.

7.3 #commander "<commander type>"

Puts one of these commanders in the active province. The commander will have a random name. This commander will be the active commander.

7.4 #comname "<name>"

Replaces the active commander's random name with this one.

7.5 #bodyguards <nbr of guards> "<type>"

Gives bodyguards to the active commander.

7.6 #units <nbr of units> "<type>"

Gives a squad of soldiers to the active commander.

7.7 #clearmagic

Removes all magic skills from the active commander.

7.8 #xp <0-900>

Gives experience points to the active commander.

7.9 #mag_astral <level>

Gives magic ability to the active commander. Feel free to exchange mag_astral to mag_fire or some other path of magic. For priestly skills use mag_priest or mag_unpriest.

7.10 #randomequip <rich>

Gives random magic items to the active commander. Rich must be between 0 and 4, 0 means small chance of getting a magic item and 4 means large chance of getting many powerful items.

7.11 #additem "<item name>"

Gives a magic item to active commander.

7.12 #killfeatures

Removes all magic sites from the active commander.

7.13 #feature "<site name>"

Puts a magic site in the active province.

7.14 #knownfeature "<site name>"

Puts a magic site in the active province. This site is already found at the start of the game.

1	Mausoleum
2	Watch Tower
3	Wizard's Tower
4	Castle
5	Castle
6	Castle
7	Fortified City
8	Citadel
9	Dark Citadel
10	River Fortress
11	Jervellan Wall
12	Arkaic Fortress
13	Firbolg Fortress
14	Ermorian Citadel
15	Ermorian Fortress
16	Kelp Fortress (under water)
17	Kelp Citadel (under water)
18	Dark Citadel (under water)
19	Crystal Citadel
20	Living Castle (under water)
21	Obsidian Citadel

Table 3: Fort numbers

25	Barbarians
26	Plains Men
27-29	Militia, Archers, Heavy Infantry
30	Feudal
31	Tritons
32-33	Heavy Infantry, Crossbows
34	Raptors
35	Slingers
36	Lizards
37	Woodsmen
38	Hoburg
39	Militia, Archers
40-43	Amazons
44	Troglodytes
45	Tritons, Shark Knights
46	Amber Clan tritons
47	Crossbow, Heavy Cavalry
48-50	Militia, Infantry
51-53	Militia, Infantry, Cavalry
54-56	Heavy Infantry, Heavy Cavalry
57	Deep Ones, Shamblers
61	Trolls, Vaettir
68	Militia, Elephants

Table 4: Poptype numbers

7.15   #fort "<fort nbr>"

Puts a fort in the active province. Fort nbr is a number between 1 and 21 and can be found in table 3.

7.16   #temple

Puts a temple in the active province.

7.17   #lab

Puts a laboratory in the active province.

7.18   #owner <nation nbr>

Changes the ownership of the active province. Nation nbr indicates the new owner and numbers can be found in table 1.

7.19   #unrest <0-500>

Sets the unrest level of the active province.

7.20   #population <0-50000>

Sets the population number of the active province.

7.21   #poptype <poptype nbr>

Sets the population type of the active nation. This determines which troops may be recruited in the province. Poptype numbers can be found in table 4.

7.22   #defence <0-125>

Sets the province defence of the active nation. This command cannot be used for independent provinces.

8   Trouble shooting

8.1   The game crashes when I try to play on my map

Try running dominions with the -dd switch to enable maximum debug mode. Then read the log.txt file that has been created, At the end it will say where on the map this problem occurred. Linux and OS X versions will print the debug output to the console instead.