Dominions
Priests, Prophets & Pretenders

Scenario and Map Editing

0	Plain
1	Water
2	Mountain
3	Farmland
4	Forest
5	Swamp
6	Tundra
7	Wasteland
8	Border 1
9	Border 2
10	Capital

Table 1: The terrain key

1 Scenario Creation

With the help of a simple text editor and a paint program it is possible to create your own maps and scenarios. If you don't have a paint program it will still be possible to make new scenarios if you use the maps that are supplied with the game.

2 Map Creation

To see how a map is made load one of the premade maps (e.g. hiperi2.tga) into your favorite paint program. If you look closely in the upper left corner of the map you will see the terrain key. It tells Dominions which colors indicates which terrain type. The terrain key contains entries for the following terrains and features, see table 1.

All pixels of the map will be matched with the colors of the terrain key to determine which terrain type that pixels is. If the color doesn't match any in the terrain key then the pixel will be used as if it was *plain*.

There are two entries for borders. This means that it is possible to have two different colors for the borders, but they can also have the same color.

The borders that surrounds the provinces must not have any leaks or the map will not function properly. All provinces must contain exactly one capital pixel.

Maps must be about 800x600 pixels large and should be saved as 24-bit targa pictures, uncompressed or RLE.

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 a short description. This information should be entered in a simple ASCII text file and saved with the *.map* extension.

The easiest way to see how it works is to load a ready made file like hiperi2.map and edit it to your liking.

4 Necessary Map Commands

4.1 #title <text>

The title of the map.

4.2 #imagefile <pic.tga>

The targa picture file of the map. The file should be 800x600 pixels large and saved in 24-bit color, uncompressed or RLE.

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).

To find out which provinces are neighbors on a map press shift+'N' when you play your game. Flags will indicate which provinces are neighbors with the one you are viewing. Dominions is not 100 percent accurate when it comes to automatically find out neighbors and some manual adjustments might be necessary.

5.4 #noneighbour <province nbr> <province nbr>

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

5.5   #nostart <province nbr>

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

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 50.

6.4   #start <province nbr>

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

6.5   #orderedstart

This makes Abysia start on start location nbr one and Atlantis on start location nbr two and so on.

6.6   #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 2.

6.7   #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.

6.8   #cannotwin <nation nbr>

This nation will not win when they fulfill a special victory condition. Nation nbr can be found in table 2.

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

Table 2: Nation numbers

6.9   #victoryland

The player who takes control over this province (and the castle if any) will win the game.

6.10   #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 2.

6.11   #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 2.

6.12   #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 2.

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

Sets the name of a specific province.

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.

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 2.

7.19   #unrest <0-500>

Sets the unrest level of the active nation.

7.20   #population <0-50000>

Sets the population number of the active nation.

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	Emorian 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
58	Trolls, Vaettir
59	Militia, Elephants

Table 4: Poptype numbers

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

This is probably because of a leak in a border line or two capitals in the same province. 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.

Also make sure that the terrain key has the correct colors. Especially the border colors and the capital color have to be correct for the map to work.