# Dynamic Map Legend

[Tamrielcraft's Dynamic Map](#) is mainly used for navigating around the endless world. To add some markers on it, Tonal Architects and higher ranked players can use `/dmarker add <marker-label> icon:<icon-id>` . The *marker-label* is the label used under the icon. The *icon-id* is the id linked to a certain icon. A semi-final list is present at the bottom of this page.

> When executing the command, the marker will be placed at the players location

To get the full list of icon-id's in game, use `/dmarker list`

Use the following table to place map icons. The label of the icon is in **bold** while the file name used to place one is in *italic*.

| | | | | |
|---|---|---|---|---|
| **Anvil**<br>*anvil* | **Dock**<br>*dock* | **Leyawiin**<br>*leyawiin* | **OblivionGate**<br>*oblivionGate* | **TelvanniTower** |
| **AshlanderCamp**<br>*ashlandercamp* | **Dungeon**<br>*dungeon* | **Lighthouse**<br>*lighthouse* | **Orc_Stronghold**<br>*orcStronghold* | **Tomb** |
| **AyleidRuin**<br>*ayleidruin* | **DwemerRuin**<br>*dwemerruin* | **Markarth**<br>*markarth* | **Plantation**<br>*plantation* | **Town** |
| **Bravil**<br>*bravil* | **Falkreath**<br>*falkreath* | **Mine**<br>*mine* | **Plantation** | **Vivec** |
| **Bruma** | **Farm**<br>*farm* | **Miraak** | **Riften** | **Wayshrine** |

| | | | | |
|---|---|---|---|---|
| **Camp** <br> *camp* | **Fort** <br> *fort* | **Morthal** <br> *morthal* | **Ruin** | **Whiterun** |
| **Cave** <br> *cave* | **Grove** <br> *grove* | **MountainPass** <br> *mountainpass* | **Sewer** | **Windhelm** |
| **Cheydinhal** <br> *cheydinhal* | **Imperial** <br> *imperial* | **Mournhold_ Almalexia** <br> *mournholdAlmalexia* | **Skingrad** | **Winterhold** |
| **City** | **Inn** <br> *inn* | **MundusStone** <br> *mundusstone* | **Solitude** | |
| **DaedricRuin** <br> *daedricruin* | **KhajiitCaravan** <br> *khajiitcaravan* | **MW_Tomb** <br> *mwTomb* | **SothaSil** | |
| **Dawnstar** <br> *dawnstar* | **Kvatch** <br> *kvatch* | **MW_Town** <br> *mwTown* | **Stable** | |