



**Dominions 4
Thrones of Ascension
Event Modding Manual
v4.14**

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Content

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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 Event Codes

Events can create numeric codes tied to the province they occur in. These codes can then be requirements, enabling specific follow-up events. If the same event code is used by different events (for example in two different mods), this will scramble event chains and create potentially severe bugs and other strangeness.

To limit this problem, please use only negative event numbers -300 to -5000. Avoid all other event codes except 0, which is the default in all provinces and can be used to reset the event chain in a province. This range of event codes should probably be split between different mods, so that conflicting code can be avoided.

If multiple event mods are used in a game, they should be carefully checked for compatibility first, or preferably combined to a single mod that has no internal conflicts.

6 Basic Event Modding Commands

#newevent

This command creates a new event. All subsequent commands will modify this event until modding the event is finished with the #end command.

#end

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

#rarity <nbr>

Sets the rarity of the event. Normal events should use number 1, 2, -1, -2, -11 or -12. The other numbers are always events that are best used for creating global enchantment effects or special dominion effects. The always events will occur every month in every province unless they are limited somehow.

The global events are planned 7 months before they are executed, except for number 13 that happens immediately. This delay is necessary because fortune tellers should be able to foresee them. Otherwise the events will appear by random chance. Event rarities are listed in **Table 1** below. Certain event effects can modify the event calendar.

Nbr	Rarity
0	always
1	common bad
2	uncommon bad
-1	common good
-2	uncommon good
10	always global
11	common global
12	uncommon global
13	always immediate global
99	end

Table 1: Event Rarity

7 Event Requirements

These commands set the requirements needed for an event to happen.

7-1 Generic Requirements

#req_rare <percent>

The event is extra rare and only has a <percent> chance of being valid when rolled. An always event can be combined with #req_rare to set its chance of happening (per province).

#req_unique <value>

The event can only happen <value> times during the course of the game.

#req_story < 0 | 1 >

Event only happens when story events are enabled. 1 = yes, 0 = no.

#req_indepok < 0 | 1 >

Event can also happen to independents. 1 = yes, 0 = no.

#req_era <value>

Can only happen in this era.
0 = early, 1 = mid, 2 = late

#req_noera <value>

Cannot happen in this era.
0 = early, 1 = mid, 2 = late

#req_turn <value>

The event cannot happen before this turn.

#req_maxturn <value>

The event cannot happen after this turn.

#req_season <0 – 4>

Event requires this season to happen.
0 = spring, 1 = summer, 2 = fall, 3 = winter

#req_noseason <0 – 4>

The event cannot happen in this season.
0 = spring, 1 = summer, 2 = fall, 3 = winter

#req_gem <type>

There must be at least one gem of the required type in the gem treasury. Gem types are listed in **Table 2**.

Nbr	Gem Type
0	Fire
1	Air
2	Water
3	Earth
4	Astral
5	Death
6	Nature
7	Blood slave

Table 2: Gem Types

7-2 Nation Requirements

#req_nation <nation number>

This nation must be in play for the event to happen.

#req_fornation <nation number>

The event can only happen for this nation. This command can be used multiple times for the same event to enable it for multiple nations.

#req_notnation <nation number>

This nation cannot receive the event.

7-3 Province Requirements

#req_capital < 0 | 1 >

Event can only happen in capital provinces.
1 = only in capitals
0 = never in capitals
This includes conquered capital provinces.

#req_owncapital < 0 | 1 >

Event can only happen in event owner's own capital province.
1 = only in event owner's capital
0 = never in event owner's capital

#req_poctype <value>

The province must have the correct poctype.

#req_pop0ok

The event can also happen in provinces with no population. Standard events are limited to provinces with at least 50 population.

#req_maxpop <value>

There may not be more than 10 times <value> population in the province. All population values in event commands are multiplied by 10 to get the corresponding province population in the game.

#req_minpop <value>

There must be at least 10 times <value> population in the province.

#req_mindef <value>

There must be at least <value> PD in the province for the event to happen.

#req_maxdef <value>

There may not be more than <value> PD in the province for the event to happen.

#req_minunrest <value>

There must be at least <value> unrest in the province for the event to happen.

#req_maxunrest <value>

There cannot be more than <value> unrest in the province for the event to happen.

#req_lab < 0 | 1 >

There must be a lab in the province.
1 = yes, 0 = no

#req_temple < 0 | 1 >

There must be a temple in the province.
1 = yes, 0 = no

#req_fort < 0 | 1 >

There must be a fort in the province.
1 = yes, 0 = no

7-4 Terrain Requirements

#req_land < 0 | 1 >

Event requires land province. 1 = land, 0 = sea.

#req_coast < 0 | 1 >

Event requires the province to have coastal terrain. 1 = must be coast, 0 = cannot be coast.

#req_mountain < 0 | 1 >

Event requires the province to have mountain or border mountain terrain.
1 = must be mountain, 0 = cannot be mountain.

#req_forest < 0 | 1 >

Event requires the province to have forest terrain.
1 = must be forest, 0 = cannot be forest.

#req_farm < 0 | 1 >

Event requires the province to have farm terrain.
1 = must be farm, 0 = cannot be farm.

#req_swamp < 0 | 1 >

Event requires the province to have swamp.
1 = must be swamp, 0 = cannot be swamp.

#req_waste < 0 | 1 >

Event requires the province to have waste terrain. 1 = must be waste, 0 = cannot be waste.

#req_cave < 0 | 1 >

Event requires the province to have cave terrain.
1 = must be cave, 0 = cannot be cave.

#req_freshwater < 0 | 1 >

Event requires the province to have fresh water.
1 = must have fresh water
0 = cannot have fresh water.

7-5 Site Requirements

For site requirement commands with the attribute of < 0 | 1 >, the [sitename] of the site in question should be written within brackets at the end of the event message text.

For example: *#msg "A clutch of fire drake eggs were discovered in a crater of the volcano. They were duly confiscated by the authorities and properly cared for until they hatched. The newborn fire drakes now serve your armies under the direction of your mages. [Volcano]"*.

The spelling must be exactly correct, including any possible typos in the actual in-game site name.

#req_freesites <value>

The province must have at least <value> free site slots for the event to happen. Remember to use this requirement if the event creates a site.

#req_nositenbr <site number>

There cannot be this site in the province. If there is, the event cannot happen. This command only accepts the site number as an attribute.

#req_foundsite < 0 | 1 >

Event requires [sitename] to be in the province and discovered.

1 = site must be present
0 = site must not be present

#req_hiddensite < 0 | 1 >

Event requires [sitename] to be in the province and not discovered.

1 = site must be present
0 = site must not be present

#req_site < 0 | 1 >

Event requires [sitename] to be in the province. It can be discovered or hidden.

1 = site must be present
0 = site must not be present

#req_nearbysite < 0 | 1 >

Event requires [sitename] to be in the province or adjacent provinces.

1 = site must be present
0 = site must not be present

#req_claimedthrone < 0 | 1 >

The throne [sitename] must be claimed by someone. Combine with #req_site to target the throne province.

1 = must be claimed
0 = must not be claimed

#req_unclaimedthrone < 0 | 1 >

The throne [sitename] must be present in the game and unclaimed. Combine with #req_site to target the throne province.

1 = must be in the game
0 = must not be in the game

7-6 Dominion Requirements

#req_fullowner

The event requires the same nation to control the province, any fort (if present) and to have positive dominion in the province.

#req_mydominion < 0 | 1 >

Event requires province owner's dominion.
1 = yes, 0 = no.

#req_dominion <value 0 – 10>

The province must have the owner's dominion at <value> candles or more.

#req_maxdominion <value -10 – 10>

The province must have a dominion strength of no more than <value> for the event to happen.

Negative values can be used and mean that enemy dominion of that strength or stronger is required for the event to happen.

7-7 Scale Requirements

Events with scale requirements can only trigger if the province has the required scale at the required level. The value for scale requirements can range from -3 to 3. When a negative number is used as an argument, the event can happen in the opposite scale as well.

For example, `#req_growth -1` would allow the event to happen if the province has a Growth / Death scale of Death 1, neutral or any level of Growth, but cannot happen if the scale value is Death 2 or Death 3.

#req_chaos <value>

Turmoil scale required.

#req_lazy <value>

Sloth scale required.

#req_cold <value>

Cold scale required.

#req_death <value>

Death scale required.

#req_unluck <value>

Misfortune scale required.

#req_unmagic <value>

Drain scale required.

#req_order <value>

Order scale required.

#req_prod <value>

Production scale required.

#req_heat <value>

Heat scale required.

#req_growth <value>

Growth scale required.

#req_luck <value>

Luck scale required.

#req_magic <value>

Magic scale required.

7-8 Monster Requirements

The argument of "name" | <number> means monster name or monster number.

#req_commander < 0 | 1 >

There must be a non-sneaking commander present for the event to happen. 1 = yes, 0 = no.

#req_monster "name" | <number>

This monster must be present in the province.

#req_nomonster "name" | <number>

This monster cannot be present in the province.

#req_nomnr "name" | <number>

This monster must not be present in the world or the event cannot happen. This requirement is best used with unique monsters or national heroes.

For example, `#req_nomnr 563` would require the Queen of Storms to not have been summoned yet. If she has already been summoned, the event can no longer happen. If she is killed, the event can happen again until she is summoned once more.

#req_mintroops <value>

There must be at least this many troops in the province for the event to happen.

#req_maxtroops <value>

There may not be more than this many troops in the province for the event to happen.

#req_humanoidres

There must be a humanoid researcher present in the province for the event to happen.

#req_researcher

There must be a researcher present in the province for the event to happen.

#req_preach <value>

Event has a chance of <value> per priest level of happening when a priest is present and preaching the teachings of his god.

7-9 Mage Requirements

#req_pathfire <level>

There must be a Fire mage of at least this level in the province.

#req_pathair <level>

There must be an Air mage of at least this level in the province.

#req_pathwater <level>

There must be a Water mage of at least this level in the province.

#req_pathearth <level>

There must be an Earth mage of at least this level in the province.

#req_pathastral <level>

There must be an Astral mage of at least this level in the province.

#req_pathdeath <level>

There must be a Death mage of at least this level in the province.

#req_pathnature <level>

There must be a Nature mage of at least this level in the province.

#req_pathblood <level>

There must be a Blood mage of at least this level in the province.

#req_pathholy <level>

There must be a Priest of at least this level in the province.

#req_nopathfire <level>

There cannot be a Fire mage of this level or higher in the province.

#req_nopathair <level>

There cannot be an Air mage of this level or higher in the province.

#req_nopathwater <level>

There cannot be a Water mage of this level or higher in the province.

#req_nopathearth <level>

There cannot be an Earth mage of this level or higher in the province.

#req_nopathastral <level>

There cannot be an Astral mage of this level or higher in the province.

#req_nopathdeath <level>

There cannot be a Death mage of this level or higher in the province.

#req_nopathnature <level>

There cannot be a Nature mage of this level or higher in the province.

#req_nopathblood <level>

There cannot be a Blood mage of this level or higher in the province.

#req_nopathholy <level>

There cannot be a Priest of this level or higher in the province.

#req_nopathall <level>

There cannot be a mage or priest of any kind of this level or higher in the province.

7-10 Target Requirements

A single commander must fulfill all target requirements for the event to occur. Some commands may be used multiple times with different values (e.g. Monster types), in which case one of the conditions being present fulfills that requirement.

#req_targmnr "name" | <number>

Target commander must be this monster type. This command can be used multiple times.

#req_targgod < 0 | 1 >

Target must be god.

1 = must be pretender or disciple

0 = cannot be pretender or disciple

#req_targhumanoid < 0 | 1 >

Sets item slot requirement for target.

1 = must have hands

0 = must not have hands

#req_targmale < 0 | 1 >

Sets target's gender requirement.

1 = must be male, 0 = must be female

#req_targpath1 <path number>

Must have level 1+ in target magic path.

#req_targpath2 <path number>

Must have level 2+ in target magic path.

#req_targpath3 <path number>

Must have level 3+ in target magic path.

#req_targpath4 <path number>

Must have level 4+ in target magic path.

#req_targaff <affliction number>

Target must have this affliction.

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

Table 3: Magic Path Numbers

#req_targorder <order number>

Target must be performing these orders. This command can be used multiple times, in which case one of the conditions being present is sufficient to fulfill the requirement. Target orders are listed in **Table 4**.

Nbr	Order
0	Defend
2	Sneak
3	Patrol
4	Research
6	Preach
7	Site search
8	Blood hunt
14	Call God
18	Build lab
19	Build temple
20	Build fort
44	Demolish fort
45	Demolish lab
50	Enter site (except scry)
52	Void Summon

Table 4: Target Commander Orders

7-11 Event Code Requirements

These commands set event code requirements that must be fulfilled for the event to take place. They are generally used in event chains where the event requires another event to have taken place previously.

There is a risk of incompatible mods if the same event codes are used across different mods!

Please use only negative event codes from -300 and downwards, or it may interfere with the events in the vanilla game (except for 0, which is default).

#req_code <event code>

Province must have this event code. Can be used multiple times for an event. If the command is used multiple times, one of the codes being present is sufficient to fulfil the requirement.

Use *#req_code 0* for events that generate event codes. Otherwise they may break ongoing event chains.

#req_anycode <event code>

Event code must be present somewhere in the world. Can be used multiple times for an event. If the command is used multiple times, one of the codes being present is sufficient to fulfil the requirement.

#req_nearbycode <event code>

Event code must be present in a neighboring province. Can be used multiple times for an event. If the command is used multiple times, one of the codes being present is sufficient to fulfil the requirement.

req_nearowncode <event code>

Current province or neighboring province owned by the same player must have this event code. Can be used multiple times for an event. If the command is used multiple times, one of the codes being present is sufficient to fulfil the requirement.

7-12 Enchantment Requirements

These commands are intended for global enchantment creation.

#req_permonth <nbr>

This event can only happen <nbr> times per month.

#req_noench <enchantment number>

This enchantment cannot be active.

#req_ench <enchantment number>

This enchantment must be active.

#req_myench <ench nbr>

This enchantment must be active and owned by the event owner.

#req_friendlyench <ench nbr>

This enchantment must be active and friendly.

#req_hostileench <ench nbr>

This enchantment must be active and hostile.

#req_enchdom <ench nbr>

This enchantment must be active and in its owner's dominion.

8 Event Effects

8-1 Basic Effects

#nation <nation number>

Sets the nation that owns the event. The default owner is independents.

-1 = random enemy

-2 = province owner

The effects of the event are applied in the province where the event occurs and by the nation who owns the event. In an event with an attack, it can be used to set the attacking troops to be non-independents.

#msg "<message text>"

Message text for the event. For many event modding commands that need item or site names to be determined for the event to function, the item or site name to be added to the end of the text of this command in brackets.

For example: *#msg "An adventurous young mage has tired of his fruitless quest for the fabled Singing Stones and joined your service. [Singing Stones]"*

In this example the event probably contains a requirement for the magic site Singing Stones to be in the province or an adjacent province and the command formulation requires the name of the site to be inserted into the message text of the event.

#notext

Event does not generate a message.

#nolog

Event does not appear in the chronicle (event history) of the province where it occurs.

8-2 Treasure Effects

All of these commands affect the gold, gems or magic items in the event owner's treasury.

#magicitem <rarity>

The nation that owns the event gains a magic item that is placed directly into the lab. Item rarity is listed in **Table 5**. When rarity 9 is used, add the [itemname] in brackets at the end of the event message text defined by the #msg command.

Rarity	Constr Level
0	0
1	0 – 2
2	0 – 4
3	0 – 6
4	4 – 6
9	[named item]

Table 5: Item Rarity

#gold <value>

The nation that owns the event gains <value> gold. Use negative numbers for gold loss.

#1d3vis <gem type>

Gain 1d3 gems of specified type.

#1d6vis <gem type>

Gain 1d6 gems of specified type.

#2d4vis <gem type>

Gain 2d4 gems of specified type.

#2d6vis <gem type>

Gain 2d6 gems of specified type.

#3d6vis <gem type>

Gain 3d6 gems of specified type.

#4d6vis <gem type>

Gain 4d6 gems of specified type.

#gemloss <gem type>

Lose 2d6 gems of specified type.

8-3 Scale Effects

Scale effects alter the scales of a province. Each #incscale command functions as the equivalent #decscale of its opposite. Scale numbers are listed in **Table 6**.

#incscale <scale>

Increases the specified scale in the province by one step.

#incscale2 <scale>

Increases the specified scale in the province by two steps.

#incscale3 <scale>

Increases the specified scale in the province by three steps.

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

Table 6: Scale Numbers

#decscale <scale>

Decreases the specified scale in the province by one step.

#decscale2 <scale>

Decreases the specified scale in the province by two steps.

#decscale3 <scale>

Decreases the specified scale in the province by three steps.

8-4 Province Effects

These effects affect the target province directly.

#landgold <value>

Permanent increase to province gold income. Can be negative to reduce income.

#landprod <value>

Permanent increase to province resources. Can be negative to cause reduce resources.

#taxboost <percent>

Tax income increase in the province for one turn. Use negative numbers for a tax decrease. A value of -100 means no gold income for that turn.

#defence <value>

Increases Province Defense by <value>

#kill <percent>

Kills off a percentage of the province population.

#incpop <value>

Province population increases by <value>.

#emigration <percent>

A percentage of the province population emigrates elsewhere.

#unrest <value>

Unrest in province increased by <value>. Can be negative to reduce unrest.

#incdom <value>

Increases dominion in the province by <value> candles.

#fort <fort number>

Builds a fort of the specified type in the province.

#temple < 0 | 1 >

The event either creates or destroys a temple.
1 = temple gained
0 = temple destroyed

#lab < 0 | 1 >

The event either creates or destroys a lab.
1 = new lab
0 = lab destroyed

#revealsite

Reveals site in the province.

#newsite <site number>

Adds a new, already discovered site to the province. Use -1 for site number to place [site name] instead. [Site name] must be added to event message text in brackets.

#hiddensite <site number>

Adds a new, hidden site to the province. Use -1 for site number to place [site name] instead. [Site name] must be added to event message text in brackets.

#visitors

The province is attacked by Bogus the Troll and his Companions.

#newdom <value>

Changes dominion to that of the event owner and sets it to the level of 1d(value) candles.

#revolt

Province revolts and turns independent.

#revealprov

The name of the province is revealed to the entire world.

8-5 Monster Effects

The argument of "name" | <number> means monster name or monster number.

#assassin "name" | <number>

An assassin of this type attacks a random commander in the province. If a target requirement for the event is set, the assassin attacks that commander.

#stealthcom "name" | <number>

The nation that owns the event gains a sneaking commander of the specified type in the province.

#com "name" | <number>

The nation that owns the event gains a commander of the specified type.

#2com "name" | <number>

The nation that owns the event gains two commanders of the specified type.

#4com "name" | <number>

The nation that owns the event gains four commanders of the specified type.

#5com "name" | <number>

The nation that owns the event gains five commanders of the specified type.

#tempunits < 0 | 1>

Units gained after this command are only temporary and disappear after the event has taken place, like the longdead horsemen from the *Ghost Riders* spell.

1 = temporary units

0 = permanent units

#1unit "name" | <number>

The nation that owns the event gains one unit.

#1d3units "name" | <number>

The nation that owns the event gains 1d3 units.

#1d6units "name" | <number>

The nation that owns the event gains 1d6 units.

#2d6units "name" | <number>

The nation that owns the event gains 2d6 units.

#3d6units "name" | <number>

The nation that owns the event gains 3d6 units.

#4d6units "name" | <number>

The nation that owns the event gains 4d6 units.

#5d6units "name" | <number>

The nation that owns the event gains 5d6 units.

#6d6units "name" | <number>

The nation that owns the event gains 6d6 units.

#7d6units "name" | <number>

The nation that owns the event gains 7d6 units.

#8d6units "name" | <number>

The nation that owns the event gains 8d6 units.

#9d6units "name" | <number>

The nation that owns the event gains 9d6 units.

#10d6units "name" | <number>

The nation that owns the event gains 10d6 units.

#11d6units "name" | <number>

The nation that owns the event gains 11d6 units.

#12d6units "name" | <number>

The nation that owns the event gains 12d6 units.

#13d6units "name" | <number>

The nation that owns the event gains 13d6 units.

#14d6units "name" | <number>

The nation that owns the event gains 14d6 units.

#15d6units "name" | <number>

The nation that owns the event gains 15d6 units.

#16d6units "name" | <number>

The nation that owns the event gains 16d6 units.

#strikeunits <damage>

All units in the province are hit with an attack.

#killmon "name" | <number>

Kills one non-commander unit of the specified type in the province.

#killcom "name" | <number>

Kills a commander of the specified type in the province.

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 7: Afflictions

#curse <percent>

Every unit in the province has this chance of being cursed.

#disease <percent>

Every unit in the province has this chance of becoming diseased.

#researchaff <affliction type>

A researcher suffers an affliction.

#gainaff <affliction bitmask>

One commander determined by target requirements gains the specified affliction. Afflictions are listed in **Table 7**. The bitmask is expressed as powers of 2. Add together several bitmasks if more than one affliction is desired.

#gainmark

One commander determined by target requirements gains one level of horrormark.

#banished <value>

One commander determined by target requirements is banished to another plane.

-11 = The Void

-12 = Inferno

-13 = Kokytos

#addequip <equipment level>

Adds magic items to a commander. Equipment level is from 1 to 4 and corresponds to item level from trinkets to very powerful items.

Use the value 9 for equipment level and a bracketed [item name] in the *#msg* text to add a specific magic item.

An item is not guaranteed at equipment level 1. The command also gives the commander gems appropriate to his magic paths.

8-6 Magic Pathboost Effects

When the target of these commands is set by the target requirements of the event, the monster name or monster number should not be used. If no target requirements have been set, monster name or number must be used.

#fireboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Fire magic.

#airboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Air magic.

#waterboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Water magic.

#earthboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Earth magic.

#astralboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Astral magic.

#deathboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Death magic.

#natureboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Nature magic.

#bloodboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Blood magic.

#holyboost "name" | <number>

One commander determined by target requirements or the monster number may gain +1 Priest level.

#pathboost <path>

The mage who gains this event has the specified path level increased by 1, to a maximum of 5. The target of this event is set by the target requirements of the event.

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

Table 3: Magic Path Numbers

8-7 Global Event Effects

These event effects affect every province in the world when the event happens.

#worldincscale <scale>

Increases the specified scale in every province in the world by one step.

#worldincscale2 <scale>

Increases the specified scale in every province in the world by two steps.

#worldincscale3 <scale>

Increases the specified scale in every province in the world by three steps.

#worlddecscale <scale>

Decreases the specified scale in every province in the world by one step.

#worlddecscale2 <scale>

Decreases the specified scale in every province in the world by two steps.

#worlddecscale3 <scale>

Decreases the specified scale in every province in the world by three steps.

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

Table 6: Scale Numbers

#worldunrest <value>

Unrest in every province in the world is increased by <value>. Can be negative to reduce unrest.

#worldincdom <value>

Increases dominion in every province in the world by <value> candles.

#worldritrebate <school>

The casting cost of rituals of this school is reduced by 20% for this turn. School numbers are listed in Table 8.

Nbr	School
0	Conjuration
1	Alteration
2	Evocation
3	Construction
4	Enchantment
5	Thaumaturgy
6	Blood
7	Divine

Table 8: Magic Schools

#worlddarkness

The entire world is covered in darkness for this turn.

#worldcurse <percent>

Every unit in the world has a <percent> chance of being cursed.

#worlddisease <percent>

Every unit in the world has a <percent> chance of becoming diseased.

#worldmark <percent>

Every unit in the world has a <percent> chance of being horrormarked.

#worldheal <percent>

Each unit in the world has a <percent> chance of having one affliction healed.

#worldage <years>

Everyone in the world ages this many years. Negative numbers reduce age.

#linger <nbr of turns>

Use this command for global events whose effects last for more than one turn.

8-8 Special Event Commands

These commands are used to construct event chains and special events.

#flagland < 0 | 1 >

Sets or removes an event flag from a province. The event flag is displayed as an image of a book on the map. 1 = set flag, 0 = remove flag

Requires an event code in the province. If the event code is reset to 0, the flag automatically disappears.

#delay <value>

Succeeding event occurs <value> turns after this event. The succeeding event does not occur normally.

#delay25 <value>

Succeeding event occurs <value> +/- 25% turns after this event. The succeeding event does not occur normally.

#delay50 <value>

Succeeding event occurs <value> +/- 50% turns after this event. The succeeding event does not occur normally.

#order <order bitmask>

Set special event orders that are enabled for the province (investigate, accept, decline etc). If several orders are needed to be available, add together all the mask values for the orders. The nil order resets all order options. Order bitmasks are listed in **Table 9**.

Mask	Event Order
0	Nil
1	Investigate
2	Continue
4	Accept
8	Decline
16	Withdraw
32	Attack
64	Subterfuge
128	Magic

Table 9: Order Masks

8-9 Event Code Effects

#code <event code>

Sets the event code of the current province (when planned for globals)

#code2 <event code>

Sets the eventcode of the current province (when executed for globals)

#resetcode <event code>

Removes this event code from the entire world.

#purgecalendar <attr>

Removes current event and another event determined by attr from the global event calendar.

Attr 1 = the event that had been added after this event would be affected.

Attr -1 = the previous event.

The event calendar contains the planned global events that will occur in the coming 7 months.

#purgedelayed <attr>

Removes current event and another event determined by attr from the delayed event list. Delayed events are events added by the #delay command.

#id <event identifier>

Sets an event identifier. Used for spells that create anonymous random events.

Appendix A: Examples

A-1 Basic Event

This is an example event that reveals a hidden site in the province.

```
#newevent
#rarity -2
#req_hiddensite 1
#msg "A famous prospector has discovered
previously unknown deposits of precious jewels.
[Hidden Gem Deposits]"
#revealsite
#end
```

A-2 Complex Event

This is a complex event that requires the unique site *The Sea of the Tears of Men* in the province (hidden or discovered) as well as a humanoid mage with W2D3 or greater set to site search. The event is an uncommon good event for the province owner and can only happen once during a game. If the event triggers, the mage has a chance of getting +1 Water and +1 Death magic and the recipient of the event also gains a Kokythiad commander.

```
#newevent
#rarity -2
#nation -2
#req_unique 1
#req_site 1
#req_targhumanoid 1
#req_targpath2 2
#req_targpath3 5
#req_targorder 7
#msg "During a pilgrimage to the River Styx, one
of your mages was swept away by the waters
and out into the Sea of the Tears of Men. He
would have died but for catching the eye of a
passing Kokythiad who rescued him and nursed
him back to health. With the help of the
Kokythiad, he has now found his way back and
brought her with him as his wife. [The Sea of the
Tears of Men]"
#waterboost
#deathboost
#com 1477
#end
```

A-3 Event Chain

This event chain contains two events that follow one after another.

```
#newevent
#rarity 2
#req_land 1
#req_mountain 1
#req_code 0
#code -59
#flagland 1
#decscale3 5
#incscale2 3
#incunrest 20
#delay 1
#magicitem 9
#msg "Heavy rains have washed away a clearcut
hillside, revealing a great stone carved with
disquieting runes. At the foot of the stone a skull
staff had been planted, but the local lord removed
it at once and sent it to the treasury. At night the
runes began to glow with a bilious green light.
The local hedge witches and soothsayers have
reported their cantrips and remedies to be more
powerful since, but plants and trees in the vicinity
of the stone have begun to wither and die and the
circle of devastation is spreading outward. [Skull
Staff]"
#end
```

```
#newevent
#rarity 0
#req_code -59
#nation 2 -- special independents
#com "Mound Fiend"
#com "Bane Lord"
#com "Wraith Lord"
#2d6units "Ghost"
#3d6units "Wight"
#code 0
#msg "At the dark of the moon the runes on the
stone uncovered from the hillside flared brightly
and the slab moved aside, revealing the entrance
to a crypt where a triumvirate of ancient evil had
been locked away. With the skull stuff removed,
the chains of magic holding the evil contained
had unraveled and now the denizens of the
prison have attacked the province!"
#end
```

Note how the second event in the chain resets the event code in the province back to 0 to prevent this event reoccurring and paving the way for other event chains.

A-4 Simple Global Event

This is a relatively simple global event caused by an enchantment.

```
#newspell
#name "Illvaettitime"
#descr "my modded end of the world global"
#school 4
#researchlevel 1
#path 0 6
#pathlevel 2
#fatiguecost 500
#effect 10081
#damage 200
#end
```

-- The following event will occur whenever there is a global nbr 200 (illvaettitime) in play and disease 10% of all units

```
#newevent
#rarity 13
#msg "Illvaettitime strikes again"
#req_ench 200
#req_permonth 1
#worldldisease 10
#end
```

A-5 Advanced Global Event

This is a more advanced example of a global event and uses enchantment effects.

```
#newspell
#name "Illvaettitime II"
#descr "This global enchantment grants the owner 500 gold per month and creates wolf attacks in forest and mountain provinces owned by the enemy. Wolf attacks will only occur inside your dominion."
#school 4
#researchlevel 1
#path 0 6
#pathlevel 2
#fatiguecost 500
#effect 10081
#damage 201
#end
```

-- This event occurs whenever there is a global nbr 201 (illvaettitime II) in play and gives the owner 500 gold

```
#newevent
#rarity 0
#msg "Illvaettitime II gives gold"
#notext
#req_myench 201
#req_permonth 1
#gold 500
#end
```

-- This event may create (50% chance) a small wolf attack in a mountain when global nbr 201 is in effect

```
#newevent
#rarity 0
#msg "Illvaettitime II spawned wolves here"
#notext
#req_hostileench 201
#req_rare 50
#req_mountain 1
#req_enchdom 201
#req_indepok
#nationench 201
#com "Wolf"
#2d6units "Wolf"
#end
```

-- This event may create (35% chance) a large wolf attack in a forest when global nbr 201 is up

```
#newevent
#rarity 0
#msg "Illvaettitime II spawned wolves here"
#notext
#req_hostileench 201
#req_rare 35
#req_forest 1
#req_enchdom 201
#req_indepok
#nationench 201
#com "Wolf"
#5d6units "Wolf"
#end
```