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**Patch History: Dominions 3: The Awakening**  
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**Modding commands v3.21**

- New nation modding commands: #autoundead, #zombiereanim, #horsereanim, #wightreanim, #manikinreanim, #tombwyrreanim, #domkill, #domunrest, #templecost, #labcost.
- New site modding commands: #mon, #com, #clear, #incscale, #decscale.

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**Features and bug fixes v3.21**

- New spirits to summon for Jomon: Ujigami, Mori-no-kami, Kenzoku, Jigami, Gozy Mezu.
- R'lyeh dreamlands suffered from the same problem as Ermor once did. Dom-kill rate now multiplied by 5.
- Battle enchantments did not expire when leaving the battlefield by unusual means (e.g. being immortal and getting killed), fixed.
- Shape changing could result in incorrect magic item loss, fixed.
- Wishing for a non unique item could remove too many items from the world, fixed.
- Game could crash due to too many large units on the battlefield, fixed.
- Crash during turn generation fixed.
- Improved cheat detection.
- Many random events have some fixes.
- Some rituals can now only be cast in certain terrains: Hidden in sand - waste, Mountain Vila - mountain, Cloud vila - mountain, Leshiy - forest, Nushi - swamp, Shedim - waste, Seirim - waste.
- Hinnom PD reduced
- Hinnom start army reduced
- Hinnom Popkillers gives some unrest.
- Avvite Chariot size -> 5
- Dawn Guard -> 45
- Melqart Blood -> 3
- Ba'al Blood -> 2
- Ba'al eat Melquart event reversed.
- Onmyo-ji has got a fortune teller ability and battle summons.

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**Note v3.20:**

This patch contains mostly improvements in the modding department, but it also has some new units for late Atlantis as well as the usual bug fixes.

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**Modding v3.20:**

- New weapon modding commands: #dt\_small, #dt\_large, #dt\_raise, #dt\_magic, #dt\_constuctonly, #dt\_demononly, #mrnegates, #mrnegateseasily, #mind.
- Weapon modding: Range -1 = strength as range, -2 = str/2, etc.
- Increased modding limits for maximum number of monsters and descriptions.
- New monster modding commands: #watershape, #landshape, #forestshape, #plainshape, #unique, #stormimmune, #startaff, #bloodvengeance, #stonebeing, #leper, #beckon.
- Monster modding: #cold and #heat takes an area variable.
- New and improved mod and map manual
- Nation mods are now properly recognized when starting network games.
- Fixed problem with disappearing magic abilities when enabling many mods.

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**New features and bug fixes v3.20:**

- Battle enchantments expire when caster retreats from battle ground.
- New switch: --nocheatdet.
- Crash during host fixed.
- Improved move order validation.
- Increased maximum number of maps allowed in the map folder.
- LA Atlantis got new troops to recruit under water.
- LA Atlantis got a new hero.
- Increased maximum number of messages (for huge games).
- Increased maximum number of commanders and units (for huge games).

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**New Features v3.17:**

- Three new nations inspired by biblical and near eastern giant-myths.
- Hinnom, giants of primordial times and gruesome appetites.
- Ashdod, descendants of the ancient Nephilim.

- Gath, humans led by the last of the giants.
- New spell: Manifest vitriol - summon the green lion of alchemy.
- Shattered Souls - tartarians are insane and might act randomly.
- Some new longdead graphics.
- New modcommands: #speciallook, #hero6.
- Some new events.

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**Bug fixes and balance changes v3.17:**

- Twiceborn no longer makes demons immortal.
- Hidden in sand and hidden in snow spell descriptions fixed.
- Shamblers cost reduction.
- Some unit stat fixes.
- Voice of apsu/tiamat restricted to own provinces.
- Astral/fire shield was overvalued by AI and sometimes overruled scripted spells.
- Recruitment queues was not cleared when castle was conquered.
- Seduction order could be copied to ordinary commanders.
- A non-flying seducer could flee with their victim to an underwater province where they both drowned

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**New Features v3.15:**

- MA & LA Ulm sexier.
- Ulm Iron Faith: Black Priests in MA Ulm, Priest Smiths.
- Iron Faith spells: Iron Darts, Iron Blizzard.
- Iron Angel, MA Ulm summon to battle enemy sacreds and magical beings.
- Guardians got Black Halberds that stun enemy sacreds.
- Ghoul Guardians no longer sacred, but got Black Halberds.
- Halt Heretic: New ability on Iron Angel, Ulrich hero and Lord Guardians.
- Plate armors slightly better. Ulm plate armors more so.
- LA Abysia sexier.
- Slayer cult: Anathemant Slayers, common slayers noncapital.

- LA Anathemants got death magic.
- LA Smoulderghosts sacred.
- Warbreds: huge humanbreds bred for war.
- Late Abysian Hero
- Fossilized Giants, LA Abysian summon.
- Altered spell: Hidden in Snow more expensive and gives more units. Also more effective with luck, magic and turmoil.
- New spell: Hidden in Sand. Summons dust walkers if cast in a wasteland. More powerful in luck, magic and turmoil.
- Altered spell: Flight is personal.
- New spell: Gift of Flight.
- New icons: Halt Heretic, Animal Awe, Spy and Assassin.
- Avalon witch changes: Crones strat move 1, mother and daughter random nature/air.
- New national militia events for UW nations.

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**Bug fixes and balance changes v3.14:**

- Scale spread bug fixed.
- Ermor domkill upped to proper levels.
- Old militia event made rare.
- Peshti got Kite Shields.
- Peshti Spearman strat move 2.
- Bogatyr strat move 3.
- Some more strat move fixes.
- Plague Scythe -> twohanded.
- Exarch and Kosheij got robes.
- Grid Druzhina cold res 50.
- Fivefold Angel stump attack instead of fist.
- Simargl Falchion -> bite.
- Simargl patrol -> 10.
- Bloodlord helmet.

- Rigor mortis no longer affects inanimates.
- Internal Alchemy works properly.
- Demonbred got correct age.
- Forester and Bakemono scout stealth fix.
- Moose Riders cheaper 45 -> 30.
- #coldpower mod command fixed.

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**New Features v3.14:**

- A new late ear nation called Bogarus!
- Bakemono got a new scout.
- New random events.
- Spell AI: Touch of madness and Berserkers avoids casters and archers to some extent.
- Spell AI: No longer casts LoS on armorless units.
- Modding: Increased maximum nbr of descriptions.
- Modding: Max number of nations and nametypes increased.
- Modding: New monster commands: #darkpower, #firepower, #coldpower, #stormpower, #fallpower, #winterpower, #summerpower, #springpower, #darkvision, #onebattlespell, #patrolbonus.
- Modding: New item commands: #newitem, #descr, #weapon, #armor, #type, #name, #copyspr.
- Modding: New spell command: #nextspell.

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**Bug fixes and balance changes v3.14:**

- MR bless bonus was sometimes displayed incorrectly, fixed.
- Dominion sometimes spread in incorrect ways, fixed.
- Legions of Steel bug fixed.
- 'y'-screen bug fix.
- Caster of Stygian Paths took 1 point of damage for each unit under his command instead of the units taking the damage.
- Stygian Paths reported random number of lost on the way
- Ritual cating magic items could malfunction, fixed.
- Bug preventing more than a hundred sprites or so in mods has been squashed.

- Several minor fixes to monster stats and magic sites.
- More magic sites enabled in caves.
- Scathach got her magic and flight.
- Hydra sacred all the way.
- Dance of the morrigans fixed.
- Setting 1920x1200 resolution didn't work properly, fixed.

**Note: Score graphs from old games will disappear when patching to version 3.14.**

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**New Content v3.10 Mega- Patch :**

- New nation: EA Fomoria. Enemy of Tir na n'Og. A nation of deformed seafaring Giants.
- New nation: LA Pythium, Serpent Cult. The dom2 theme revamped. Meet the mystery cults and soldiers of the limes.
- Nation remade: MA Mictlan, Reign of the Lawgiver. Sky priests, Moon Warriors, Jade Serpents, new heroes and a pretender.
- Nation Remade: MA T'ien Chi. New units such as apothecaries and geomancers, abilities on several of the old units, new longevity spells, Huli Jing summon, new sprites, conscription more useful.
- New heroes for Agartha, Sauromatia, Eriu, Jomon, Lanka, Marverni.
- Stone beings are now immune from stone sword petrification.
- New horrors
- New event spells: Monster Boar, Send Dream Horror.
- Iron Pigs gives Marverni Iron Boars
- Cave sites, deep sea sites and other sites with a total of 140 new ones
- New bandar summon: Rudra
- New Events
- New icons: diseased, plague carrier, reaper, heretic, healer, poison barbs, reinvigouration, fire power, cold power, storm power, dark power, fortune teller.
- Ko-Oni popytpe added.
- Fir Bolg popytpe added.
- Independent undead apes

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**Bug Fixes v3.10 Mega- Patch:**

- Mac could crash when shift selecting units, fixed.
  - Wrong type of local defence under water for some nations, fixed.
  - Guru reincarnation bug fixed.
  - Some 3.09 heroes with wrong names fixed.
  - Monster mod command #reinvigoration didn't work, fixed.
  - Weapon mod command #aoe didn't work, fixed.
  - Mod command #clearsites didn't work as advertised, fixed.
  - Mod command #clearmagic did not work properly on monsters with more than one magic skill, fixed.
  - Fixed mod command #secondaryeffectalways.
  - Fixed battlefield location on cave battlegrounds.
  - Magic scale restrictions for random events didn't work, fixed.
  - Magic units without magic leadership fixed.
  - Undead units without undead leadership fixed.
  - Shuten Doji friendly sleep fix.
  - Shuten Doji sleep effect increase.
  - Horticulturist no longer harvests his crops with firebrand.
  - Tombwyrms & chariot summoning works
  - Unholy bless fix.
  - Bean Sidhe (undead) enc 0.
  - Summon Bean Sidhe fix.
  - Seer King enabled.
  - Some PD fixes
  - Some nation brief\_descr fixes
- Other Stuff v3.10 Mega- Patch:
- Edi's Great description-fixing.
  - New screen resolution 1920\*1200 supported.
  - Raise dead didn't work properly with corpses from plagues etc. Fixed.

- Ammit -> commander.
- Rain Moddable
- 'Z' cannot be used to steal from mercs.
- Demonbreds not truly demons to disable their unthematic reanimation.
- Deva pretender increased undead leadership
- Magic items on dead people no longer prevents reforging.
- Golem cult statues got darkvision
- Male seducers now seduces females instead of males.
- Cost changes to several units including Shadow vestals, Jaguar warriors, Marverni warriors.
- Troglodyte reduced mr.
- All Mictlan troops forest survival.
- Tempest warriors lost ice prot.
- Indep grimoire slightly improved.
- Hydras remade with 9 heads.
- Maenad new sprite.
- Maenad forest survival.
- MA van home only. Gold cost increase.
- Animal and vegetable names
- Cave sites separated from mountain sites
- Cave province names
- And some other stuff...

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**Bug Fixes, Tweaks, Enhancements v3.08:**

- New Nation: Tir na n'Og - Land of the Ever Young
- New Nation: Eriu - Last of the TuathaMod Squad!
- New mod commands: #spreaddom, #nobadevents, #incunrest.
- Enforce some rules for #itemslots modding to prevent weird bugs in mods.
- #siegebonus didn't work (Fixed)
- #copyspell didn't work (Fixed)

- Dragonflies' strength changed from 0 to 1 and they can now inflict damage.
- Burden of Rime caused severe damage to diseased non-old people (Fixed)
- LA Atlantis could not continue fort construction (Fixed)
- (Fixed) Cave battlegrounds.
- Mod that modified a monster's magic skills could lock up the game (Fixed)
- #defaultmapzoom saved when editing maps.
- (Fixed) Cave symbol that disappeared in version 3.06.
- Some Tuatha and sidhe stat fixes.
- Some sidhe magic skill fixes.
- A few description fixes.
- Light weight scale mail increased res cost.
- Svartalf home only
- Can use monthly cast multiple site search spells of the same type.
- Some monsters were not always unparalyzed properly (Fixed)
- Ritual of Rebirth didn't work with 15 size Hall of Fame (Fixed)
- Wild Hunt and some more spells were buggy when attacking besieging armies (Fixed)
- Magic site fixes, armor fixes, age fixes, hero fixes, unit fixes.
- Y could be used to find undiscovered castles (Fixed)
- No looming devils underwater.
- Summon barghest and black dogs switched
- Province defense overflow fix
- Esc works when right side menu is hidden
- H-shortcut didn't work (Fixed)
- Marverni and me Man temples cost 200
- Mind hunt could crash the game. (Fixed)
- N?got gick fel: No space left on bg - bug fix (Fixed)
- Mirror image (and glamour) does not protect units from missiles or magic.
- Blade wind reduced # o e

- Flaming arrows increased path lvl.
- Sloth scale -> 15% / step
- Kala-Mukha warrior and Palankasha increased cost
- Ulm EA archers not stealthy.

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**Bug Fixes, Tweaks, Enhancements v3.06:**

- Universal binary for Mac OS X.
- Fixed some typos.
- New spell for Man.
- Name fixes for late era T'ien Chi.
- Name fix for some Abyssian humanbreds.
- Darkness did not work properly regarding demons.
- Modding: new commands: #domsummon, #domsummon2, #domsummon20.
- Modding: new commands: #summon1, #summon5, #makemonster1-5.
- Modding: #copy renamed to #copyspell in manual as well.
- --noscoregraphs works.
- Dreams of R'lyeh could hang the game if cast upon a province with only mindless commanders.
- Hippocampoi Fields summoned a human soldier who immediately drowned, fixed so it summons a hippocampus instead.
- Miasma dominion affected C'tis income badly as well.
- Modding manual updated.
- Modding: Resistances can be modded to exceed 100%.
- Modding: can disable nation with #era 0.
- Modding: new commands: #seduce, #succubus, #charge.
- --mapsbc0l didn't work. (FIXED)
- Defense commanders didn't receive mirror image properly. (FIXED)
- Dragon mastery ability could disappear unexpectedly. (FIXED)

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**Bug Fixes, Tweaks, Enhancements v3.04:**

- **New nation**
- **New map by Jason Lutes**
- **Cave provinces supported**
- **New map command #allowedplayer**
- **Some typos fixed**
- **Iron Walls didn't work**
- **Seduction message fixed**
- **More special effects displayed in weapon info box**
- **New spell mod command to restrict spells to certain nations**
- **Modding manual updated**
- **Mod command #defmult1b etc, didn't work with value 20**
- **Fire Arrows didn't work for small bow, chakram or shuriken**
- **Can send larger maps over network**
- **Fix for map download on linux and osx**
- **Added some popups in random map creator**
- **Fixed Fata Morgana crashing**
- **Fixed memory overwrite bug**
- **Improved handling of corrupted turn files from dom3 server**
- **Doom horrors could eat people without any reason, fixed**
- **Monkey reanimation for Lanka, Kailasa, Bandar log and Patala**
- **Atlantian ME heroes enabled**
- **Deepthought agarthan EE hero enabled**
- **Traitor Prince R'lyeh hero enabled**
- **Mictlan heroes enabled**
- **Eagle priest removed from mid era**
- **Oni cost lowered**
- **Vetala touch of madness resistible**
- **Spectral shield for legionnaires and ganas**

- Devala summon for monkeys
- Glutton icon
- Enchantment icon for rain fixed
- Demons can see in the dark
- Various minor stability improvements.

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**Bug Fixes, Tweaks, Enhancements v3.01:**

- Great Lion size 3.
- Atlantian spearmen correct age and darkvision.
- Shark knight have correct resource cost
- Doom horrors less common.
- Indep lizard warriors base prot ->3
- Curse of stones affects only enemies in accordance with the manual
- Wands no longer gives Chest Wounds
- Sharpest tooth has correct stats
- Nagini seduction fix
- Polypal mother no longer ethereal
- Event gives city and not motte-and-bailey
- Mesmerize confuses/enrages target instead of enslaving
- Triton recruitable in coastal kappa province fixed
- Blessing can affect sacred undead.
- All era gians gets longdead giants and soulless with reanimation and similar spells.
- All era caelum soulless fix
- All era ctis undead fix
- Eater of the dead fix
- Darkvision fixed
- Some nation description fixes
- Tungalik dagger -> quarterstaff
- No uw conscription for tien chi

- Mod commands for sites: #gold, #res
- Mod command: #resize
- Building of cave castle no longer produces simple hillfort
- #castledef, #maxage, #startage, #older mod commands work properly
- #owner fixed. Limit 25 removed
- Weapon modding #cold, #fire, #shock, #secondaryeffect, #secondaryeffectalways didn't work properly
- New weapon mod command: #poison
- Lava warrior also had prec and enc swapped
- Polypal Mother and some more are now female.
- Nethgul no longer tries to kill his wielder.
- More visible up/down arrow for scrolling commanders.
- Fixed bug with cheat detection and alchemist's stone.
- God epitets could be cut off, fixed.
- Ardmon's Soul Trap didn't work as advertised.
- Tempest would crash the game if used in mellee.
- Possible to enter site you don't own, fixed.
- Max possible Dominion victory value increased.
- S?s and Kirke and Kurgi have correct name.
- Alcastor has correct priest lvl.
- No more free kappas in UW fortresses
- Watcher darkvision -> 100
- Hog knight is now mounted.
- Atlantis hero size -> 4
- Flame corpse construction works now.
- Azure mages are amphibious
- Leviathan only castable under water
- No longer possible to recruit city of tombs units if you're not ctis
- Helhirding only recruitable from site (and double display removed)

- Dwarven smith only recruitable from site (and double display removed)
- Stargazer no feet
- Burning one had prec and enc switched
- Bitch queen crone shape has nature 1
- Ram's Head got prot 2
- Tribe warriors increased to 10 gold
- Jaguar tribe slinger hide shield
- Druids had low stats and age - stats increased a bit
- Map editor fixes.
- GUI performance improvements.
- Improved spell modding.
- New mod commands #uwfort, #deepfort.
- Modding manual updated.
- Map edit manual updated.
- Guru gets rid of all afflictions when he gets a new body.
- Message for guru reincarnation into new body.
- Lure of the deep was castable over water, fixed.
- Modding command #nratt didn't work.
- When Charcoal Shield is replaced by the Champion's Trident, Fire Shield effect isn't removed. Fixed.
- 't' screen got top right exit button as well.
- On the F1 Nation Overview screen, clicking on a province name with a province number higher than 1000, causes a magic site description to be displayed, fixed.
- The Mummification spell available from Amon Hotep shows as no description available, fixed.
- Windows alt-tab improvements.
- Knights only attack in mid or late age
- 60 gold event -> 100 gold
- Merman scout cost -> 25
- Utg cold preference -> +1

- Daidalos got hammer
- 10+ new gold generating events.
- Horror Seed spell could lock up the game.
- Correct game name in credits.
- No more snowfall events under water.
- Gateway fixed.
- VP crowns disappeared at edges, fixed.
- More than 1 VP / province wasn't displayed properly, fixed.
- Glamour ability doesn't give mirror images to PD units or leaders at the start of combat, fixed.
- If you use a 5 digit port for hosting a game the port number is not saved correctly, fixed.
- Starting a new game with a random map but with same name as last game resulted in a bad map, fixed.

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