

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, animate dead 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.

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

Spell effects

The goal is first to make some of the worst spell more useful. Secondly to make spell power a bit more useful. Magic mirror gives 20% more protection [30/40/50]

Name	Power	Level	change
Land Mine	15	15/30/45	+ power – level
Death Ripple	10	5/10/15	+ power – level
Destroy Undead	10	10/20/30	- level
Frost Ring	15	20/40/60	+ power
Fireball	15	20/40/60	+ power
Inferno	20	20/40/60	+ power - level
Chain Lightning	40	25/50/75	-level
Implosion	80	50/100/150	+ power -level
Armageddon	50	30/60/90	-level
Hypnotize	50	15/30/45	+ power
Animate Dead	60	20/40/60	+ power - level
Resurrect	60	20/40/60	+ power - level

Hero classes

To afford more expensive spells all magic hero classes have got + 1 spell power and knowledge except elementalists. They now start with 7 primary skills compared to 6 for might heroes.

Decreased chance to get eagle eye for all classes except navigator:

Knight: 0 eagle eye [2] + 1 estates and archery.

Cleric: 2 eagle eye [6], + 1 diplo, luck, water, scholar.

Ranger: 0 eagle eye [2], + 1 air, fire.

Druid: 2 eagle eye [7] + 1 air magic, intelligence, first aid, pathfinding, fire.

Alchemist: 0 eagle eye [3], + 1 diplomacy, archery, mysticism.

Wizard: 2 eagle eye [8], + archery, logistics, navigation, air magic, learning, sorcery.

Demoniac: 0 eagle eye [3], + 1 fire magic, artillery, scouting.

Heretic: 2 eagle eye [4], + 1 sorcery and logistics.

Death Knight: 0 eagle eye, [4] + 4 first aid.

Necromancer: 2 eagle eye, [7] + 3 first aid, + 1 sorcery, learning.

Overlord: 0 eagle eye, [2] fire, luck.

Warlock: 2 eagle eye, [8] + 1 archery, logistics, artillery, learning, intelligence, mysticism.

Barbarian: 0 eagle eye, [2] + 1 archery, luck.

Battle mage: 2 eagle eye, [5] + 2 navigation, + 1 archery.

Beastmaster: 0 eagle eye, [1], + 1 fire magic.

Witch: 2 eagle eye, [10] + 2 water magic, luck, mysticism, pathfinding.

Planeswalker: 0 eagle eye, [2] + 1 air, water.

Elementalist: 0 eagle eye [8], + 2 logistics, interference, + 1 offense, armourer, wisdom, sorcery.

Captain: 0 eagle eye [4], + 2 navigation, + 1 scouting, + 1 wisdom.

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. I buff inferno and fortress significantly. I buff tower, necro and stronghold slightly through their less used units. Castle, Rampart and Dungeon stay roughly the same but shifted a bit towards their less used units. I also buffed war machines.

Necropolis

Walking dead/zombie have 10 growth [8].

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

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

Castle

Pikemen have 8 hp [10].

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

Rampart

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

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

3-4 starting elves [2-4].

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

Dungeon

Harpy hags have 9 Attack [6].

Evil Eye do 3-6 damage [3-5].

Manticore 70 hp 800 g [80, 850].

Stronghold

Upgraded cyclops cave cost 5 crystal [10].

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

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

Tower

Cloud Palace cost 8000 gold [5000].

Upg. Golem Factory cost 4 mercury [5].

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 and 18 hp. [2-3, 16].

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

Fortress

Wyvern Monarchs now have 80 hp [70].

Gnolls have 14 growth [12].

Gnoll Marauders have 6 attack [4].

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

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

Inferno

Imps hav 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].

Pit Lords/Fiends have 15 attack [13].

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

War machines

Ammo cart, Ballista and First Aid Tent have 500 hp.

Ballista does 3-5 damage [2-3].