

HoMM3 mod [of HotA]

Spell levels and costs

Changed levels and costs. Kept faction probabilities as close as possible. Town portal has moved to fire to balance the schools. All mass spells cost twice as much mana as their advanced version. Advanced and expert town portal, resurrection and berserk also cost more. The goal is to make spellcasting more varied and interesting. To do this I try to make the cost and level of spell to correlate better with its power and usefulness. That means that weaker spells like land mine or fortune are now cast much more often as you get them before more powerful spells like haste, blind and bless. The higher cost and levels for the power spells also means that might heroes need to invest more into magic. You can not only get expert earth and slow and call it a day.

Lore	Air		Earth		Fire		Water	
Level 1	Magic Arrow	6	Magic Arrow	6	Magic Arrow	6	Magic Arrow	6
	<i>Protection from</i>	4	<i>Protection from</i>	4	Protection from	4	Protection from	3
	View Air	2	View Earth	2	<i>Misfortune</i>	5	<i>Weakness</i>	5
	<i>Fortune</i>	5	Stone Skin	5	Bloodlust	5	Dispel	5
	Disguise	4	<i>Quicksand</i>	6	<i>Land Mine</i>	6	Cure	6
	<i>Precision</i>	5	<i>Shield</i>	6			Summon Boat	6
	<i>Magic mirror</i>	5					Scuttle Boat	6
Level 2	Visions	4	Visions	4	Visions	4	Visions	4
	Disrupting Ray	8	Death Ripple	12	<i>Curse</i>	8	<i>Bless</i>	8
	<i>Destroy Undead</i>	12	<i>Earthquake</i>	12	Fire wall	8	Remove obstacle	7
	Lightning Bolt	12	<i>Sorrow</i>	10	<i>Fire Shield</i>	10	<i>Mirth</i>	7
	Counterstrike	10			<i>Slayer</i>	8	Ice bolt	9
Level 3	<i>Haste</i>	12	<i>Slow</i>	12	<i>Blind</i>	15	Forgetfulness	15
	Air shield	12	Force Field	12	<i>Frenzy</i>	15	Teleport	15
	Hypnotize	18	Anti-magic	12	Fire Ball	15	Frost Ring	15
							<i>Water walk</i>	12
Level 4	<i>Summon Elemental</i>	22	<i>Summon Elemental</i>	26	<i>Summon Elemental</i>	26	<i>Summon Elemental</i>	22
	Chain Lightning	24	<i>Animate dead</i>	24	<i>Sacrifice</i>	24	Prayer	16
			Meteor Shower	20	Inferno	16	Clone	24
Level 5	Dimension Door	25	<i>Resurrection</i>	25	<i>Town portal</i>	25		
	Fly	20	Implosion	30	<i>Armageddon</i>	30		
					<i>Berserk</i>	25		

Spell effects

The primary goal is to make some of the worst spell more useful. The secondary is to make spell power a bit more useful and to compensate by making levels in magic shool a bit less.

Name	Power	Level
Land Mine	10	0/0/0 [25/50/100]
Death Ripple	10 [5]	5/10/15 [10/20/30]
Frost Ring	15 [10]	20/40/60
Fireball	15 [10]	20/40/60
Inferno	15 [10]	20/40/60 [80]
Implosion	80 [75]	50/100/150 [100/200/300]
Armageddon	50 [40]	30/60/90 [30/60/120]
Hypnotize	50 [25]	15/30/45 [10/20/50]
Animate Dead	60 [50]	20/40/60 [30/60/160]
Resurrect	60 [50]	20/40/60 [40/80/160]
Dimension Door		1/2/3 [2/3/4]
Fortune/Misfortune		2/3/3 Luck [1/2]
Magic Mirror		30/40/50 [20/30/40]

Hero classes

The stronger spells have become more expensive. To afford the more expensive spells all magic hero classes except elementalists get +1 spell power and knowledge. This keeps them unique while making the difference between might and magic larger. The only unsalvagable secondary skill is eagle eye. I removed it for all classes.

Towns and creatures

The goal is to increase variety, especially early game. I try to make less used units better. I also try to get upgrades to matter more as it is generally better to get another dwelling. HotA nerfs Necro and conflux hard which was needed.

Castle

Zealots have 10 - 14 damage [10-12].

Rampart

Mystic pond cost 500g [2000 + 2 of every resource].

Battle dwarves have and 9/9 attack/defense. [7/7].

4-7 starting dwarfs. [3-5].

Tower

Mage Tower cost 0 of all special resources [5].

Golden Pavillion cost 5 of all special resources [2].

Obsidian Gargoyles now have 2-4 damage [2-3].

Arch Mages have 9-11 damage [7-9].

Inferno

Amount of starting Imps increased to 20–30 [15–25].

Imps have 3 Attack and cost 35 [2, 50].

Familiars have 6 Attack, Dmg 1-3 and cost 50 g [4, 1-2, 60].

Gogs/Magogs cost 115/150 gold [125, 175].

Devils and Arch devils have 170/240hp and have 30-50 damage. [160/200, 30-40].

Necropolis

Walking dead/zombie have 10 growth [8].

Zombies have 2-4 damage [2-3].

Wight/Wraith have 20/30 hp [18] .

Amount of starting wights increased to 5-7 [4-6]

Amount of starting zombies increased to 5-7 [4-6]

Dungeon

Harpy hags have 9 Attack [6].

Scorpicores 16-22 damage [14-20]

Stronghold

Orc Chieftains do 3-6 damage and cost 180 [2-5, 165] .

Cyclops king have 80 hp and cost 1000 gold [70, 1100].

Fortress

Wyvern Monarchs now have 80 hp [70].

Gnolls have 14 growth [12] .

Gnoll Marauders have 6 attack [4].

Greater Basilisk have 8-12 damage [6-10].

Chaos Hydras have 30 - 50 damage and 300 hp [25 - 45, 250].

War machines

Ammo cart and First Aid Tent have 250 hp. [100/75]

Ballista cost 1500, does 3-5 damage [2-3].

Latest balance changes:

Anti Magic cost 12 [15]

Magic mirror cost 5 [6]

Amount of starting wights increased to 5-7 [4-6].

Amount of starting zombies increased to 5-7 [4-6].

Greater Basilisk have 8-12 damage [6-10].

Remove: Angels have 180 hp [200].

Remove: eagle eye and other changes to secondary skill probabilities.

Idéer secondary skills:

Sorcery: 10 /20/30% [5/10/15]

Learning: 25%/50/75% [5/10/15]

First aid gives 50/100/150 [1-50,1-75, 1-100]

Merge: Artillery and Ballistics

Eagle Eye and Scholar.