

HEROES III

OF MIGHT AND MAGIC®

THIRD UPGRADES MOD

MANUAL VI.2
THIRD UPGRADES MOD 2.15

Index

1. Introduction.....	3
2. Installation and use.....	4
New options in WoG.....	4
3. Changes in some WoG scripts.....	5
Disabled Options by the mod.....	5
4. Contents of the mod.....	6
New upgrades in towns: Special Buildings.....	6
New Creatures.....	11
New Compound Dwellings.....	25
New Creature Banks.....	26
Dwelling Banks.....	33
New Artifacts.....	33
New Combo Artifacts.....	44
5. How to create new creatures and dwellings in TUM.....	47
From scratch being an artist.....	47
From scratch without being an artist.....	48
Steps to introduce your creature to the game.....	53
Amethyst and its features.....	59
How to create a dwelling for your creature.....	60
6. How to create new artifacts in TUM.....	65
7. Bonus: How to create Creature Banks in TUM.....	69
8. Contact.....	69

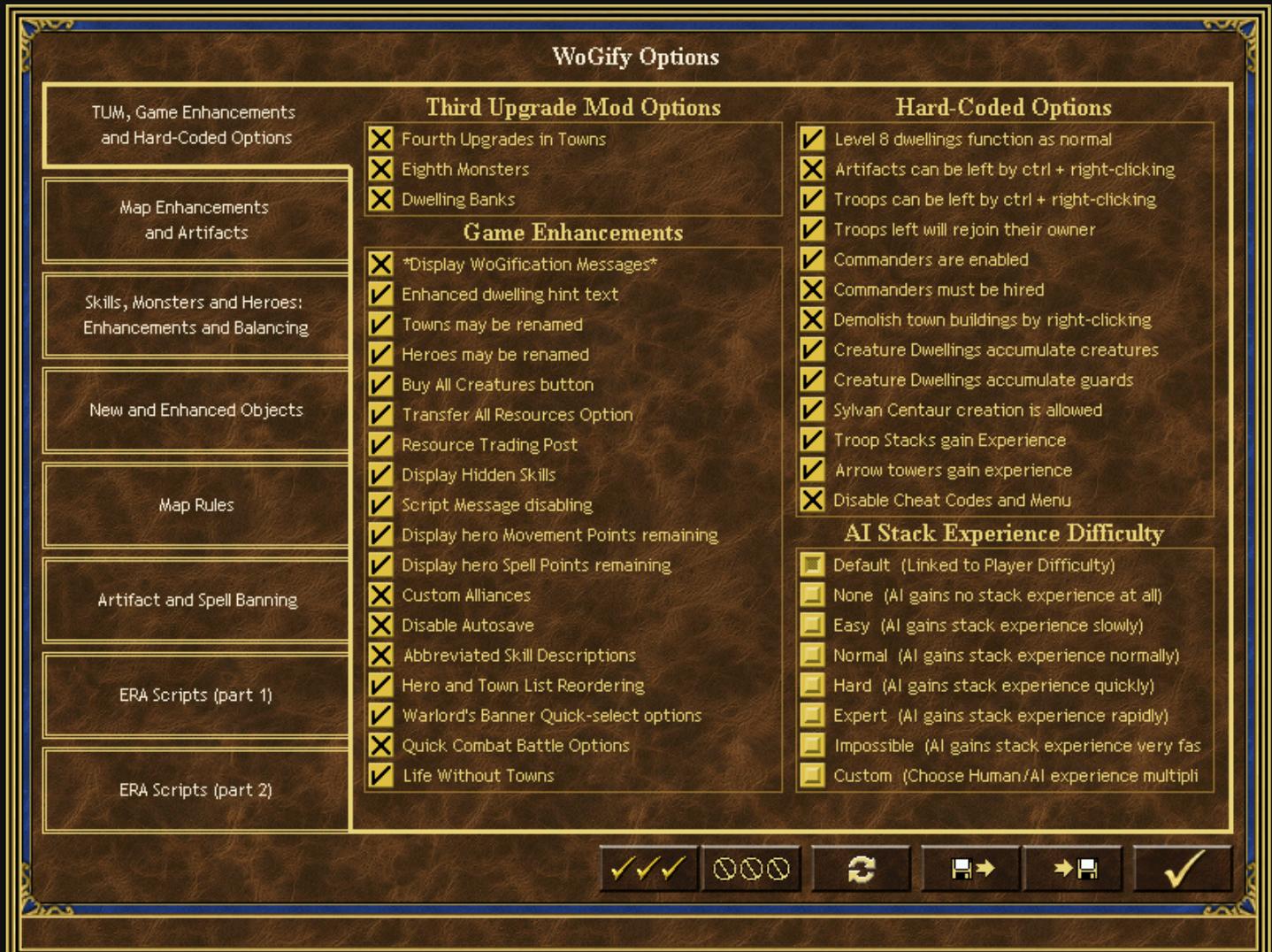
1. Introduction

This manual was made in order to understand everything that this mod includes in depth. At first this mod was originally a successor to a similar mod for **ERA 2.46** called "Amethyst Upgrades", in which it was also a successor to "Four Upgrades" for **In The Wake of Gods 3.58f**. The mod was going to continue the legacy of the last two mentioned mods, but thanks to the huge support that the author obtained, in addition to the inspirations and motivations, the mod covers a huge amount of content, such as new creature banks, artifacts, decorative objects, etc. This manual may be updated as updates with new content are released, so be sure to read the current version of the manual in the lower corner of the cover.

2. Installation and use

The newest versions are compatible as of **ERA III v3.8** so before using it, make sure to check the version of ERA used, or else there will be problems and malfunctions.

New options in WoG



There are three new options to take into account to customize your game, the first allows you to get your level 8 creature in town, the second option allows you to be able to obtain an additional creature in addition to the 7 already existing and the third allows you to enable and disable "Dwelling banks" Creature Banks that are identical to dwellings.

3. Changes in some WoG scripts

Week of Monsters: Week of Monsters now works with the Third Upgrades Mod, allowing these creatures to have their weeks.

Hero Specialization Boost: Heroes who specialize in creatures can now also specialize with third upgrade creatures for example; Valeska, who can specialize from Archers, Marksmen, and Crossbowmen at the same time.

Replace Objects During Wogification: This is an important option in the mod, when enabled, it allows you to replace objects from the map with those from the mod and WoG.

Level 8 dwellings: The divine creatures of "In The Wake of Gods" (level 8 creatures), have become third upgrades in this mod, and now these level 8 dwellings are occupied by even more powerful creatures. Such creatures can only be obtained in these dwellings (unless TUM Fouth Upgrades in Town script is enabled).

Mirror of The Home-way: It is now "Town Gate", as in HotA.

Disabled Options by the mod

Neutral Town: It is not supported due to the change of existing creatures in Conflux Town.

Extended Upgrades: It uses a mechanic similar to the one in the mod.

Universal Upgrades: It uses a mechanic similar to the one in the mod and it's more chaotic.

Level 7 monsters become level 8: Lack of compatibility, even if it's fixed it will not be enabled, because it breaks the original mechanics.

Additional Upgrades: It uses a mechanic similar to the one in the mod.

Rebalanced Creatures: Lack of compatibility, causes bugs when trying to upgrade creatures in Hill Fort.

Enhanced Monsters: Lack of compatibility.

Buckler of Beelzebub: A combo artifact with sets similar to this option was created in the mod.

4. Contents of the mod

New upgrades in towns: Special Buildings

Every town can have a new building that is used as a general 'upgrade guild'. Thanks to this, you will be able to upgrade creatures in the town to their new forms.

Each town type has a different building, a different description, a different animation and a different cost.

To try to build the new building **RIGHT-click** on your Town Hall (or Village Hall, City Hall, or Capitol).

You have always only one prerequisite to build - you must have a Castle. And of course, you have to have the right resources.

The special buildings are:

Heavenly Tower (Castle)

Order of The Sun (Rampart)

Cloud Castle (Tower)

Kreegans' Gate (Inferno)

Hall of The Pit (Necropolis)

Underworld Entrance (Dungeon)

Barbarian Citadel (Stronghold)

Temple of The Snake (Fortress)

Escaton's Crystal (Conflux)

The Heavenly Tower

This amazing construction reaches the ancient clouds above our world, where your creatures may receive new powers or become better trained.

The Heavenly Tower lets you upgrade:

- Halberdiers into Royal Halberdiers
- Marksmen to Crossbowmen
- Royal Griffins into Cesar Griffins
- Crusaders into Inquisitors
- Zealots into High Priests
- Champions into Holy Champions
- Archangels into Supreme Archangels

Do you want to build it?



22000



30



30



Order of The Sun

In this temple dedicated to the mysterious Order of The Sun some of your creatures may find a completely new way to use magic.

- Centaur Capitans into Centaur Generals
- Dwarves into Berserker Dwarves
- Grand Elves into Sharpshooter Elves
- Silver Pegasi into Golden Pegasi
- Dendroid Guards do Elder Dendroids
- War Unicorns into Legendary Unicorns
- Gold Dragons into Diamond Dragons

Do you want to build it?



20000



25



40



Cloud Castle

Built on the top of Bracada's highest mountians this castle is in fact an academy for the greatest alchemists who can highly improve your units.

In the Cloud Castle you can upgrade:

- Master Gremlins into Grandmaster Gremlins
- Obsidian Gargoyles into Marble Gargoyles
- Iron Golems into Steel Golems
- Archmages into Arcane Mages
- Genies into Arcane Genies
- Nagas into Naga Empresses
- Titans into Lords of Thunder

Do you want to build it?



25000



30



15



Kreegans' Gate

When opened by the most powerful heretics, this gate can take your creatures to the fiery world of Kreegans, where they can evolve.

By traveling through this gate you can upgrade:

- Familiars into Hellish Plagues
- Magogs into Winged Magog
- Cerberus into Astral Cerberus
- Horned Demons into Sharp-Horned Demons
- Pit Lords do Pit Masters
- Efreet Sultans into Efreet Rajahs
- Archdevils into Hell Barons

Do you want to build it?



19000



30



15



Hall of The Pit

This hall may take you to the centre of necromancy itself, where the greatest necromancers may make your undead creatures more powerful.

At The Pit you can upgrade:

- Skeleton Warriors into Skeleton Knights
- Zombies into Ghouls
- Wraiths into Spectre
- Vampires into Nosferatu
- Power Liches into Ancient Liches
- Black Knight into Death Knight
- Ghost Dragons into Blood Dragons

Do you want to build it?



21000



25



35



Underworld Entrance

By entering the underworld some of your creatures may drain new powers from there to become even more fearsome and fiery.

The underworld powers let you upgrade:

- Infernal Troglodites into Phosforous Troglodytes
- Harpy Hags into Harpy Sanguinaries
- Evil Eyes into Monstrous Eyes
- Medusa Queens into Medusa Empresses
- Minotaur Kings into Black Minotaurs
- Scorpions into Chimera
- Black Dragons into Darkness Dragons

Do you want to build it?



23000



30



35



Barbarian Citadel

At this barbarian war camp some of your creatures may train through hours on end to finally master new battle techniques.

In this citadel you can upgrade:
Hobgoblins into Hobgoblin Overlords
Wolf Raider into Killer Wolf Rider
Orc Chieftans into Orc Leaders
Ogre Magi to Elder Ogres
Thunderbirds into Lightningbirds
King Cyclops into Cyclops Emperor
Ancient Behemoths into Ghost Behemoths

Do you want to build it?



19000



60



15



Temple of The Snake
This mysterious temple holds strong primal magic of Tatalia's lizard ancestors which can completely transform some creatures.

The Temple of The Snake lets you upgrade:
Gnoll Marauders into Gnoll Shaman
Lizardmen into Elite Lizards
Bronze Gorgons into Dedy Gorgons
Dragon Fly into Chaotic Dragon Fly
Royal Basilisks into Lava Basilisks
Wyvern Monarchs into Acid Wyverns
Chaos Hydras into Hell Hydras

Do you want to build it?



18000



50



20

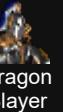
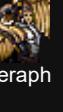
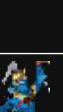




Note: Right-clicking on the town hall doesn't disable the town destroying feature. However, when it is not needed, the standard text will not be shown. It will 'return' if you build a capitol or destroy the fort - then you'll see the standard text after you click on the 'OK' button. If you completely destroy a town, the new structure will be destroyed as well.

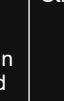
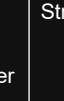
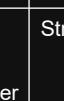
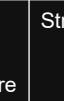
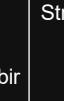
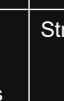
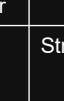
New Creatures

ID	Name	Faction	Level	Atk	Def	Min dmg	Max dmg	HP	Speed	Growth	Fight/AI Value	Cost	Desc	Dwelling and obtainment
197	 Royal Halberdier	Castle	1	7	6	2	4	10	6	14	149/149	90 gold	Immune to Champion charge bonus.	Guardhouse (In town)
198	 Crossbowman	Castle	2	7	4	2	3	10	7	9	232/278	200 gold	Shoots twice.	Archers' Tower (In town)
199	 Cesar Griffin	Castle	3	9	9	4	6	25	10	7	491/575	280 gold	Unlimited retaliations. Fearless.	Griffin Tower (In Town)

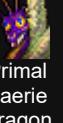
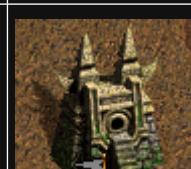
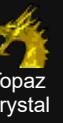
200	 Dragon Slayer	Neutral	4	13	13	8	10	45	8	4	793/793	620 gold	Dragon Slayer. Attack Twice. Hate Black Dragons.	 Dragon Slayer's Tower
201	 Holy Champion	Castle	6	16	16	30	45	180	12	2	2520/2820	3000 gold	Jousting bonus. Good morale.	Training Grounds (In Town)
202	 Seraph	Castle	7	45	45	85	85	750	20	1	36500 52600	15000 gold 8 gem	Prayer. Fearless. Resurrects fallen allies. Hates Antichrist. No neutral alignment penalty.	 Portal of Splendor
203	 Berserker Dwarf	Rampart	3	8	8	3	5	25	6	8	274/274	190 gold	60% magic resistance. Bloodlust.	Dwarf Cottage (In Town)
204	 Golden Pegasus	Rampart	4	10	10	6	10	40	15	5	564/718	315 gold	Magic damper (spell cost +1). No enemy retaliation.	Enchanted Spring (In Town)
205	 Elder Dendroid	Rampart	5	12	16	12	16	80	5	3	994/1043	690 gold	Binds enemies in place. Regeneration.	Dendroid Arches (In Town)
206	 Legendary Unicorn	Rampart	6	16	14	20	22	150	10	2	2836/3042	1100 gold	Aura of magic resistance. Blinding attack. Unlimited retaliations. Fearless.	Unicorn Glade (In Town)
207	 Pure Diamond Dragon	Rampart	7	45	50	70	80	800	20	1	37500 51000	12000 gold 8 crystal	Spells Immunity. Fearless. Hero spells cost less (-5). Hates Dragons Undead.	 Dragon Peaks
208	 Marble Gargoyle	Tower	2	9	9	2	4	16	10	9	155/201	190 gold	No morale penalty.	Parapet (In Town)
209	 Steel Golem	Tower	3	10	11	6	8	45	6	6	597/597	400 gold	Damage from spells reduced 80%.	Golem Factory (In Town)
210	 Arcane Genie	Tower	5	15	13	14	20	55	13	3	1047/1318	920 gold	Spellcaster: Random benefit. Hates Efreet Rajah. Drain mana. Mind immune.	Altar of Wishes (In Town)

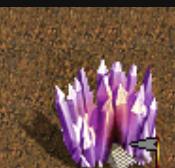
211	 Naga Empress	Tower	6	18	12	35	35	150	9	2	3603/4118	2400 gold	No enemy retaliation. Attack in 3-HEX around. Death blow. Immune to joust. bonus.	Golden Pavilion (In Town)
212	 Guardian of Zeus	Tower	7	40	45	65	80	750	15	1	34000 55000	15000 gold 7 gems	Shoot twice. Chain Lightning. Lightning Immunity. No obstacle penalty. Titan's Lightning Bolt.	 Storm Temple
213	 Vermin	Inferno	1	6	5	2	4	6	9	15	97/90	90 gold	Magic channel. Fly. Hates Santa Gremlin.	Imp Crucible (In Town)
214	 Winged Magog	Inferno	2	9	5	4	6	13	7	8	343/420	350 gold	Fly. Fire shield. Immune to fire spells.	Hall of Sins (In Town)
215	 Astral Cerberi	Inferno	3	12	8	4	7	25	9	5	425/478	280 gold	3-headed attack. Enemies cannot retaliate. Poisonous. Hates Cesar Griffin. Fearless.	Kennels (In Town)
216	 Sharp-Horned Demon	Inferno	4	10	10	7	10	45	8	4	720/720	300 gold	Attack twice. Death blow.	Demon Gate (In Town)
217	 Pit Master	Inferno	5	13	13	14	17	55	8	3	1320/1513	950 gold	Summon horned demons from a dead ally. No retaliation. Attack around.	Hell Hole (In Town)
218	 Efreeti Rajah	Inferno	6	20	16	18	25	100	15	2	2002/2402	1300 gold	Fire shield. Immune to fire. Hates A. Genies. Fire wall. Spellcaster: Fire shield. Mind immunity.	Fire Lake (In Town)
219	 Antichrist	Inferno	7	40	40	55	65	650	19	1	38500 51400	12000 gold 7 mercury	Fearless. Stone gaze. Mind immunity. Rage.	 Unholy Palace
220	 Skeleton	Necropolis	1	7	9	2	3	6	5	12	110/110	95 gold	Undead. Attack twice.	Cursed Temple (In Town)

	Knight													
221	 Nosferatu	Necropolis	4	12	12	5	8	50	10	4	847/1047	550 gold	Undead. Drains life. No enemy retaliation.	Estate (In Town)
222	 Lich King	Necropolis	5	15	10	13	15	45	8	3	1155/1402	650 gold	Undead. Death cloud attack. Summon skeletons from a dead ally. Precision. Hates Mage.	Mausoleum (In Town)
223	 Death Knight	Necropolis	6	20	20	20	35	150	10	2	2637/3096	3000 gold	Undead. Curses enemies. Death blow attack. Death stare. Hates Holy Champion.	Hall of Darkness (In Town)
224	 Red Bones Dragon	Necropolis	7	30	27	60	80	650	18	1	24000 30000	9000 gold 6 mercury	Undead. Age attack. Drain life. Regeneration. Fear. No enemy retaliation.	 Bloody Vault
225	 Phosphorescent Troglodyte	Dungeon	1	5	5	1	4	6	6	14	98/98	75 gold	Immune to Meteor Shower. Fearless. Hates Fairy.	Warren (In Town)
226	 Monstrous Eye	Dungeon	3	12	10	3	5	22	7	7	332/413	330 gold	No melee penalty. Hypnotize. Espionage.	Pillar of eyes (In Town)
227	 Harpy Sanguinary	Dungeon	2	8	6	2	4	14	10	8	254/209	230 gold	Strike and return. No enemy retaliation. Age Attack. Fearless.	Harpy Loft (In Town)
228	 Medusa Empress	Dungeon	4	10	10	6	8	35	8	4	549/750	370 gold	No melee penalty. Stone gaze. Attack Twice.	Chapel of Stilled Voices (In Town)
229	 Black Minotaur	Dungeon	5	15	15	15	20	50	8	3	1157/1388	630 gold	Mirth. Death blow. Fearless.	Labyrinth (In Town)
230	 Chimera	Dungeon	6	20	16	18	24	110	13	2	2248/2589	1580 gold	Acid breath. Dispel helpful spells. Attack with 3 heads. Immune to joust. bonus. Retaliate thrice. Magic aura.	Manticore Lair (In Town)
231	 Chasm Dragon	Dungeon	7	40	50	65	80	800	20	1	40000 52000	15000 gold 8 sulfur	Spell Immunity. Fear. Death stare. Fearless. Hates Guardian of Zeus.	 Cave of Darkness

232	 Hobgoblin Overlord	Stronghold	1	6	5	1	2	5	7	15	106/117	70 gold	Attack twice. Stone Skin. Hates Berserker Dwarf.	Goblin Barracks (In Town)
233	 Wolf Rider Killer	Stronghold	2	9	5	4	4	10	9	9	226/263	185 gold	Unlimited retaliations. Bloodlust. Attack Twice.	Wolf Pen (In Town)
234	 Orc Leader	Stronghold	3	10	6	3	5	25	7	7	260/312	210 gold	Attack twice. Precision. Hates Elf. No melee penalty.	Orc Tower (In Town)
235	 Elder Ogre	Stronghold	4	15	8	9	12	65	6	4	873/873	640 gold	Spellcaster: Frenzy.	Ogre Fort (In Town)
236	 Lightningbird	Stronghold	5	15	12	11	15	75	13	3	1129/1437	930 gold	Thunderclap. Lightning Immunity. Lightning bolt.	Cliff Nest (In Town)
237	 Cyclops Emperor	Stronghold	6	20	15	18	20	85	10	2	1230/1521	1500 gold	Attacks siege walls.	Cyclops Cave (In Town)
238	 Spectral Behemoth	Stronghold	7	35	30	55	75	750	18	1	48750 54750	10000 gold 4 crystal	Ignores obstacles. Ignores defence. Death blow. Immune Meteor Shower.	 Behemoth Tomb
239	 Centagnoll	Fortress	1	6	10	3	5	15	10	12	120/120	105 gold	Unlimited Retaliation.	 Primitive Stable
240	 Elite Lizard	Fortress	2	6	10	3	5	20	6	9	169/260	260 gold	Attack twice. Poisonous. Ignore obstacles. Ignore Barrier.	Lizard Den (In Town)
241	 Chaotic Dragon Fly	Fortress	3	12	10	5	8	30	15	8	325/405	367 gold	Dispels beneficial spells. Weakens enemies. Infinite Retaliation. Strike and return.	Serpent Fly Hive (In Town)
242	 Lava Basilisk	Fortress	4	15	13	8	11	67	9	4	729/928	620 gold	Petrifying attack. Fire shield. Fire wall. Immune to fire spells. Fireball attack.	Basilisk Pit (In Town)
243	 Acid Wyvern	Fortress	6	18	15	20	23	90	14	2	1381/1718	1500 gold	Poisonous. Acid attack.	Wyvern Nest (In Town)

244		Fortress	5	16	20	13	16	80	8	3	1439/1439	800 gold	Death stare. Stone Gaze. Retaliate thrice.	Gorgon Lair (In Town)
245		Fortress	7	38	45	38	68	800	10	1	31500 35500	10000 gold 8 sulfur	Acid attack. Can regenerate. Fearless. Fear. No enemy retaliation.	 Chaos Pool
246		Conflux	1	2	2	2	3	3	10	20	90/104	50 gold	No enemy retaliation. Magic aura. Spellcaster: Bless.	Magic Latern (In Town)
247		Conflux	2	10	10	3	8	30	10	6	421/631	325 gold	No melee penalty. Lightning and firestorm vulnerability. Air shield. Protection from Air. Spellcaster: Air shield.	Altar of Air (In Town)
248		Conflux	3	10	10	3	7	30	8	6	410/498	450 gold	Mind spell immunity. Ice immunity. Attack twice. Protection from Water. Ice Bolt attack. Regeneration. No Melee penalty.	Altar of Water (In Town)
249		Conflux	4	12	10	4	6	35	10	5	604/794	500 gold	Mind & fire immunity. Cold vulnerability. Protection from Fire. Fire shield. Spellcaster: Fire shield.	Altar of Fire (In Town)
250		Conflux	5	11	12	8	10	40	8	4	637/637	650 gold	Mind spell immunity. Protection from Earth. Lightning immunity. Spellcaster: Stone skin.	Altar of Earth (In Town)
251		Conflux	6	18	15	20	30	90	10	2	2414/2816	1500 gold	Attacks all adjacent enemies w/o retaliation. Spell immunity. Magic aura. Magic channel. Drain mana. Dispel helpful spells.	Altar of Thought (In Town)
252		Conflux	7	32	32	50	65	600	25	1	35500 46000	8000 gold 7 mercury	Fire spell Immunity. Slayer. Rebirth. Fire Shield. Regeneration. Immunize the army of Armageddon.	 Spirit Pyre
253		Neutral	7	35	38	35	70	800	20	1	30000 29500	32000 gold 25 crystal	Attacks all adjacent enemies. Fear. Fearless. No Enemy retaliation. Slayer. Bloodlust. Prayer.	None (Upgrade from Gorynch)
254		Neutral	7	80	70	75	100	1200	20	1	185000 155000	50000 gold 50 mercury	50% Magic Resist. Age. Acid breath. Attack twice. Fear. Fearless.	None (Upgrade from Dracolich)

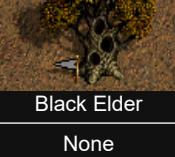
255		Tower	1	5	4	1	3	6	5	16	70/80	60 gold	Shoot twice.	Workshop (In Town)
256		Rampart	3	10	5	4	5	15	7	7	230/370	255 gold	Shoots twice. No obstacle penalty.	Homestead (In Town)
257		Tower	4	15	10	8	10	35	9	4	620/740	600 gold	No melee penalty. Hero spells cost less. Ranged spell caster.	Mage Tower (In Town)
258		Neutral	7	30	20	45	65	850	20	1	80000 95000	25000 gold 8 gem	Offensive spell caster. Attack Around.	None (Upgrade from Faerie Dragon)
259		Neutral	6	20	15	20	20	90	12	2	1200/1610	1500 gold	No melee penalty. Group spell caster. Ranged spell caster.	None (Upgrade from Enchanter)
260		Neutral	2	10	5	4	6	17	8	8	190/190	150 gold	Spying. Cut throat.	None (Upgrade from Rogue)
261		Necropolis	3	9	7	3	6	20	8	7	295/345	260 gold	Undead. Regenerating. Drains enemy mana.	Tomb of Souls (In Town)
262		Neutral	4	10	11	6	10	35	7	4	518/518	300 gold	Cast Mirth.	 Wineyard
263		Neutral	5	12	12	8	12	50	6	3	929/929	600 gold	Fly. Mind spell immunity. Unlimited retaliations. Hypnotize.	 Ziggurat
264		Neutral	2	8	5	3	5	15	5	9	208/208	100 gold	Cast Fortune.	 Alehouse
265		Neutral	7	20	25	30	45	350	12	1	10086 13112	10000 gold 3 crystal		 Yellow Crystal Cavern

266	 Amethyst Crystal Dragon	Neutral	7	30	30	40	55	550	14	1	25130 21669	15000 gold 5 crystal		 Purple Crystal Cavern (Upgrade from Topaz C. Dragon)
267	 Emerald Crystal Dragon	Neutral	7	55	55	70	80	850	16	1	50260 59338	30000 gold 15 crystal	+2 Crystal daily.	 Green Crystal Cavern (Upgrade from Ruby C. Dragon)
268	 Sapphire Crystal Dragon	Neutral	7	70	80	85	95	1000	18	1	80260 89338	40000 gold 25 crystal	+3 Crystal daily.	 Blue Crystal Cavern (Upgrade from Emerald C. Dragon)
269	 Light Templar	Castle	7	15	15	25	45	175	5	2	2946/369 8	1400 gold	Cast Destroy Undead. Always Moral.	 Cathedral
270	 Dryad	Rampart	4	8	12	7	9	35	6	4	615/648	300 gold	Can fly. Regeneration.	 Treehouse
271	 Drake Golem	Tower	7	16	19	40	50	200	9	1	3050/295 0	2000 gold	No moral penalty. Damage from spells reduced 40%. Fearless.	 Dragon Factory
272	 Succubus	Inferno	4	12	7	5	8	25	7	4	481/490	275 gold	Fly. No melee penalty.	 Lust Chambers

273	 Werewolf	Necropolis	4	11	9	6	11	30	5	5	503/522	275 gold	Undead. Damage reduced by 25%	 Wolf Cave
274	 Illithid	Dungeon	5	14	9	11	16	30	5	3	748/789	450 gold	Cast Hypnotize.	 Primeval Maw
275	 Coatl	Stronghold	6	16	11	12	18	75	10	2	1180/1343	750 gold	Fly.	 Ziggurat
276	 Troll Hag	Fortress	5	12	13	10	14	45	6	3	828/896	550 gold	Regenerating. Shoot.	 Swamp Hut
277	 Triton	Conflux	3	10	6	2	5	25	6	6	292/297	210 gold	Immune to water damage spells.	 Drowned Hall
278	 Light Paladin	Castle	7	20	25	25	45	225	7	2	5454/6925	3000 gold 1 ore	Cast Destroy Undead. Always Moral.	None (Upgrade from Light Templar)
279	 Oak Dryad	Rampart	4	9	13	8	9	35	8	4	633/668	325 gold	Can fly. Regeneration. Summon Stump Rider from a dead ally.	None (Upgrade from Dryad)
280	 Dragon Golem	Tower	7	18	25	40	50	300	15	1	3550/3950	4000 gold 1 sulfur	No moral penalty. Damage from spells reduced 80%. Fearless. Preventive Counterstrike.	None (Upgrade from Drake Golem)
281	 Lilim	Inferno	4	12	9	5	10	30	11	4	600/623	400 gold	Fly. No melee penalty. Fireball attack. Range Retaliation.	None (Upgrade from Succubus)
196	 Dire Werewolf	Necropolis	4	11	10	6	11	30	7	5	554/576	350 gold	"Lycanthropy (x2 if full moon). Berserk if full moon: days 14-16" Undead. Damage reduced by 25%.	 Howling Hollow (Banned) (Upgrade from Werewolf)

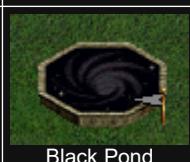
282	 Alhoon	Dungeon	5	14	9	13	16	30	6	3	755/818	550 gold	Cast Hypnotize.	None (Upgrade from Illithid)
283	 Quetzalcoatl	Stronghold	6	18	11	18	24	85	14	2	1588/1829	950 gold	Fly. Immune to creatures effects.	None (Upgrade from Coatl)
284	 Troll Witch	Fortress	5	14	14	12	14	45	7	3	932/1009	600 gold	Regenerating. Shoot. No melee penalty, Cast slow after attack.	None (Upgrade from Troll Hag)
285	 Abyssal Triton	Conflux	3	10	7	4	5	25	8	6	347/354	230 gold	Immune to water damage spells. Paralyze.	None (Upgrade from Triton)
286	 Demilich	Neutral	6	15	11	15	20	75	11	2	1882/1396	1000 gold	Undead, Fly.	 Ancient Crypt
287	 Dread Skipper	Neutral	3	8	8	4	5	25	6	7	311/311	240 gold	Undead. Cast sorrow before attack.	 Frigate of the fallen
288	 Mermaid	Neutral	4	8	12	6	9	30	5	5	442/459	350 gold	Immune to water damage spells. Cast Fortune. +500 movement in the sea. Whirlpool Protection.	 Coral Reef (Only in water)
289	 Fire Paladin	Neutral	5	15	13	10	12	50	8	2	920/920	840 gold	Fire Shield. Attack Twice. Fire Immunity. Fire Wall. Hates Thunder Warriors.	 Order of Fire
290	 Ice Knight	Neutral	5	13	15	10	12	50	8	2	915/915	800 gold	Attack Twice. Ice Bolt attack. Cold spells Immunity. Hates Fire Paladins.	 Order of Ice
291	 Inquisitor	Castle	4	12	12	8	10	35	8	4	595/595	420 gold	Strikes twice.	Barracks (In Town)

292	 Thunder Warrior	Neutral	5	14	14	10	12	50	8	2	925/920	825 gold	Lightning Immunity. Attack Twices. Lightning bolt. Hates Ice Knights.	 Order of Thunder
293	 Centaur General	Rampart	1	7	4	3	4	14	10	14	150/170	90 gold	Aura of Bravery. Jousting Bonus.	Centaur Stables (In Town)
294	 Vermilion Bird	Neutral	5	14	14	18	22	70	11	2	1181/1518	1100 gold	Fire Immunity. Fireball attack.	None (Only appears on the battlefield when "Shield of the Vermilion Bird" is equipped)
295	 Skeleton Archer	Neutral	1	6	5	1	2	4	5	12	85/85	70 gold	Undead. Shooter.	 Cursed Temple of Archers -Any shooter (except Sharpshooter) in Skeleton Transformer.
296	 Red Skeleton	Neutral	1	2	2	1	2	3	4	20	75/80	45 gold	Undead. Rebirth. Drains life.	 Bloody Temple
297	 Mana Skeleton	Neutral	1	10	5	4	5	10	5	14	115/115	75 gold	Undead. Drain mana. Absorb damage spells.	 Temple of Souls -Any mage in Skeleton Transformer
298	 Gold Skeleton	Neutral	7	20	5	40	50	1500	7	1	7000 5000	2500 gold	Undead.	 Legendary Cursed Temple
299	 Sharpshooter Skeleton	Neutral	4	12	8	8	10	15	9	4	415/585	400 gold	No Range or Barrier penalties. Undead.	 Defunct Treetop Tower -Any Sharpshooter in Skeleton

														Transformer
300	 Conscript	Neutral	1	1	2	1	2	3	4	25	25/25	20 gold		None (Upgrade from Peasant)
301	 Squire	Castle	3	7	7	3	7	30	5	7	335/335	210 gold		 Training Tower
302	 Man at Arms	Castle	3	8	9	3	7	30	6	7	330/365	245 gold	No retaliation.	None (Upgrade from Squire)
303	 Peon	Neutral	1	1	2	1	3	5	4	14	60/80	50 gold	+25 gold each unit daily.	 Peon Hut
304	 Tortofroid	Neutral	2	5	6	2	4	16	5	8	196/191	110 gold	Reduce enemy defense.	 Mire
305	 Vile Tortofroid	Neutral	2	5	7	2	5	16	8	7	223/229	145 gold	Reduce enemy defense. Disease.	None (Upgrade from Tortofroid)
306	 Dark Elemental	Neutral	6	16	12	20	30	90	11	2	2160/1850	1450 gold	No retaliation. Fear. Mind Spell Immunity.	 Altar of Darkness
307	 Gigas	Neutral	5	13	16	12	15	45	4	3	875/875	475 gold	Reduce enemy defense. Mind Spell Immunity.	 Butt Excavation
308	 Hill Gigas	Neutral	5	14	18	12	15	50	6	3	940/940	520 gold	Reduce enemy defense. Mind Spell Immunity. Unlimited retaliations.	None (Upgrade from Gigas)
309	 Forest Dragon	Neutral	3	7	7	3	6	25	7	7	364/357	235 gold	Fly. Dragon.	 Black Elder
310	 Swamp Dragon	Neutral	3	7	9	3	6	25	9	7	404/397	280 gold	Fly. Dragon. Strike and Return. Venomous.	None (Upgrade from Forest Dragon)

311	 Moss Thrall	Neutral	3	8	9	3	7	35	5	7	330/365	240 gold	Mind Spell Immunity. Water Walk.	 Quaggy Relic
312	 Ravenous Coctatrice	Neutral	4	10	12	6	9	45	7	10	716/661	420 gold	Regeneration. Stone Gaze.	 Squalid Nide
313	 Centamonth Hunter	Neutral	7	18	18	36	46	180	7	1	3918/315	2000 gold 2 wood	Good Morale.	 Rusty Habitation
314	 Centamonth Thrower	Neutral	7	18	18	36	46	180	7	1	4310/347	2400 gold 2 wood	Good Morale. Shoots. Attacks siege walls.	None (Upgrade from Centamonth Hunter)
315	 Stump Rider	Neutral	3	8	9	3	7	35	5	7	365/330	240 gold		 Turquoise Passage
316	 Baba Yaga	Neutral	4	13	10	6	10	30	7	4	720/670	435 gold	Death cloud. Ranged spell caster.	 Baba Yaga's Hut
317	 Will-o-wisp	Neutral	1	2	3	1	2	8	5	14	105/110	80 gold	Magic Aura. Hero spells cost less. Mana drain.	 Sparky Meadow
318	 Archer Rider	Neutral	6	12	7	10	12	80	7	3	803/765	1000 gold	Range Death Blow.	 Training Grounds with Archery
319	 Titanonaga	Neutral	7	25	20	45	45	300	15	1	6118/560	5000 gold 2 gem	No enemy retaliation. Attack around. Death blow. Immune to joust. bonus.	 Giant Golden

													Pavilion	
320	 High Priest	Castle	5	14	10	12	12	35	7	3	870/620	550 gold	No melee penalty. Spellcaster: Prayer.	Monastery (In Town)
321	 Gnoll Shaman	Fortress	1	5	6	2	4	9	6	12	95/95	80 gold	Spellcaster: Curse.	Gnoll Hut (In Town)
322	 Mirage Dragon	Neutral	7	20	18	35	50	150	12	1	5702/4762	3000 gold 1 gem	Summon clones of Dragons.	 Illusory Dragon Shrine
323	 Mirror Dragon	Neutral	7	25	25	40	50	300	15	1	9721/7783	5000 gold 2 gem	Protected by Magic Mirror. Summon stacks of Dragons.	None (Upgrade from Mirage Dragon)
324	 Mithril Golem	Neutral	6	15	16	12	16	80	7	2	975/975	1000 gold	Immune to damage spells. +1 Mithril daily.	None
325	 Shadow Dragon	Neutral	7	14	13	20	40	120	9	1	3188/2220	2000 gold	Undead. Attract dead souls.	None
326	 Lizard Soldier	Neutral	2	8	9	3	6	20	7	9	176/150	150 gold	No retaliation.	 Lizard Soldier Den
327	 Slithzerikai	Neutral	7	14	18	25	40	120	5	2	4050/4050	2500 gold	No melee penalty. Reduce enemy defense.	 Slith Pool
328	 Sacred Elf	Neutral	4	13	10	10	10	45	12	5	918/764	500 gold		 Mysterious Portal
329	 Ghoul	Necropolis	3	5	5	2	4	25	6	8	135/170	140 gold	Undead. Disease. Flesheater.	Graveyard (In Town)
330	 Crimson Dragon	Neutral	7	30	30	40	60	500	19	1	12132 12731	12000 gold 8 sulfur	Fireball Attack. Fire Shield. Immune to all spells. Hates Azure Dragons.	 Ruins in Lava
331	 Dark Templar	Neutral	7	15	15	20	40	180	5	2	3021 3730	1600 gold	Cast Death Ripple on the enemies. No Morale Penalty. Hates Templars.	 Evil Cathedral

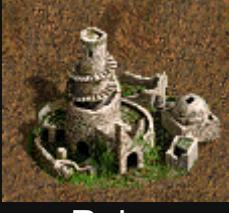
332	 Dark Paladin	Neutral	7	15	25	20	40	230	8	2	5654 7225	3200 gold	Cast Death Ripple on the enemies. No Morale Penalty. Fear Immunity. Hates Paladins.	None (Upgrade from Dark Templar)
333	 Fallen Angel	Neutral	7	19	17	50	50	200	14	1	3585 5019	3000 gold 1 mercury	No Morale Penalty. Raise undead allies.	 Dark Shrine
334	 Angel of Death	Neutral	7	25	23	38	75	300	14	1	12000 15000	6000 gold 2 mercury	No Morale Penalty. Summons Wights from fallen living allies. Fearless. No Retaliation.	None (Upgrade from Fallen Angel)
335	 Winged Drake	Neutral	6	17	15	15	30	120	9	2	1954 2157	1500 gold	Fly. Poisonous. Breath Attack.	 Black Pond
336	 Lesser Dragon	Neutral	6	18	17	20	35	150	9	2	2230 3100	2500 gold	Fly. Poisonous. Breath Attack. Dragon Will.	None (Upgrade from Winged Drake)
337	 Fiend of Tartarus	Inferno	7	25	28	30	45	250	12	1	4500 5843	4500 gold 1 mercury	Shooting Resistance by 30%.	 Gate of Tartarus
338	 Lord of Tartarus	Inferno	7	35	37	45	60	350	15	1	16250 23700	9000 gold 2 mercury	Shooting Resistance by 60%. Infernal Resurrection.	None (Upgrade from Fiend of Tartarus)

New Compound Dwellings

Name	Guards (*Initially, then it's multiplied weekly)	Recruit (*Initially, then it's multiplied weekly)
 Dragon Sanctuary	*3 Azure Dragons *3 Rust Dragons *3 Ruby Crystal Dragons *3 Faerie Dragons	*1 Azure Dragon *1 Rust Dragon *1 Ruby Crystal Dragon *1 Faerie Dragons <i>(The predominant secondary resource is mercury)</i>

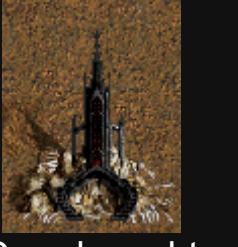
 Laboratory	*3 Red Bones Dragons *3 Blood Dragons *3 Ghost Dragons *3 Bones Dragons	*1 Red Bones Dragon *1 Blood Dragon *1 Ghost Dragon *1 Bone Dragon <i>(The predominant secondary resource is mercury)</i>
 Black Tower	*3 Black Dragons *3 Gold Dragons *3 Red Dragons *3 Green Dragons	*1 Black Dragon *1 Gold Dragon *1 Red Dragon *1 Green Dragon <i>(The predominant secondary resource is sulfur)</i>

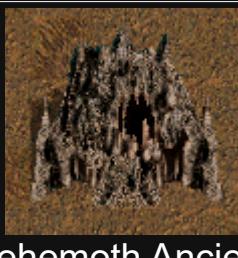
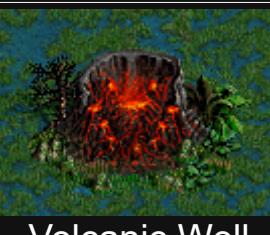
New Creature Banks

Name	Guards (*Initially, then it's multiplied) (**Upgraded creature) (#CB can grow more than 4 times than normal, it is calculated in percentage "%")	Rewards (*Initially, then it's multiplied) (Artifact rewards are not cumulative and the value might increase in class, but never to relicts)	Object replaced and probability	Revisit
 Churchyard	15 Zombies 15 Zombies 15 Zombies 15 Zombies 15 Zombies 15 Zombies	2500 gold Minor Artifact	Crypt Probability: 10%	Every 14 days
 Ivory Tower	*10 Arch Mages *10 Arch Mages *10 Arch Mages *10 Arch Mages *10 Arch Mages	*3 Enchanters	Imp Cache Probability: 10%	Every 14 days
 Experimental Shop	*15 Steel Golems *15 Steel Golems *15 Steel Golems *15 Steel Golems *10 Steel Golems	*1 Giants	Marletto Tower Probability: 10%	Every 14 days
 Wolf Raider Picket	*10 Wolf Raiders *10 Wolf Raiders *10 Wolf Raiders *10 Wolf Raiders *10 Wolf Raiders	*4 Cyclops	Cyclops Stockpile Probability: 10%	Every 14 days
 Ruins	*20 Skeletons *3 Wight *3 Wraith *10 Skeleton *Warriors *1 Power Lich	*3000 Gold *2 mithril	Arena Probability: 10%	Every 14 days

	*10 Fire Elementals *10 Fire Elementals *10 Fire Elementals *10 Fire Elementals *10 Fire Elementals	*1 Firebird	School of Magic Probability: 10%	Every 14 days
	*4 Basiliks *4 Basiliks *4 Basiliks *4 Basiliks	*3000 gold	Dwarven Treasury Probability: 10%	Every 14 days
	*10 Beholders *10 Beholders *10 Beholders *10 Beholders **10 Beholders	*3000 gold Minor artifact	Shipwreck Probability: 25%	Every 14 days
	*5 Faeries Dragon *5 Faeries Dragon *5 Faeries Dragon *5 Faeries Dragon	*30000 gold *15 gems *1 Primal Faerie Dragon Major Artifact Relic Artifact Relic Artifact Relic Artifact	Dragon Utopia Probability: 10%	Every 28 days
	*20 Bones Dragons *15 Ghost Dragons *10 Blood Dragons *5 Red Bones Dragons *2 Dracoliches	*20000 Gold *20 Mercury *1 Necross Dragon Major Artifact Major Artifact Relic Artifact Relic Artifact	Dragon Utopia Probability: 10%	Every 28 days
	*8 Vampire Lords *8 Vampire Lords *8 Vampire Lords *8 Vampire Lords *8 Vampire Lords	*2 Mercury *2 Sulfur *2 Crystal *2 Gems Major Artifact	Mystical Gaden Probability: 10%	Every 14 days

 Bone Pillar	*18 Ghosts *18 Ghosts *18 Ghosts *18 Ghosts *18 Ghosts *18 Ghosts *18 Ghosts	*2500 gold *4 Specters	Imp Cache Probability: 10%	Every 14 days
 City of the Dead	*25 Skeleton Warriors *10 Zombies *15 Wraith *5 Vampire Lords *25 Skeleton Warriors *10 Zombies *15 Wraith *5 Vampire Lords	*5000 Gold *Minor Artifact Major Artifact Random lv2 spell	Dwarven Treasury Probability: 10%	Every 14 days
 Sacred Temple	*10 Monks *10 Monks *10 Monks *10 Monks *10 Monks	*2500 gold *Minor Artifact *Minor Artifact *2 Power Skill Random lv2 spell	Naga Bank Probability: 10%	Every 14 days
 Seminarium	*10 Swordmen *10 Swordmen *10 Swordmen *10 Swordmen *10 Swordmen	*2 Templars	Griffin Conservatory Probability: 10%	Every 14 days
 Phantom Ship	*6 Dread Skippers *6 Dread Skippers *6 Dread Skippers *6 Dread Skippers *6 Dread Skippers *6 Dread Skippers *6 Dread Skippers	*4500 gold *8 Dread Skippers	Derelict Ship Probability: 50%	Every 14 days
 Sorceress Castle	*64 Pixies *32 Dwarves *16 Elves *8 Monks *4 Unicorns *2 Firebird	*5000 gold *5 wood *2 mercury *5 ore *2 sulfur *2 crystal *1 mithril Relic Artifact Relic Artifact	Dragon Utopia Probability: 15%	Every 14 days

	Tier 1: 20x7 Power Liches	2 Demiliches Minor Phylactery	Dwarven Treasury Probability: 5%	None
	Tier 2: 24x7 Power Liches	4 Demiliches Major Phylactery		
	Tier 3: 28x7 Power Liches	6 Demiliches Supreme Phylactery		
	Tier 4: 36x7 Power Liches	8 Demiliches Relic Phylactery		
Outpost of Souls				
Dreadnought Tower	*7 Dread Knights *7 Dread Knights *7 Dread Knights **7 Dread Knights	*7500 gold *10 mercury Major Artifact Major Artifact	Temple Probability: 10%	Every 14 days
Heaven's Door	*5 Archangels *5 Archangels *5 Archangels **5 Archangels #1%	*10000 gold *15 gem *2 mithril *1 Seraphim	School of War Probability: 5%	Every 14 days
Forbidden Cliffs	*6 Gold Dragon *6 Gold Dragon *6 Gold Dragon **6 Gold Dragon #1%	*10000 gold *15 crystal *2 mithril *1 Pure Diamond Dragon	Dwarven Treasury Probability: 5%	Every 14 days

	*5 Titans *5 Titans *5 Titans **5 Titans #1%	*10000 gold *15 gem *2 mithril *1 Guardian of Zeus	School of War Probability: 5%	Every 14 days
	*6 Archdevils *6 Archdevils *6 Archdevils **6 Archdevils #1%	*10000 gold *12 mercury *2 mithril *1 Antichrist	Imp Cache Probability: 5%	Every 14 days
	*7 Ghost Dragons *7 Ghost Dragons *7 Ghost Dragons **7 Ghost Dragons #1%	*9500 gold *10 mercury *2 mithril *1 Red Bones Dragon	Griffin Conservatory Probability: 5%	Every 14 days
	*5 Black Dragons *5 Black Dragons *5 Black Dragons **5 Black Dragons #1%	*12000 gold *15 sulfur *2 mithril *1 Chasm Dragon	Dwarven Treasury Probability: 5%	Every 14 days
	*5 Ancient Behemoth *5 Ancient Behemoth *5 Ancient Behemoth **5 Ancient Behemoth #1%	*15000 gold *15 crystal *2 mithril *1 Spectral Behemoth	Library of Enlightenment Probability: 5%	Every 14 days
	*5 Chaos Hydras *5 Chaos Hydras *5 Chaos Hydras **5 Chaos Hydras #1%	*10000 gold *15 sulfur *2 mithril *1 Nightmare Hydra	Imp Cache Probability: 5%	Every 14 days

	*6 Phoenixes *6 Phoenixes *6 Phoenixes **6 Phoenixes #1%	*12000 gold *20 crystal *5 mithril *1 Divine Phoenix	School of War Probability: 5%	Every 14 days
	**10 Air Elementals *10 Water Elementals *10 Fire Elementals *10 Earth Elementals	*5 wood *5 ore *5 mercury *5 sulfur *5 crystal *5 gem *Minor Artifact Major Artifact	Marletto Tower Probability: 10%	Every 14 days
	*30 Stone Gargoyles *30 Stone Gargoyles *30 Stone Gargoyles *10 Stone Golems *10 Stone Golems	*30 ore *2500 gold	Griffin Conservatory Probability: 5%	Every 14 days
	*2 Azure Dragons *4 Primal Faerie Dragons *1 Sapphire C. Dragon *3 Rust Dragons #5%	*25000 gold *15 wood *15 ore *15 mercury *15 sulfur *15 crystal *15 gem *10 mithril Relic Artifact x4	Dragon Utopia Probability: 3%	Every 28 days
	*5 Succubi *5 Succubi *5 Succubi *5 Succubi	*1 Devil	Naga Bank Probability: 10%	Every 14 days

 Royal Treasury	*10 Squir *10 Man at Arms *10 Squire *10 Man at Arms *10 Squire	*4000 gold Endless Purse of Gold or Endless Bag of Gold or Endless Sack of Gold	Marletto Tower Probability: 10%	Every 14 days
---	---	--	---------------------------------	---------------

Dwelling Banks

They are a type of Creature Bank, where you fight for pseudo-dwellings to get the corresponding units plus resources that said units cost after victory. It won't be listed below because the list will be incredibly long, but the formula is always the same:

Dwelling Bank level	Guards	Reward in resources	Reward in units	Replacement probability	Accumulation guards ratio	Accumulation rewards ratio	Revisit
Level 1	4x (same stack number as originally recruited)	The same amount it costs to recruit a full stack	The same amount that is available to recruit	50%	100%	50%	Every 7 days
Level 2	4x (same stack number as originally recruited)	The same amount it costs to recruit a full stack	The same amount that is available to recruit	50%	75%	50%	Every 7 days

The project will announce the following levels when they become available in future updates.

It should be noted that this project will only be limited to SoD Dwellings.

New Artifacts

ID	Name	Class	Slot	Cost in gold	Description
171	 Hammer of Doom	Major	Right Hand	10000	When worn, this massive relic increases your Attack skill by +16, but reduces your Defense skill by -6 and

					Morale -1
172	 Eclipse Shield	Major	Left Hand	10000	This left handed item increases your Defense skill by +16, but reduces your Attack skill by -5 and Morale -1.
173	 Helmet of Fallen Paladin	Major	Head	10000	Worn on the head, this item increases your Knowledge skill by +14 but reduces your Spellpower skill by -4 and Morale -1.
174	 Dragonrider's Armor	Major	Torso	10000	Worn on the torso, this item increases your Spellpower skill by +14 but reduces your Knowledge skill by -4 and Morale -1.
175	 Trident of Dominion	Major	Right Hand	7000	This right-handed weapon increases your Attack skill by +7.
176	 Shield of Naval Glory	Major	Left Hand	7000	This left-handed shield increases your Defense skill by +7.
177	 Shield of Naval Glory	Major	Head	7000	Worn on the head, this helm increases your Knowledge skill by +6.
178	 Royal Armor of Nix	Major	Torso	7000	Worn on the torso, this item increases your Power skill by +6.
183	 Pendant of Downfall	Major	Neck	7000	Worn about the neck, this item decreases enemy's Morale by 2.
184	 Shaman's Puppet	Menor	Misc	4000	Decreases enemy's Luck by 2.

185	 Demon's Horseshoe	Treasure	Misc	2000	Decreases enemy's Luck by 1.
186	 Hideous Mask	Minor	Misc	4000	Decreases enemy's Morale by 1.
187	 Runes of Imminency	Treasure	Misc	2000	Decreases enemy's Luck by 1.
188	 Ring of Suppression	Treasure	Ring	4000	Worn on the finger, this ring decreases enemy's Morale by 1.
189	 Mana Crystal	Treasure	Misc	3000	Increase number of spells of your creatures by 1 at the beginning of each combat.
190	 Flask of Mana	Minor	Misc	4000	Increase number of spells of your creatures by 2 at the beginning of each combat.
191	 Vial of Mana	Minor	Misc	5000	Increase number of spells of your creatures by 3 at the beginning of each combat.
192	 Soothsayer's Boots	Minor	Feet	6000	When worn, this item allows you to cast all 1st level spells.
193	 Wizard's Ring	Major	Ring	12000	When worn, the ring allows you to cast all 2nd level spells.
194	 Robe of the Magi	Major	Shoulders	18000	The Robe of Magi allows you to cast all 3rd level spells.
195	 Magus Staff	Relic	Right Hand	24000	The Magus Staff allows you to cast all 4th level spells.
196	 Fencer's Fist	Minor	Left Hand	6000	This shield increases your Defense skill by 3 and the health of all your units by 1.

	Shield				
197	 Ring of Elements	Relic	Ring	10000	When equipped, the Ring of Elements allows you to summon Elementals of all types. It also allows you to summon Elementals of different types during combat.
198	 Observer's Eye	Minor	Misc	3000	When equipped, this item allows to cast the View Earth, View Air, and Visions spells.
199	 Astral Shield	Major	Left Hand	9000	When equipped, this shield increases your Defense skill by 3 and casts Forgetfulness on enemy shooters.
200	 Ice Shield	Major	Left Hand	8000	When equipped, the Ice Shield increases your Defense skill by 3 and makes your units immune to Cold spells.
201	 Ring of Negativity	Minor	Ring	6000	Wearing this item renders your units immune to the Lightning Bolt spell.
202	 Crossbow	Relic	Misc	10000	When equipped, the Crossbow upgrades your Archers, Marksmen to Crossbowmen and Cavaliers to Archer Rider, and provides you with 10 additional shots.
203	 Strong Armor	Relic	Torso	10000	When equipped, the Strong Armor increases your Power skill by 4 and makes your units immune to the Explosion and Disruption Ray spells.
204	 Ionized Armor	Relic	Torso	12000	Wearing this item renders your units immune to all offensive Air spells.
205	 Green Armor	Relic	Torso	12000	Wearing this item renders your units immune to all offensive Earth spells.

206	 Chilled Armor	Relic	Torso	12000	Wearing this item renders your units immune to all offensive Fire spells.
207	 Streamline Armor	Relic	Torso	12000	Wearing this item renders your units immune to all offensive Water spells.
208	 Ring of Precision	Major	Ring	6000	When equipped, this ring casts Precision on all friendly shooters at the beginning of each combat.
209	 Ring of the Thousand Storms	Major	Ring	7000	When equipped, this item casts Haste at the beginning of combat on all your units.
210	 Shield of the Dark Paladin	Relic	Left Hand	9000	Increases your Defense skill by +6 and casts Death Ripple at the beginning of combat.
211	 Arrow Quiver	Minor	Misc	2000	Grants a 20 additional shots to all your shooters at the beginning of combat.
212	 Pendant of Hastiness	Minor	Misc	3000	Wearing this item renders your units immune to the Slow spell.
213	 Foggy Shield	Minor	Left Hand	3000	Increases your Defense skill by 2 and casts Air Shield at the beginning of combat on all your units.
214	 Enchanted Gloves	Minor	Ring	4000	Casts Shield at the beginning of combat on all your units.
215	 Gloves of Arcane Fire	Major	Ring	5000	Casts Fire Shield at the beginning of combat on all your units.
216	 Stone Shield	Minor	Left Hand	2000	Increases your Defense skill by 3 and casts Stone Skin at the beginning of combat on

					all your units.
217	 Sacrificial Dagger	Minor	Left Hand	3500	This left handed item increases your Attack skill by +2 and casts Bloodlust at the beginning of combat on all your units.
218	 Gelu's Bow	Relic	Misc	13000	When equipped, Gelu's Bow upgrades your Wood Elves and Grand Elves to Sharpshooter Elves, and provides you with 10 additional shots.
220	 Lightning Rod	Relic	Right Hand	30000	This rod increases your Attack, Defense, Knowledge skills by 3 and your Power skill by 6. It gives the hero Lightning Bolt and Chain Lightnings spells in your spellbook. Provides Lightning immunity. Each stack hit by the Chain Lightning spell, gets an additional hit by Thunderbolt.
221	 Dwarven Helmet	Minor	Head	3500	Increases hero defense skill by 3 and renders units immune to defence-reducing spells.
222	 Dwarven Mine	Minor	Misc	2500	At the beginning of battle casts expert Landmine.
223	 Ritual dagger	Treasure	Misc	750	Allows to upgrade all Mages, Archmages, Monks and Zealots in your army to Liches.
224	 Sacred War Hammer	Major	Right Hand	5000	Held with the right hand, Sacred War Hammer casts expert Bless at the beginning of battle.
225	 Tiara of Knowledge	Major	Head	3000	Increases your knowledge skill by 5 and renders units immune to Hypnotize and Forgetfulness.

226	 Shield of the Ancients	Relic	Right Hand	15000	Increases hero's spellpower skill by +12.
227	 Minor Phylactery	Treasure	Misc	4000	Summons scary Demiliches to help you in the battlefield.
228	 Major Phylactery	Minor	Misc	6000	Summons scary Demiliches to help you in the battlefield.
229	 Supreme Phylactery	Major	Misc	8000	Summons scary Demiliches to help you in the battlefield.
230	 Relic Phylactery	Relic	Misc	10000	Summons scary Demiliches to help you in the battlefield.
231	 Black Luster Sword	Relic	Right Hand	50000	Held with the right hand, the Black Luster Sword increases all four primary skills by +5. Summon Archangels on the battlefield. Cast Mirth on your units.
233	 Scepter of Magic	Relic	Right Hand	20000	Held with the right hand, Scepter of Magic increase your Power and Knowledge by +20.
234	 Axe of Might	Relic	Right Hand	20000	Held with the right hand, Axe of Might increase your Attack and Defense by +20.
235	 Sun Emperor Chainmail	Relic	Torso	35000	Increases all four primary skills by +5.
236	 Vermilion Bird Shield	Relic	Left Hand	40000	Increase your Attack, Defense and Power skill by +7 and Knowledge by +4. Summon Vermilion Birds on the battlefield.
237	 Crown of the	Relic	Head	25000	Increases all four primary skills by +5. Renders your units immune to all damage

	Fire King				Fire spells.
239	 Pendant of Magic	Minor	Neck	3000	Wearing this item renders your units immune to the Magic Arrow spell.
240	 Regenerative Necklace of Mana	Minor	Neck	4000	This necklace helps you recover 5 extra spell point per day.
241	 Bucket Helmet	Major	Head	8000	This weird helmet reduces your Defense skill by 2 making your units immune to all Mind Spells.
242	 Field Martial's Ring	Major	Ring	4000	When worn, the Field Martial's Ring increases your Morale by 3.
243	 Horseshoe	Major	Misc	3000	When equipped, the Horseshoe increases your Luck by 2.
244	 Crystal Glyph	Relic	Misc	10000	When equipped, this item casts Magic Mirror at the beginning of combat on all your units.
245	 General's Order	Minor	Misc	3000	When worn, the General's Order increases your Morale by 2.
246	 Ring of Fortune	Major	Ring	3500	When worn, the Ring of Fortune increases your Luck by 3.
247	 Mithril Cuirass	Major	Torso	7500	When worn, this armor increases your Power and Defense skill by 6.
248	 Mithril Helmet	Major	Head	7500	When worn, this helmet increases your Knowledge and Defense skill by 6.
249	 Misfortune Ring	Major	Ring	4500	Worn on the finger, the Misfortune Ring reduces enemy's Luck by 3.

250		Minor	Misc	4000	When equipped, this item reduces enemy's Morale by 2
251		Minor	Ring	3000	Worn on the finger, the Panic Ring cast Sorrow in all enemies.
252		Major	Neck	9000	Worn about the neck, the Pendant of Despair reduces enemy's Morale and Luck by 3.
253		Relic	Ring	10000	Puts a most susceptible enemy stacks under your control at the beginning of the battle.
254		Major	Left Hand	6500	Increases your Defense skill by +6 and casts Exorcism at the beginning of combat on all enemy undead.
255		Major	Right Hand	8000	Increases your Attack skill by 5 and casts Counterstrike at the beginning of combat on all your units.
256		Minor	Ring	5000	When equipped, this item casts Anti-magic at the beginning of combat on all your units.
257		Major	Misc	6000	When equipped, this item casts Bless at the beginning of combat on all your units.
260		Major	Feet	5000	Worn on the feet, allows your hero to move over rough terrain without penalty.
261		Relic	Shoulders	20000	When worn, the stats of the allied hero and enemy hero are reversed.

262		Relic	Misc	35000	With this powerful amulet, it allows you to cast resurrect all friendly creatures.
263		Relic	Ring	25000	When casting implosion, the damage of implosion is reduced by 60%, but it is cast on all enemies.
264		Relic	Right Hand	15000	When worn, this mysterious sword sets the lowest value of Attack and Defense to the highest value.
265		Relic	Shoulders	15000	When worn, this mysterious robe sets the lowest value of Power and Knowledge to the highest value.
266		Relic	Misc	50000	After a stack of living creatures is slain, a stack of Fangarms will rise in their stead and will stay loyal to the hero after the battle concludes. Total Hit Points of this stack will be equal to half of the slain stack's total Hit Points, but quantity of the Fangarms summoned thus should not exceed half of quantity of creatures in the slain stack. Slaying Fangarms will not trigger the Horn effect.
267		Major	Shoulders	7500	While wearing this cape, neither you nor your opponent will be able to cast level 1-2 spells during combat.
268		Major	Ring	7500	This artifact reduces the Power skill of enemy hero by 10% during combat.

269	 Charm of Eclipse	Minor	Misc	5000	This artifact reduces the Power skill of enemy hero by 10% during combat.
270	 Seal of Sunset	Minor	Ring	5000	This artifact reduces the Power skill of enemy hero by 10% during combat.
271	 Plate of Dying Light	Major	Torso	10000	Worn on a torso, this item reduces the Power skill of enemy hero by 25% during combat.
272	 Endless mug of happiness beer	Minor	Misc	3500	This artifact casts Mirth to the expert level at the beginning of battle.

New Combo Artifacts

An easy way to know the artifact sets for combos, it is enough to right click on the backpack button, and a frame will be displayed with all the combinations of the new combos.





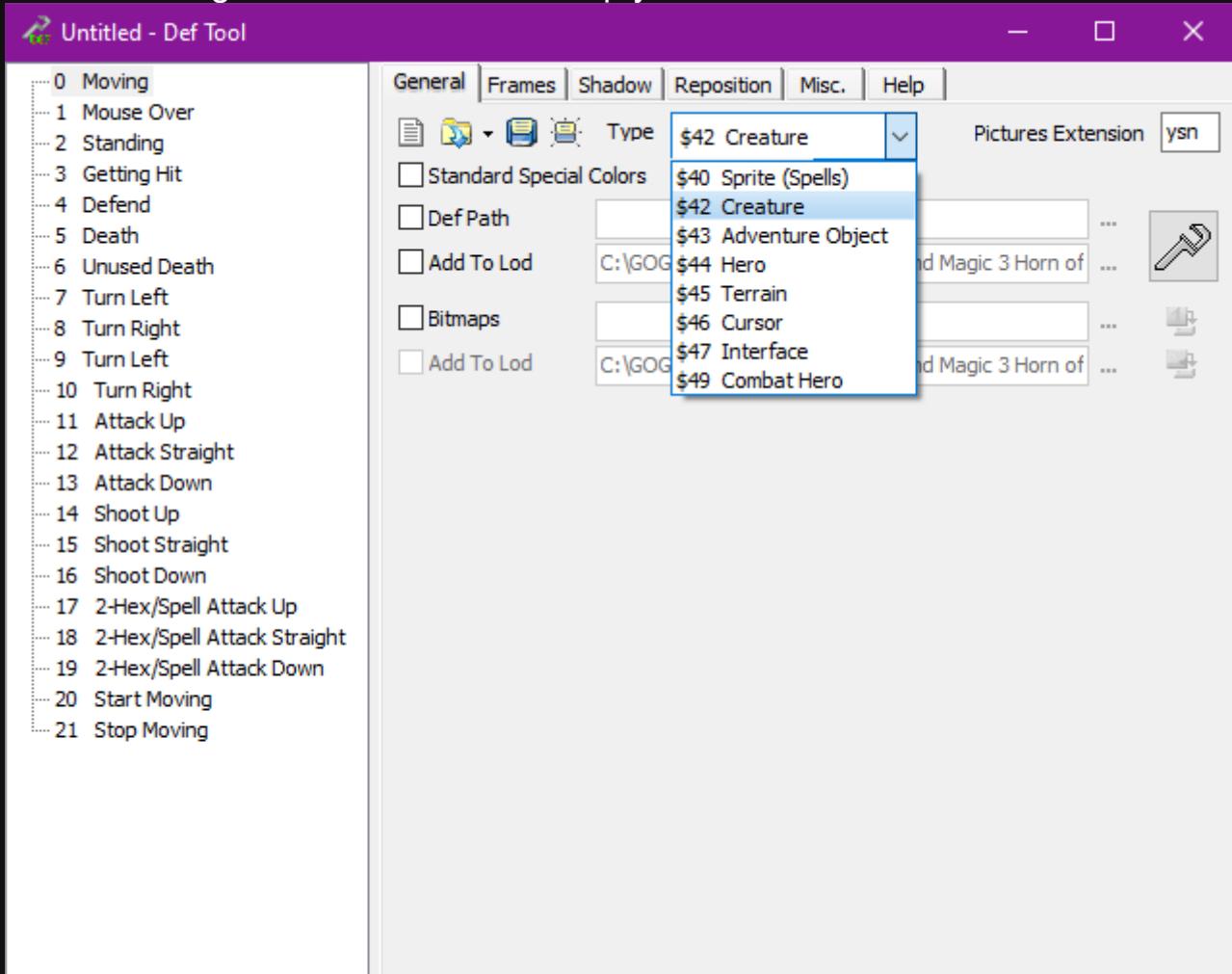
ID	Name	Cost in gold	Description
179	Golden Goose	22500	In addition to component effect when equipped, the Golden Goose increases your income by 4750 gold per day.
180	Diplomat's Cloak	15000	In addition to component effect the Diplomat's Cloak multiplies your hero army strength by 3 (for neutral armies and Thieves guild).
181	Pendant of Reflection	12000	In addition to component effect this item increases your chance to resist a hostile spell by 20%.
182	Ironfist of the Dark Paladin	55000	In addition to components effects, at the beginning of combat the Fist will cast Haste, Bloodlust, Fire Shield and Counterstrike (all Expert) lasting for 50 turns on all allied troops.

219	 Compendium of Magic	80000	In addition to component effect, at the begining of each battle the Compendium of Magic summon all four third upgrades elementals.
232	 Apocalypse's Blade	100000	In addition to components effects, at the beginning of combat Apocalypse's Blade cast Armageddon at the beginning of the battle.
238	 Orb of Chaos	30000	This orb doubles damage done by combat spells and casts all four magic protection spells on your units.
258	 Hell Baron's Gloves	24000	At the beginning of each battle the Hell Baron's Gloves will cast Slayer and Frenzy spells on all your creatures. Each unit of yours gains a Fire Shield effect.
259	 Helm of the Hydra Queen	30000	All creatures in the hero's army, excluding the attackers on 2 cells, are endowed with the hydra skill.

5. How to create new creatures and dwellings in TUM

From scratch being an artist

It all starts with a .def file that stores the graphics and frames of the creature, which it's called "battledef". It is the most important thing to learn to make a creature in a game. "Def Tool" can help you with that.



You must select type "**\$42 creature**" to start making your first creature.

But as the subtitle indicates, to really make a creature from scratch and original, you need to know the following:

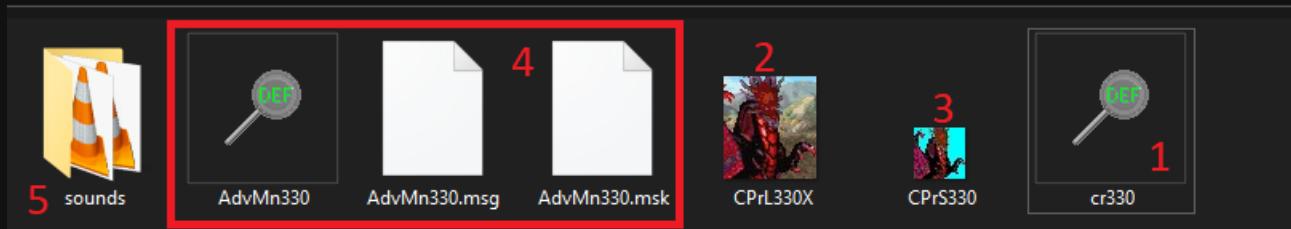
- * Use 3D modeling tools like Blender.
- * Have knowledge of how you want to create a creature.
- * It is suggested that the background be cyan (#00FFFF).
- * Avoid using frame animation 6 (Unused Death) and in case of using it to be exactly frame animation 5 (Death).
- * Frames must be 450x400 in size.

More information about how to use def tool in the "Help" tab within the same software.

From scratch without being an artist

You can create your own creature more quickly if you have a pre-made battle def.

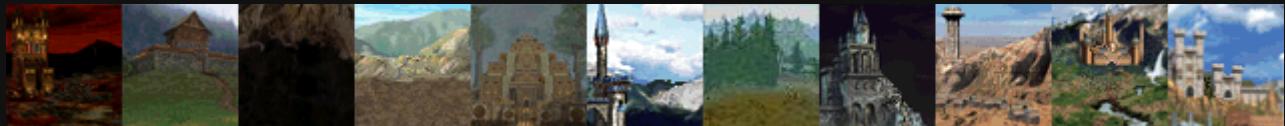
Now we go through the essential files a creature needs:



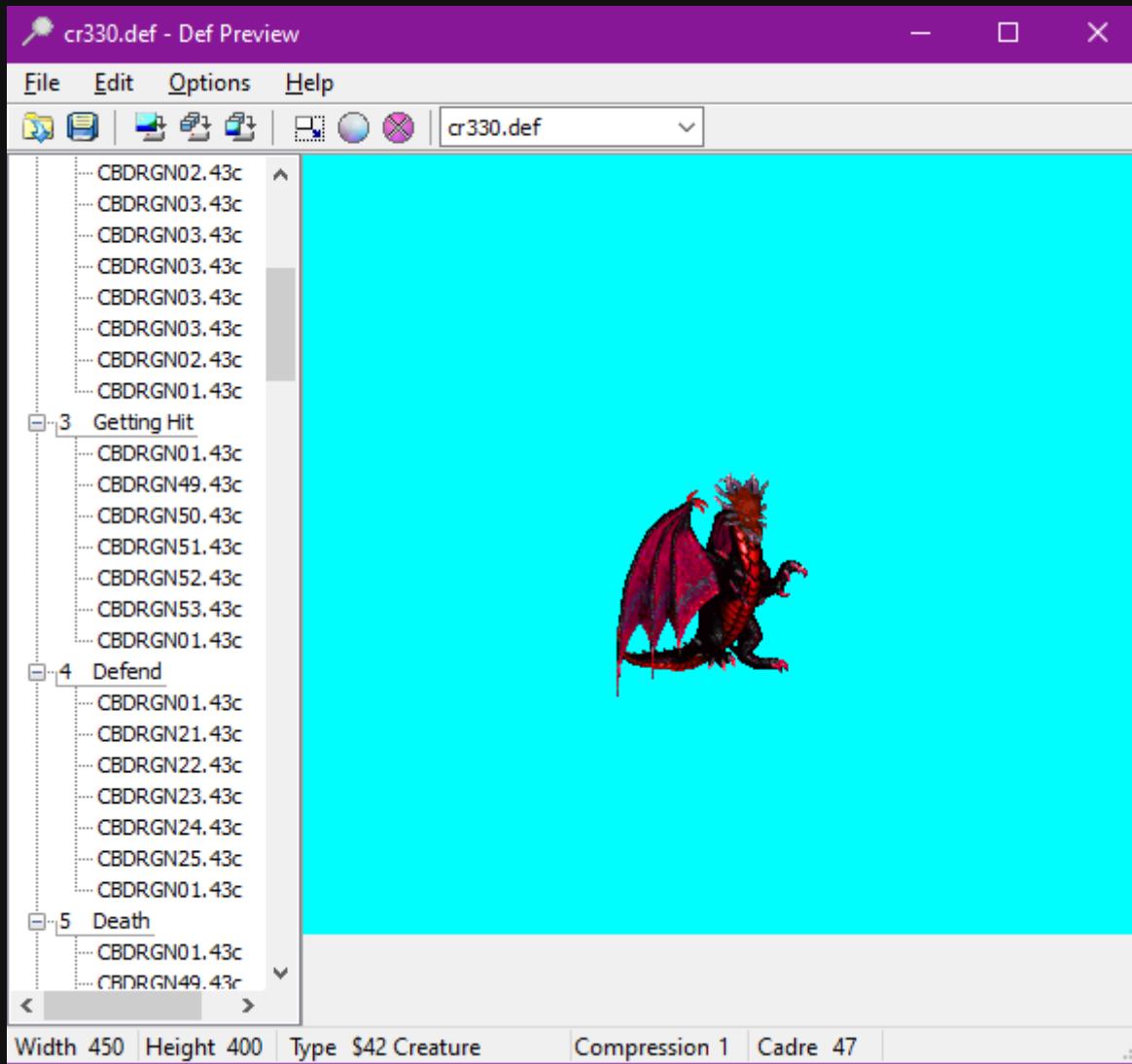
It's recommended to put numbers to the files of the creatures like in the screenshot, not only for order, but also to recognize the ID of the creature, which in this case will be #330. (**Clarification, if your creature will be a shooter, you must include a def called "SHOT330" in this case**).

1. Battle def: As I mentioned before, everything starts with this file, you can extract it from the original game files or from some other mod, I also suggest looking for it on [this page](#) where many types of battle def are stored so you can start making your own creature.

2. Large portrait: This will be the image you should have added in twcport.def of TUM, to create it you will need this set of factions frames:



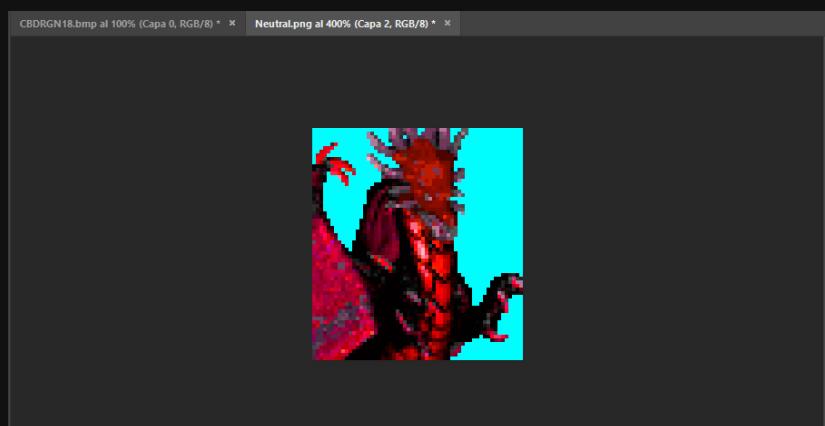
You can crop them, but make sure they are 58x64 in size.



To have your large portrait first you must look in your battle def for an image that fits well as a portrait, but if it's in profile there is no problem, I will extract this image.

Then open Photoshop with your faction portrait and the frame of your creature (There are some times that the image of the creature will be indexed and cannot be modified, to change that go to image -> mode -> and change "indexed color" to "RGB color".)

Then drag the image of your creature to the faction portrait and it will look like this.



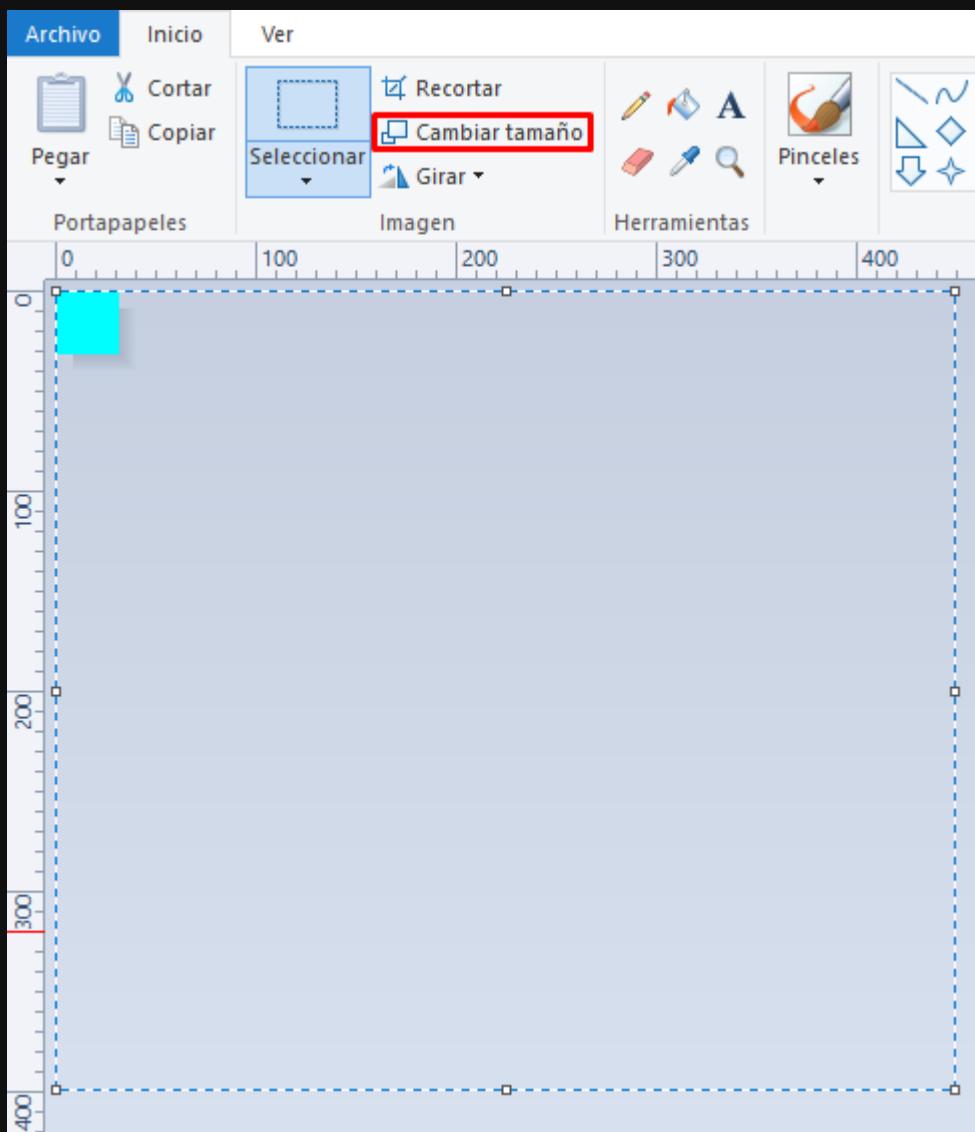
To remove the cyan

background is very simple, there are several options, but the most common are: magic wand, quick selection or lasso. Of all of them, I recommend using lasso to be as precise as possible, once the cyan backgrounds are marked, it only remains to delete it and the image will remain as in the preview. Make sure to re-index the image so as not to lose the color quality, save in 8bit .bmp format and this is ready.

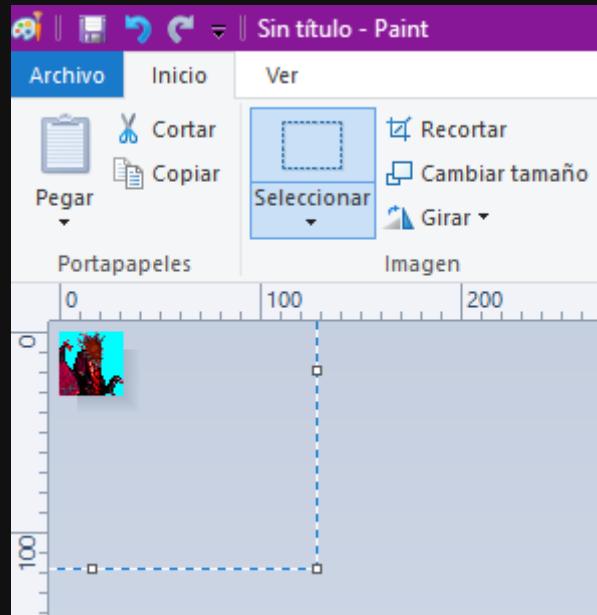
3. Small portrait: It is similar to large portrait, but it is easier. You can do it in Photoshop but this time I will teach you to do it in Paint.

Let's use the same image of the previously extracted creature. Once you have opened paint, make sure your canvas is 32x32 in size.

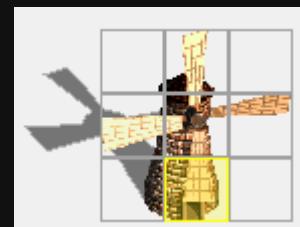
Ok, now what you have to do is give "select all" to your canvas, in paste, go to "paste from" to find the frame of your creature and select. When your frame is like this, click to "resize".



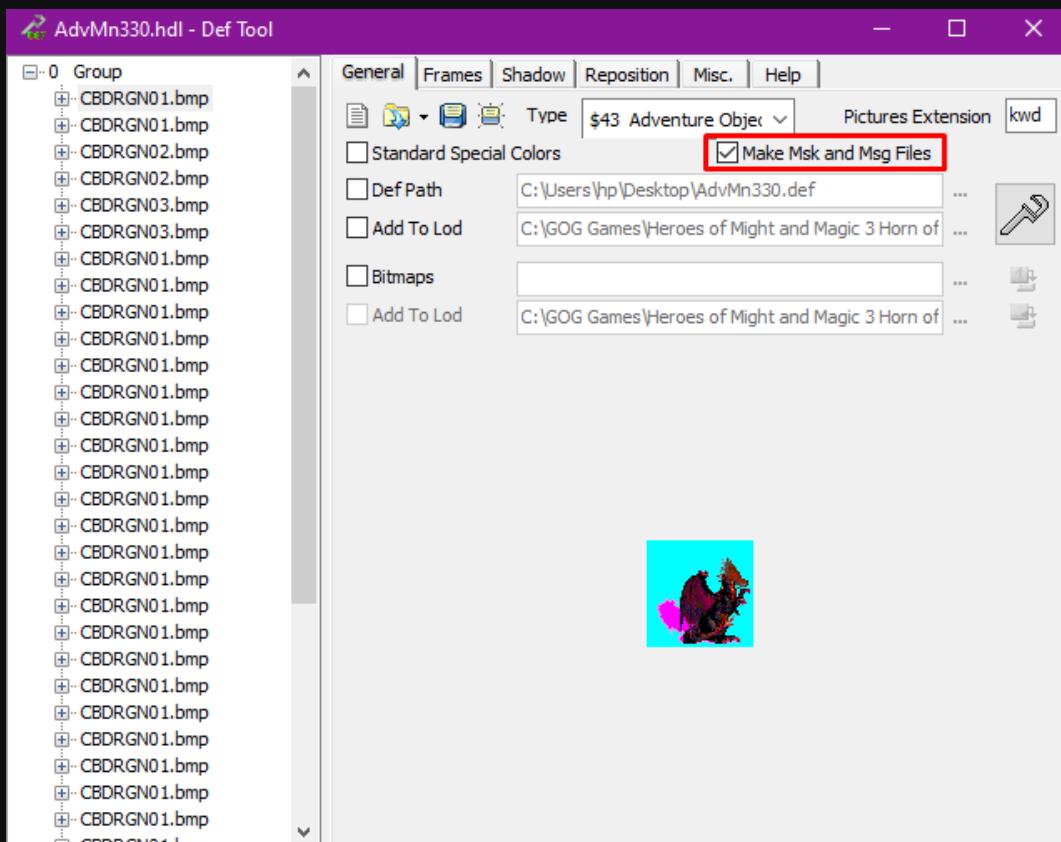
To make it easier, reduce the percentage size to 50:50, drag the image onto the canvas, and you're done. Make sure to save it in 8 bit .bmp whenever possible.



4. Adventure object files: Before starting the elaboration, I must teach about this type of files, the second most abundant def class is "\$43 Adventure Object", this type of graphics will always be all the ones you see in the map exploration, from trees, rocks, to even any kind of uneven surface on the ground where the hero walks. It is made up of 3 files, **.def** which is simply the graphic, **.msk** is the mask of the objects (passability of the objects) and **.msg** is an additional mask by WoG, designed to be able to manipulate the passability and the surface of the creature in map editor, like this:

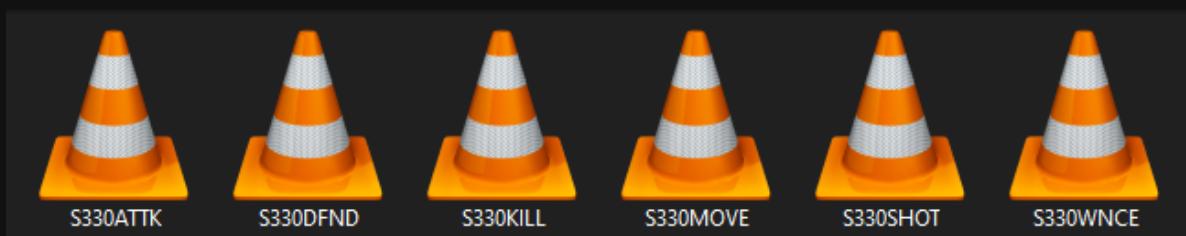


To create an adventure object of a creature, the process is similar like small portrait, except that the canvas must have a size of 64x64, for your creature to be animated on the map I recommend extracting all or a few images from frame animation 2 "Standing", and to make it look fluid, repeat the same image several times.



Once you have done that, do not forget to check this box to automatically have .msk and .msg.

5. Sounds: For Third Upgrades Mod (more specifically amethyst), sounds must be listed by ID compulsorily, or else they won't work. These sounds must go inside a .snd file. It is very likely that the game tells you that a creature doesn't have a shoot sound if it doesn't add to it, even if it doesn't shoot, so it is best to use a mute sound as a filler. The sounds must start with the letter "S" + number of the creature + sound type, in this case "shot": SxxxSHOT.wav

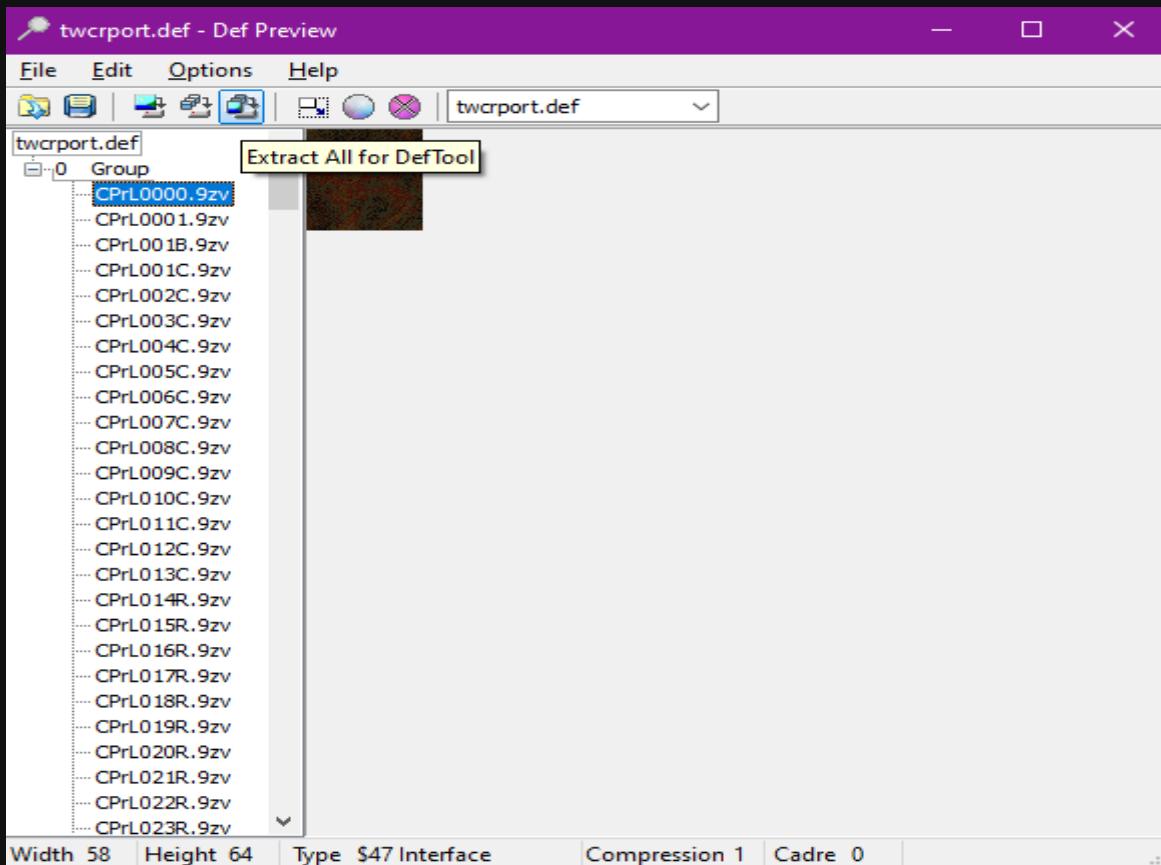


Make no mistake, sounds must have an 8 characters name, of which 4 for the sound type: ATTK, DFND, KILL, MOVE, SHOOT, WNCE.

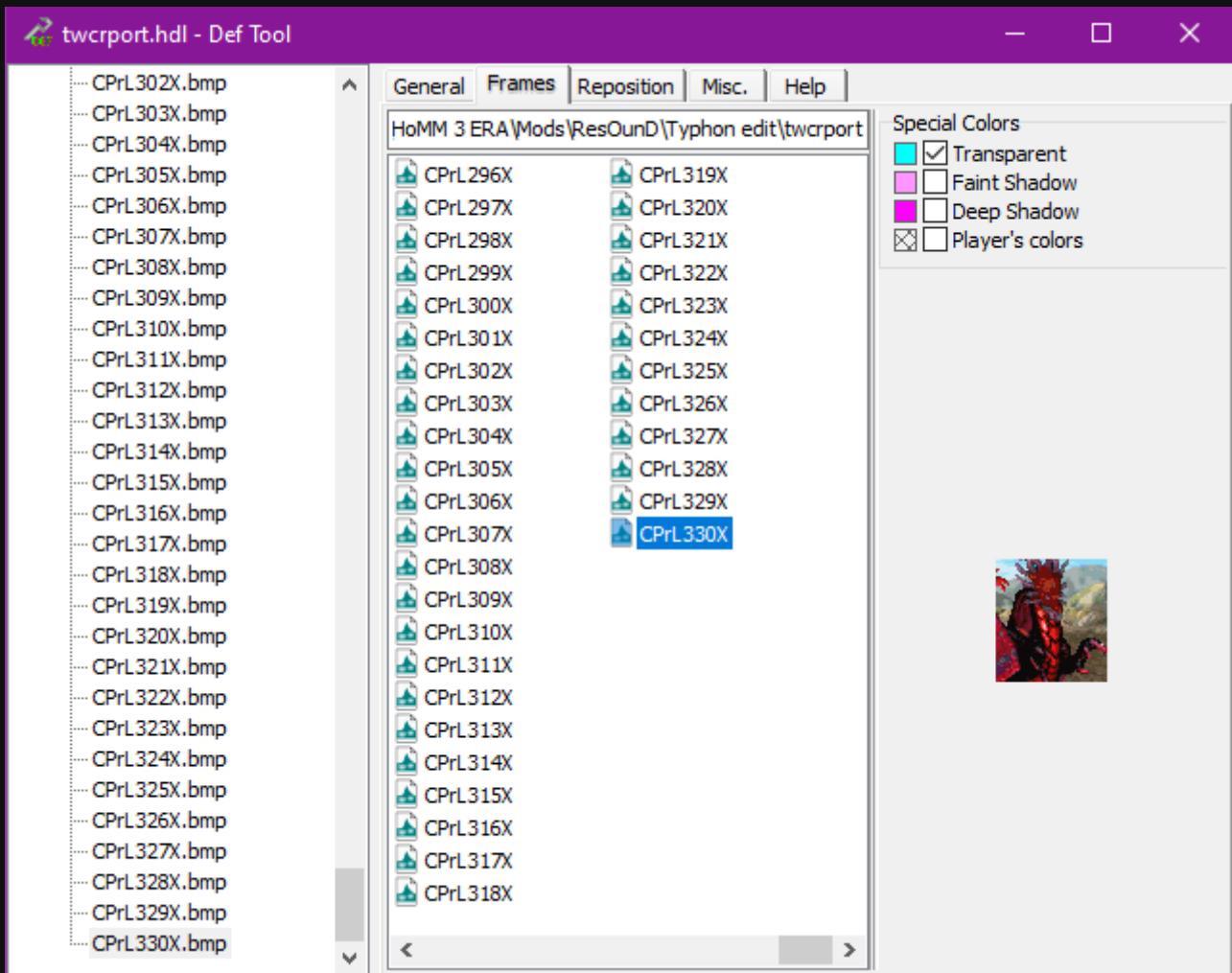
Steps to introduce your creature to the game

The first thing you should do is drag your battle def and your map creature files (advmap def, msk, msg) to AmeCre.pac when you have opened it with MMArchive and your sounds in AmeCre.snd.

For your portraits you must first extract twcrport.def (for large portrait) and cprsmall.def (for small portrait) respectively. Once extracted, open them with Def Preview tool, and then extract the frames with the button "Extract All for DefTool", it is recommended to extract everything in an empty folder for each def.



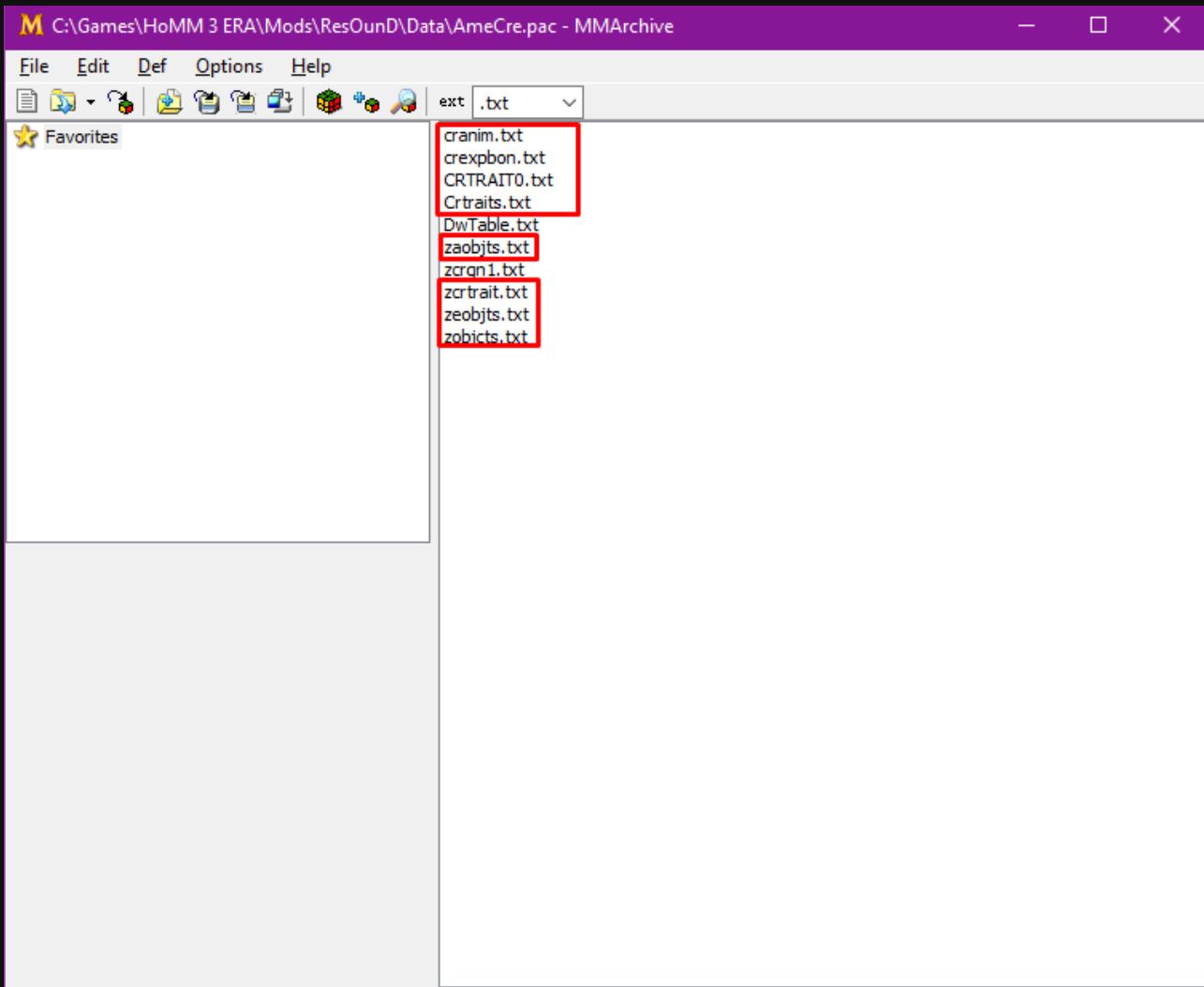
Now drag your portraits into their respective folder, once this is done, open twcrport.hdl or cprsmall.hdl that has been created when the frames were extracted, you will see all the frames already put together, now what remains to be done is go to the "frames" tab and add your portrait to the end of the list, in this case "CPrL330X". Now click on the "Make def" button with the path already set to apply changes and that's it.



Make sure to do the same with your small portrait, if the portrait has a cyan background it means that the color of the cyan background is not correct or it's not the format .bmp 8bits, check that.

The portraits defs will be ready to be loaded to Amecre.pac again.

The next step is to modify the texts of the creatures, so far you have only created the empty body of your creature, but these text files are what will give it life. Extract the following text files to modify them with "Text Tables Editor" tool:



For now these texts from files you have to extract them for your creature, the rest is for dwelling of your creature which will be explained later in the guide.

cranim.txt: This text file sets the animation speed and shooting angles. It is important to get it right or else the game will crash.

Time between fd	Walk Animation	Attack Animation	Flight Animation	Upper-right Missile	Right Missile Offs	Lower-right Missile	Missile Frame Angles	Troop Count Loca	Attack Climax Fra	Name (reference)
1.00	0.77	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Forest Dragon
1.00	0.77	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Swamp Dragon
1.00	1.00	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Moss Thrall
1.00	1.00	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Ravenous Coctab
1.00	1.00	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Centamonth Hunt
1.00	1.00	1.00	1.00	55	-115 53	-84 40	-59 0.0	0 0	0 0	Centamonth Thro
1.00	1.55	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Treefolk
1.00	1.02	1.00	1.00	32	-77 40	-61 18	-55 90.0	72.0 45.0 27.0 0.0 -27.0 -45.0 -72.0 -90.0 0.0 0.0 0.0	0 0	Baba Yaga
1.00	1.00	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Will-o-wisp
1.00	1.02	1.00	1.00	32	-77 40	-61 18	-55 90.0	72.0 45.0 27.0 0.0 -27.0 -45.0 -72.0 -90.0 0.0 0.0 0.0	7 7	Archer Rider
1.00	1.00	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Titanonaga
1.00	1.00	1.00	1.00	37	-98 62	-53 28	3 90.0	72.0 45.0 27.0 0.0 -27.0 -45.0 -72.0 -90.0 0.0 0.0 0.0	6 6	High Priest
1.00	1.00	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Groll Shaman
1.00	0.60	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Mirage Dragon
1.00	0.60	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Mirror Dragon
1.00	1.27	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Mithril Golem
1.00	0.75	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Shadow Dragon
1.00	1.24	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Lizard Soldier
1.00	1.00	1.00	1.00	11	-131 76	-87 19	-1 90.0	72.0 45.0 27.0 0.0 -27.0 -45.0 -72.0 -90.0 0.0 0.0 0.0	6 6	Sithzerkai
1.00	0.72	1.00	1.00	32	-77 40	-61 18	-55 90.0	72.0 45.0 27.0 0.0 -27.0 -45.0 -72.0 -90.0 0.0 0.0 0.0	11 11	Sacred Elf
1.00	0.90	1.00	1.00	0	0 0	0 0	0 0.0	0 0	0 0	Ghoul

It's mandatory that there are 6 empty rows in the text or the game will crash, you must create a seventh row, in which you will add the animation of your new creature, press the "Add Row" button to do so.

In order not to do a complex job, I suggest copying the animation made of a similar creature, in this case "Black Dragon" and pasting in the empty row below. Save and done.

Crtraits, CRTRAIT0 and zcrtrait: They are 3 text files that are exactly the same, but they must be included because originally they worked differently; **Crtraits** was the first creature traits file and works for the core of Restoration of Erathia, the second **CRTRAIT0** was for Armageddon Blade and Shadow of Death which included creature traits that were not implemented in RoE, and the last **zcrtrait** is from WoG. With Amethyst, the 3 files must be as WoG, they must be complete and none must be different. Adding stats and other traits to your creature is simple, you just have to open one of the 3 with "Text Tables Editor" and write the general parameters that you want.

zaobjts, zeobjts and zobjcts: These files are the main base for your adventure objects to exist in the game, if you don't write the line of your objects in these text files it will be useless to have them in a .pac. Although files are similar, they fulfill different roles; in **zaobjts** case, it is used for random map generator to put these objects on the generated map (zaobjts is a very volatile text file, so I recommend modifying it at your own risk if you want to introduce complex objects). **Zeobjts** is the main file for your objects to exist in map editor, if you don't write your objects in zeobjts you won't be able to use it in map editor. **Zobjcts** is a file similar to zaobjts, but it does not work for the random map generator, but for maps in general, this file puts ingame collisions on existing objects.

To modify those files it is not necessary to use "Text Tables Editor", using notepad will be enough in this case. I'll show you the characteristics of these text files so that you can manipulate them beyond just introducing creatures in game.

It's more secure and basic to modify zeobjts.txt, so I recommend starting there.

The structure begins with an index number that indicates how many lines are written, in the 3 files they will be different, not all the objects can be entered in the 3 text files at the same time, but they can always be included in zeobjts, in zaobjts there may be problems and high chance that very specific objects are not spawned, so they are not usually listed there.

For our creature to be generated on the map and in map editor, it has to be written in the 3 text files, this will be its line:

As you may have noticed, it has the same name as the creature's map graphics, and that's for the object to be integrated and the game can detect it. (Don't forget to increase the numerical index every time you add an object, now that you've added a new row, it increases to 1987).

Some columns will be made up of binary numbers (zero and one) in which 0 means unmarked and 1 marked (only in the case of blue and pink).

What is the difference between text file objects and msk, msg?

In the case of .msk and .msg they give the body of the passability, and text files like zeobjts are in charge of giving life to those passabilities, these files are used to give functions to the objects. You can modify the effect of passability with "Object Editor", a powerful tool for those text files.



The lines are shaped according to the color set in the example:

Green: Def name.

Red: Solid object (cannot be traversed).

Yellow: Object entry.

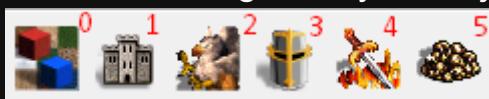
Blue: Type of Terrain, for zeobjts and zobjcts it is in what kind of terrain the object can be placed in map and about zaobjts on what kind of terrain will be generated, this is easily modifiable with Object Editor.

Pink: Type of Landscape, it's usually used to organize map editor objects by terrain, for this to be enabled, "Other" checkbox must be selected.

Cyan: Object type, using Object Editor, it tells you the name of the object type you chose, in this case it's type 54, which is for creatures.

Brown: Object subtype, it is the ID of the object, normally the subtype is used in objects of the same type but with different attributes, for example artifacts or monsters that in this case our ID is 330.

Gray: Object Place, It's the place where the object will be located in map editor, for example, if it's marked as "2" it means that it will appear in the "monsters" section. Code number to organize your objects in map editor would be like this:



White: Position of Object, 0 means "Above Object" and 1 "Under Object", this works to indicate if the object will be superficial, or can be hidden under traversable objects (Like Evil Fog or Magic Clouds).

For more information about objects and the use of Object Editor, go to the section About -> Help, in the software of the software itself.

crexpb0n: This text file is not required, but if you want your creature to have abilities in stack experience you can add up to 8 types of abilities to your creature. You can copy the row of abilities of other creatures for reference, you just have to change the ID of your creature in the first column (330). But if you want to know more how to make an original ability you can watch this [thread](#) and learn the indexes of the ability types and their modifiers (ignore the scripting, just focus on the colored list).

When you're done with the text files, don't forget to reload them in AmeCre.pac

You're already close to finishing your creature, but even without using the amethyst features, you can already test your creature in play and see how it is, but before you will need go to the root folder of TUM (ResOunD) then to

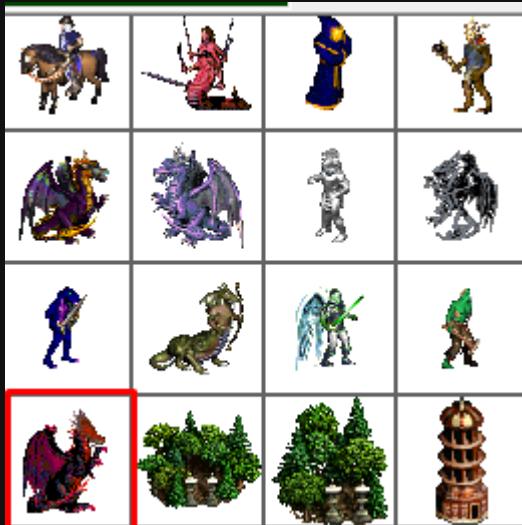
the Data folder and open `amethyst.cfg` with your notepad, and change the number of creatures from 329 to 330.

```
Creatures=330  
DisableNecromancyFeatures=1
```

Save it and then go to MapEdPatch -> options folder and in "Number of Monsters=" do the same, but this time the index is one point higher than in `amethyst.cfg`, so in this case it will be 331. It's important to do this otherwise the creature may give an error in map editor.

```
[General]  
  
Number of Monsters=331  
Number of Artifacts=1000  
Number of Dwellings=148
```

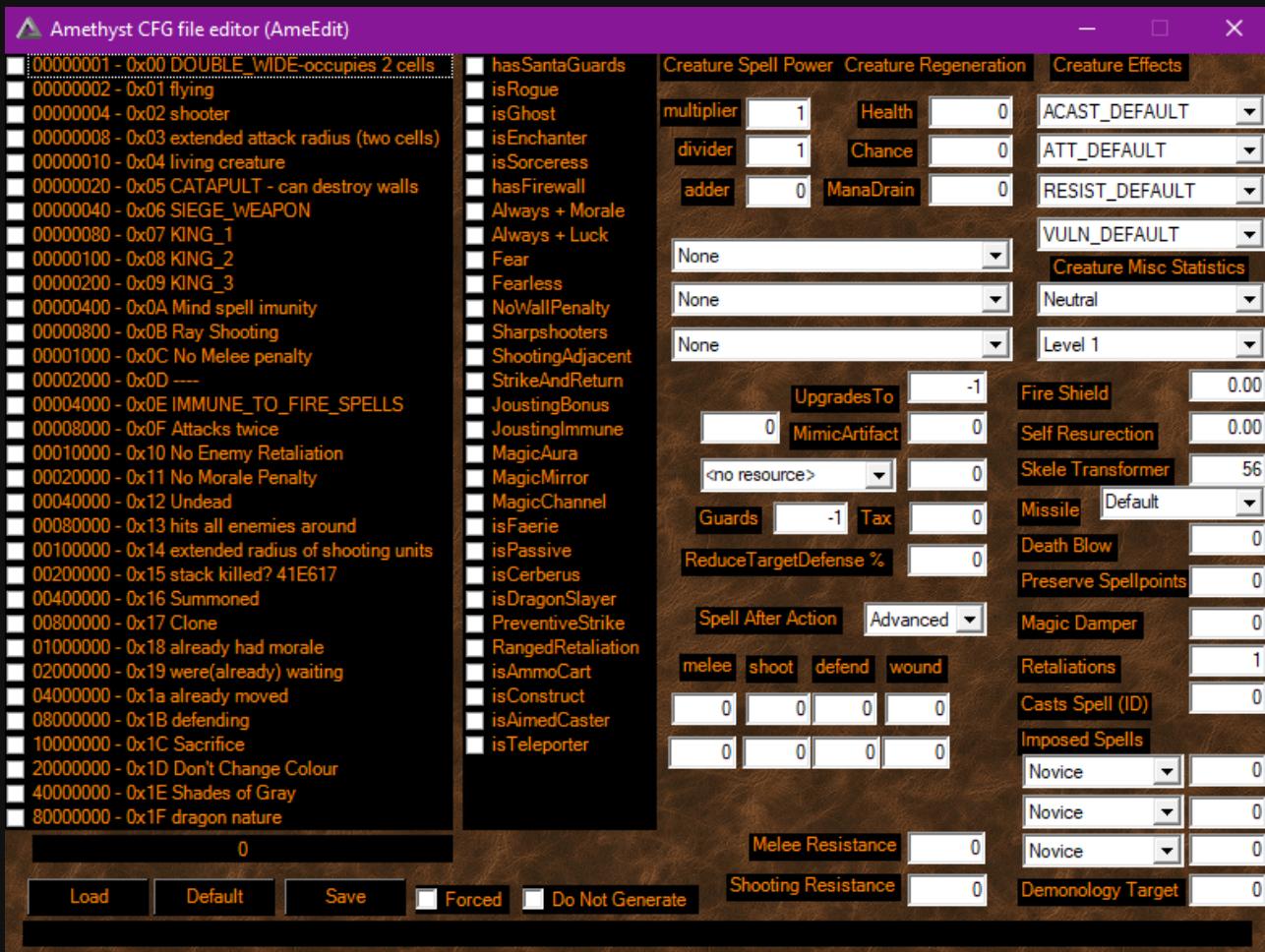
Map editor: If the creature appears in map editor, it means that it has been entered correctly in zeobjts.



If the game runs and doesn't crash it means that your creature has been created correctly and you can go to the last step to finish it completely.

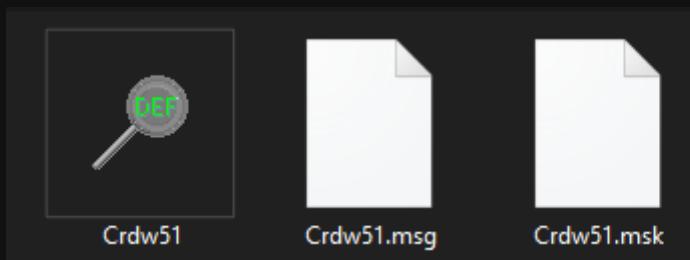
Amethyst and its features

In EraPlugins folder, there is an application called "AmeEdit", this is what is used to give creatures innate abilities. You can experiment with this tool or guide yourself from other creatures' settings to make your own. All the information about each section of abilities in "**AmeEditGuide.pdf**" inside the mod folder.



How to create a dwelling for your creature

Creating a dwelling is a faster process than creating a creature, you only need to have your adventure objects ready with .msk and .msg files that any objects on the map will require. The files must go in AmeCre.pac



Now you must extract the following files to modify them, that includes the previously used object text files, because they must be included in map editor and random map generator.

Extracted files from AmeCre.pac:

- cranim.txt
- crexpbon.txt
- CRTRAIT0.txt
- Ctraits.txt
- DwTable.txt (highlighted)
- zaobjts.txt (highlighted)
- zcrgn1.txt (highlighted)
- zctract.txt (highlighted)
- zeobjts.txt (highlighted)
- zobjcts.txt (highlighted)

For text object files, you can simply copy and paste a line that is from an existing dwelling, you will only change the name, and subtype of the object, like this:

Remember that for dwellings, it will always be type 17, and the count increases to 148, if you want to add another dwelling, remember that the next must be 149 and so on.

Now what you need to do is edit **DwTable.txt** with Text Editor.

In DwTables.txt there are 8 columns:

TYPE 17 (one creature): Here you put the name of your individual dwelling (type 17).

Type of creature: There you put the ID of the creatures that you want to inhabit in the dwelling, the name put is an optional indicative.

101 = frames in zlagport.def: They are numerical indices and main ID that represent small frames of dwellings captured in Kingdom Overview (This requires you to add each new frame in zlagport.def).

The other 4 columns are for compound dwellings (type 20), I do not recommend adding new ones as there are limitations in map editor (see the case of Black Tower).

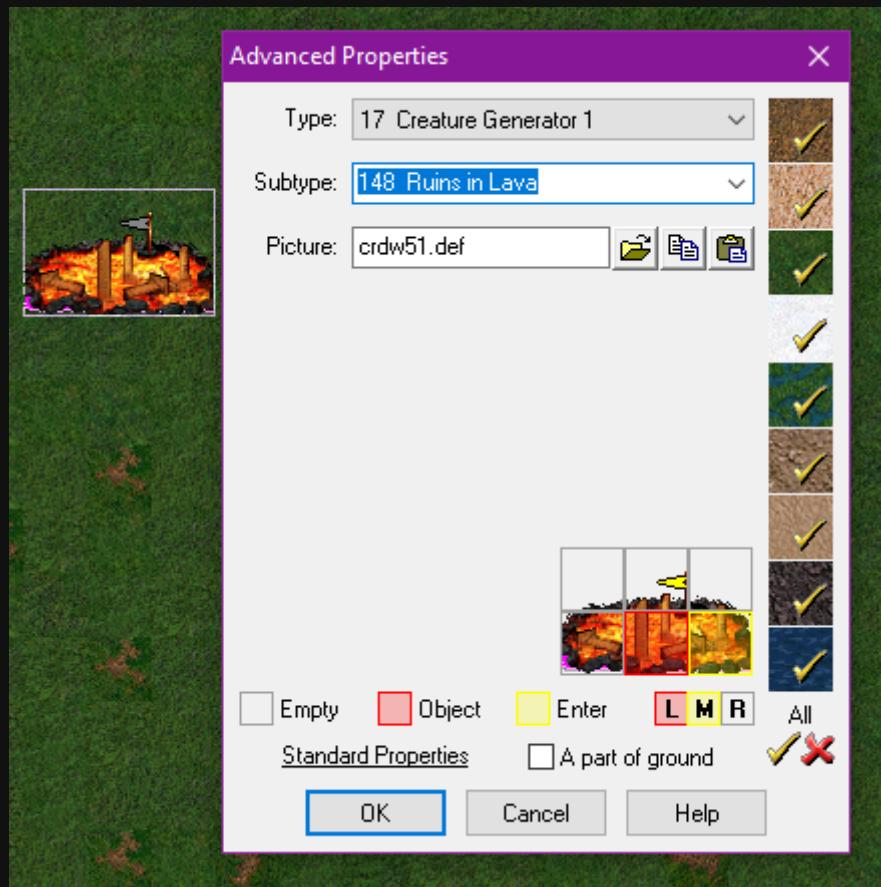
Zcrgn1.txt: In this text file you should only put the name of your dwelling above "Elemental Conflux" or below the name of the most recent dwelling, this is essential for it to work in map editor.

When you finish, reload it in AmeCre.pac like the rest of the files that are necessary.

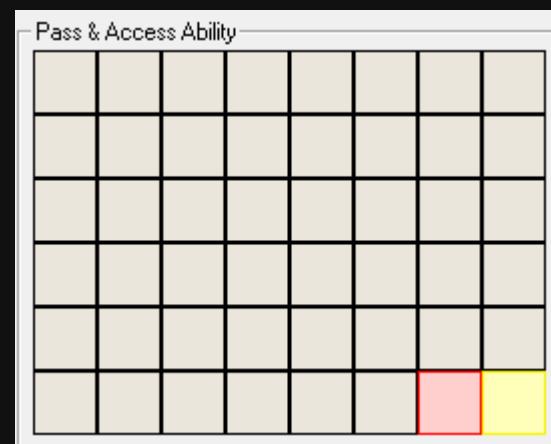
One last step is to go back to MapEdPatch folder and then to options.ini to add one more point to "Number of Dwellings =" [General]

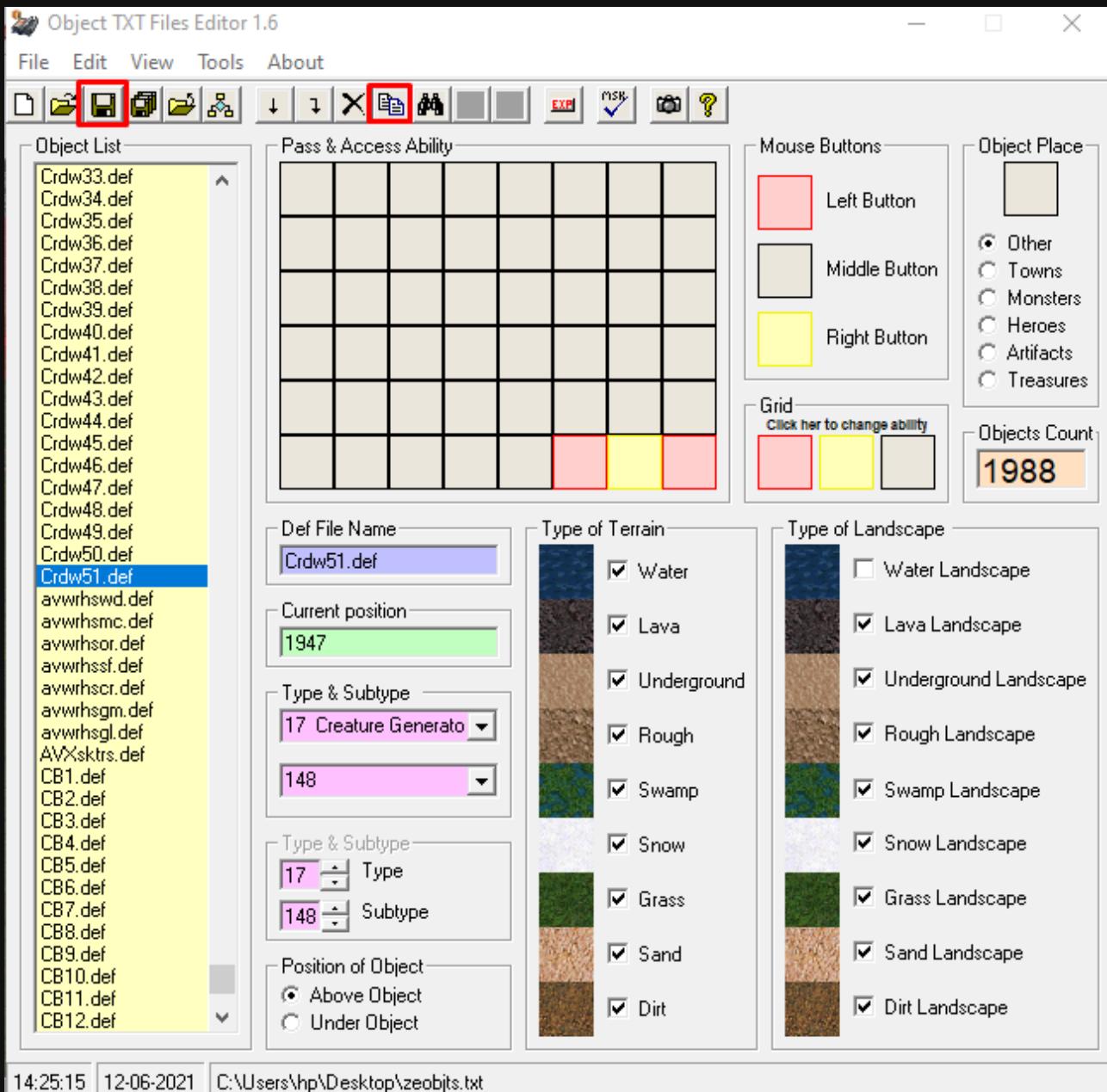
[General]
Number of Monsters=331
Number of Artifacts=1000
Number of Dwellings=149

If map editor opens and you can put your dwelling on the map it means that you have done everything correctly.



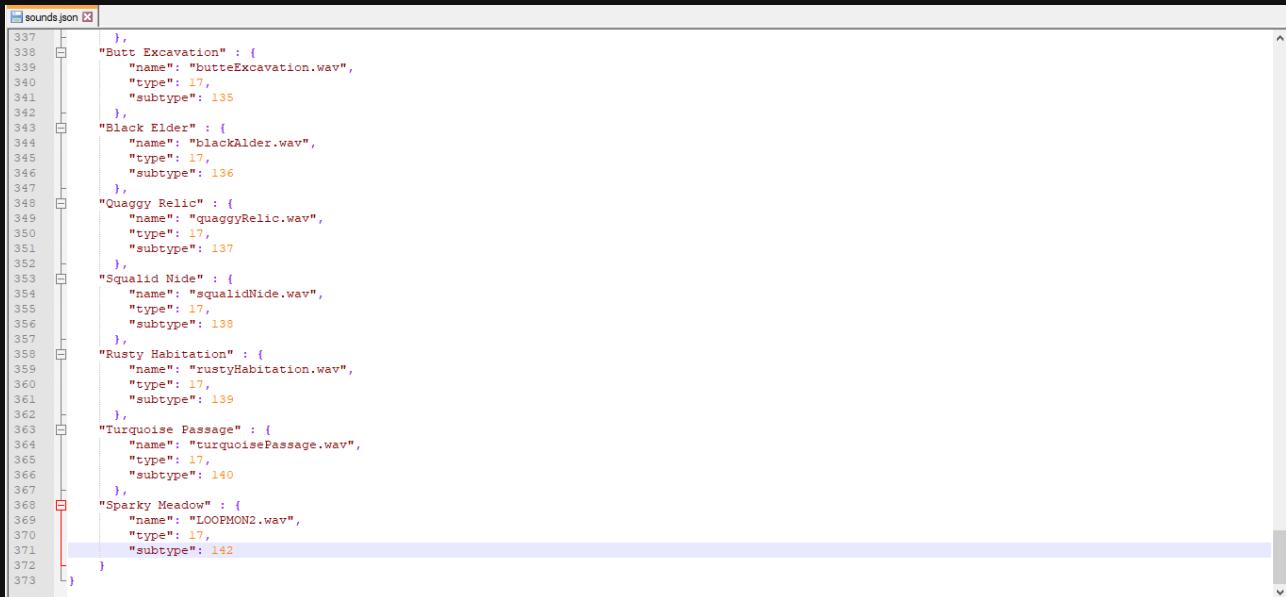
But before finishing, check its passability, if you don't like how it looks you must re-extract zeobjs.txt, zaobjs.txt and zobjs.txt. Open your text with Object Editor, and then go to the line of your object, and modify it as you wish





When you're done, click the "Save Current Data" and "Save" button, do the same with the rest of the lines, reload it in AmeCre.pac and you will have your dwelling ready.

Bonus: You can also add custom sounds to your objects like dwellings, but this is already completely optional, to do so, you just need to save any sound you want (preferably a loop) to AmeCre.snd



```
337 },
338 "Butt Excavation" : {
339     "name": "butteExcavation.wav",
340     "type": 17,
341     "subtype": 135
342 },
343 "Black Elder" : {
344     "name": "blackAlder.wav",
345     "type": 17,
346     "subtype": 136
347 },
348 "Quaggy Relic" : {
349     "name": "quaggyRelic.wav",
350     "type": 17,
351     "subtype": 137
352 },
353 "Squalid Nide" : {
354     "name": "squalidNide.wav",
355     "type": 17,
356     "subtype": 138
357 },
358 "Rusty Habitation" : {
359     "name": "rustyHabitation.wav",
360     "type": 17,
361     "subtype": 139
362 },
363 "Turquoise Passage" : {
364     "name": "turquoisePassage.wav",
365     "type": 17,
366     "subtype": 140
367 },
368 "Sparky Meadow" : {
369     "name": "LOOPMON2.wav",
370     "type": 17,
371     "subtype": 142
372 }
```

Then open sounds.json in the root folder of the game with notepad (with notepad++ is easier) and make lines just like the ones you see in the image, the name of the dwellings does not affect anything, you just have to focus on name, type and subtype.

Name: Your sound name in .wav

Type: of your object (in this case 17)

Subtype: For this dwellings should be 148.

6. How to create new artifacts in TUM

The steps to create an artifact are faster, everything starts with an image with a 44x44 size cyan background, we will use this as an example:



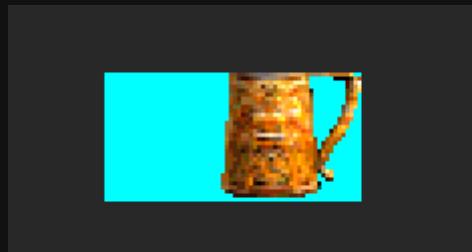
This image is a frame similar to the creature portraits, this must be sequenced in artifact.def (that and the rest of the files related to artifacts are in EmeraldArtifacts.pac).

Once you extract artifact.def, you will see that the slots are already all occupied by a dummy, so you must replace the unused frame with this one which in this case is called "HrArt272".



Save the def again with def tool and the first part is ready.

Now in order to create an artifact from adventure object, you need to open Photoshop or Paint, and create a cyan canvas of a size of 64x32. Once this is done, drag the frame of your artifact to the canvas that you just made, it will look like this:



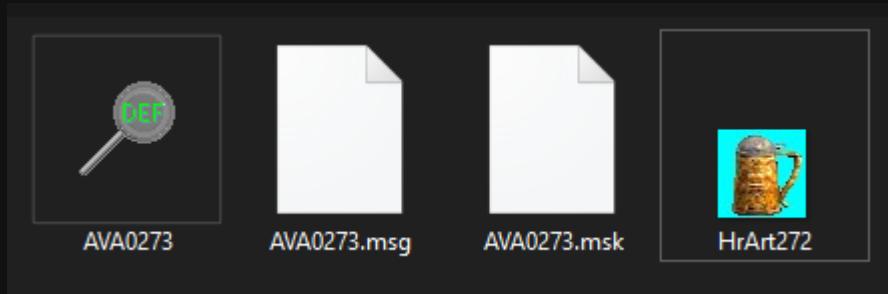
Press ctrl + T to your image to be able to resize and move it as you wish, when you're done, don't forget to index the image and save in .bmp 8 bits.

Now you will need to convert it into an adventure object, open the def tool and start to create the def from scratch, the steps are as follows:

- * Choose type \$ 43 Adventure Object.
- * Go to the "frames" tab and find the 64x32 frame you just made in Photoshop and select it.
- * It is optional, but also go to the "shadows" tab and click to generate so that your artifact has a shadow.
- * Don't forget to check the box to make .msk and .msg
- * You must assign a path for your def in "Def Path", or and give it the name it will have, in this case "AVA0273.def" as a matter of order. (**Important clarification: the name of your object will be a number greater than the**

frame in artifact.def, but the number of your object on the map is irrelevant, and it is only important in artifact.def if you want to get the ID which is 272).

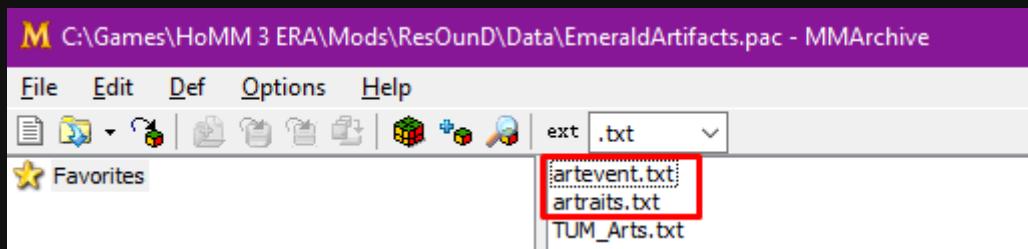
Once all this is done click on the big button to make def.



When you're done you should have these files.

- * Save AVA0273 to EmeraldArtifacts.pac
- * If HrArt272 frame is already included in artifact.def, load artifact.def in EmeraldArtifacts.pac too.

Now you need to edit the texts so that they can exist and work. First go to EmeraldArtifacts.pac and you will see two files:



Artevent: Players who used to play Heroes III before using HD mod will have seen that when you pickup an artifact a message will appear that would be the event or the lore about how the artifact arrived in your hands. This text file has been deprecated since the arrival of HD mod, so it is not necessary to write a lore line on the artifact.

Artraits: Similar to Crtraits and derivatives, this is a file where you can add the basic information to your artifact to get it working. Open it with Text editor and below the most recent artifact you can add the necessary data:

	Hero Slots	War Machine 4	War Machine 3	War Machine 2	War Machine 1	Misc 5	Misc 4	Misc 3	Misc 2	Misc 1	Feet	Left Ring	Right Ring	Torso	Left Hand	Right Hand	Neck	Shoulders	Head	Description	
Name	Cost	Spell Book	War Machine 4	War Machine 3	War Machine 2	War Machine 1	Misc 5	Misc 4	Misc 3	Misc 2	Misc 1	Feet	Left Ring	Right Ring	Torso	Left Hand	Right Hand	Neck	Shoulders	Head	Class (S,T,N,J,R)*

Slots: All that is marked in red are the slots, normally only the body slots are used for artifacts. The artifact will be used in that slot if you have marked it with "x"

Class (S, T, N, J, R); With the capital letter you mark the kind of artifact that will be the one you have created. There are other ranges that do not appear because they are very specific.

S: Grail class, is the rank of the grails in the game (Grails also appear as artifacts when you get it). These do not appear on the map, nor will they be rewards of any kind.

B: It is the class used by Spell Book and Scrolls, similar to class S, they will not appear on the map or reward, but they will have the behavior similar to Spell Book or Scrolls.

W: It is the class used by war machines, similar to the previous classes, they will not appear on the map or rewards, however they can be added with map editor without any problem.

T: Treasure class.

N: Minor class.

J: Major class.

R: Relic class.

When you're done, the last step is to add them to the text objects one more time. (zaobjts, zeobjts and zobjcts).

Your artifact would be ready on the map, but now with the Emerald plugin we will give it the effects of a real artifact. To create an effect go to "artifacts" folder inside the mod's data folder, create a .cfg file with notepad named in this case "272" and add the parameters you want in this list:

Attack=

Defence= (Yes, Defence, no Defense)

Knowledge=

Spellpower=

Luck=

Morale=

LuckBP=

MoraleBP=

*BP it's mean in Backpack

Autospell=

*****9=

*Enter the ID of the spell there so that the artifact is cast at the beginning of the battle as combos do, it doesn't work with individual damage spells but they do work with individual effect.

Autosummon=

*****9=

*Similar to Autospell, but with creatures.

AutosummonPower=

*****9=

*This must go together with "Autosummon=", in "AutosummonPower=" you measure the value of how strong the invocation will be, +positive for constant, zero for hero spellpower, -negative for promiles of spellpower.

UpgradeFrom=

UpgradeTo=

*****9=

*****9=

*Put ID of the creature that you want to upgrade for the other that you have chosen, the upgrade takes place the next day.

RegenerateSpellpoints=

AttackCR=

DefenceCR=

DamageMin=

DamageMax=

Speed=

Health=

Shots=

Casts=

Immunities=

*Put ID of any spell so that the creatures are immune, you can put multiple IDs in the same row.

GivesSpell=

*The artifacts will give the spell that you have put in ID

7. Bonus: How to create Creature Banks in TUM

To make creature banks, it requires that you already have enough knowledge in the art of creating and modifying adventure objects, you can know everything to create creature banks in this [link](#).

8. Contact

You can find me on the forums or on Discord from Heroes 3 ERA:

HC: <http://heroescommunity.com/viewthread.php3?TID=46241>

Russian Forum: <http://wforum.heroes35.net/showthread.php?tid=5520>

Chinise Forum: <https://www.h3wog.com/thread-75504-1-1.html>

Discord: <https://discord.gg/CWQVrErG>

The mod is full open source and so you can even modify and improve Amethyst (to create creatures) and Emerald (to create artifacts) if you have coding skills. The open source links are below:

Amethyst:

https://gitlab.com/Knightmarevive/_h3era_plugins_-/-tree/master/Amethyst2/Release

Emerald:

https://gitlab.com/Knightmarevive/_h3era_plugins_-/-tree/master/Emerald3/emerald

Third Upgrades Mod also has GitHub in case you want to report any important bug or any idea for improvements:

<https://github.com/Archer30/Third-Upgrade-Mod>