

# Land of New Towns

mod for Heroes of Might and Magic III (WoG /ERA)

## The 3rd Upgrade System Guide

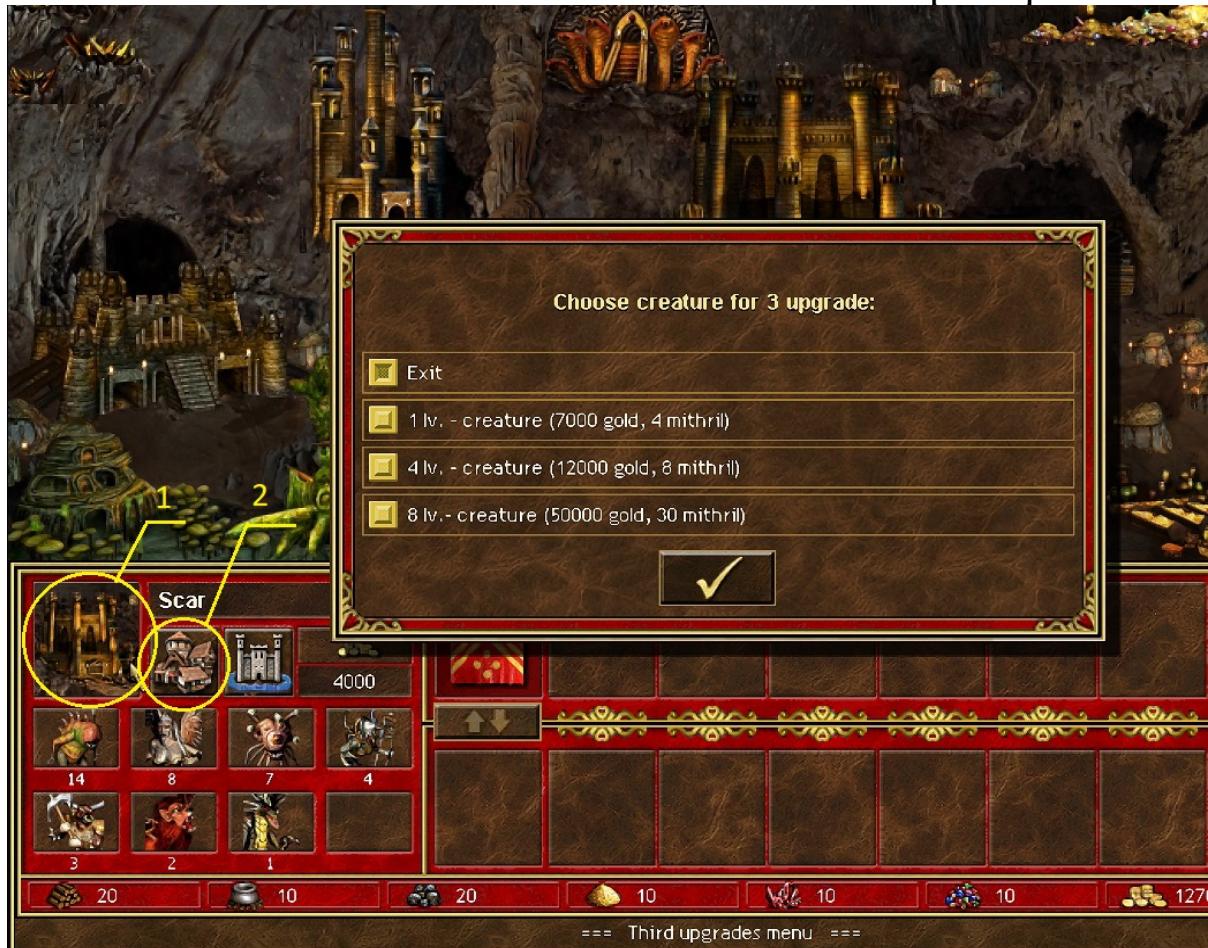
The 3rd Upgrade System is based on Mithril, a rare resource found in Windmills, Mystic Gardens, and Mithril Warehouses. This feature is designed exclusively for human players and is balanced for the late game (typically Month 3 or 4 and beyond) to ensure these units remain rare and valuable. Each town is limited to a specific number of 3rd tier upgrades (usually 1-4 per town).

Once the structures for the 3rd upgrade are built, they become available for all towns of that specific type owned by the player. For example, if the upgrade was unlocked for a Fortress, it will apply to all Fortresses currently under the player's control.

### How to Build 3rd Upgrade Structures

Access the Build Menu: Open your Town Screen. In the bottom-left corner, click on the large square icon representing your town **[area 1 on picture]**. A special menu will appear showing available 3rd upgrade buildings and their Mithril/Gold costs. Construct: If you have the required resources, click to build.

Toggle Upgrades: Once built, you can switch between the 2nd and 3rd upgrade units options using the Town Hall icon located in the bottom-left corner of the town screen **[area 2]**.



## Note on Special Recruitment Mechanics:

If the Tier 3 upgrade is built, there are two possibilities:

1) In the bottom-right corner of the recruitment window, a small icon will change, allowing you to recruit the Tier 3 unit directly.

2) If the Tier 3 upgrade provides an additional creature growth (rather than just upgrading from Tier 2 to Tier 3), they can only be recruited by clicking on the specific dwelling building itself.

Some 3rd upgrades—(such as the Great Sphinx in the Pyramid town, or Darkness Dragon in Dungeon)—utilize a conversion-based recruitment system rather than standard upgrade.

Conversion Ratio: You can recruit new creatures based on a percentage of your available 2nd-upgrade units (for example: 4 Stone Sphinxes = 1 Great Sphinx, 2 Black Dragon = 1 Darkness Dragon).



## Currently Available Towns for 3rd Upgrade:

- *Castle*
- *Rampart*
- *Tower*
- *Necropolis*
- *Dungeon*
- *Stronghold*
- *Fortress*
- *Conflux*
- *Sand town*
- *Shadow town*
- *Cove*
- *Mythology*
- *Techno town*
- *Knight castle*
- *Pyramid*

## Gameplay Tips

**User Settings.** Use the options file to customize your configuration. Detailed descriptions for every parameter can be found inside the file:

```
...\\Mods\\Land Of New Towns\\Data\\s\\__options.erm.
```

**Terrain Generation:** Before generating a map, your town selection (Castle, Rampart, etc.) determines the surrounding terrain. For the best visual consistency, match the vanilla town to the new town's theme—for example, select **Castle** for the Knight's Castle or **Rampart** for the Forest Town.

**High-Res Textures:** Visit the Land of New Towns Homepage to download high-resolution textures for standard HoMM3 towns and various map objects: <https://sites.google.com/view/landofnewtowns>