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

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

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