

Neutral Heroes – mod for Heroes 3 VCMF game.

- New Hero class – Drifter



The Drifter is might affinity neutral hero class. The purpose of making the new neutral class is to introduce new heroes who have specialties in neutral creatures. Drifters can be hired only in Taverns (in town and on adventure map) and freed from Prisons. On random maps they're pretty useless, on custom maps can bring some interesting variety in gameplay. But to make them more useful all Drifters have two specialties: not only in creatures but also in resources, spells and other features. Version 1.0 contains three submods (can be enabled/disabled separately):

- H3 Neutral Heroes: introduce eight new Drifters with specialties in standard H3 neutral creatures;
- WoG Neutral Heroes: introduce eleven new Drifters with specialties in standard WoG neutral creatures (except Dracoliches);
- HotA Neutral Heroes: introduce two new Drifters with specialties in standard HotA neutral creatures;

This Mod is universal and can be easily be expanded to provide new Drifters for any mod containing new Neutral Creatures. Any other mod can be configured and linked with Neutral Heroes mod if mod's author wants to make some his own drifters.

- H3 Neutral Heroes.

1. Ernest

Ernest has long been a well respected member of the community. When troubles and war arise, Ernest is usually the first to step up and organize the peasantry to defend their homes, organizing them into a force that would make any general proud.



Starting army:

Peasants (max : 50, min : 35)

Pikemen (max : 40, min : 20)

Pikemen (max : 30, min : 15)

Starting secondary skills:

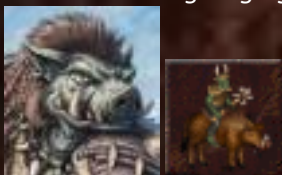
Advanced First Aid, basic Logistics, advanced Estates

Specialty:

Ernest increases speed and damage of any Peasants by 2 per level. Beside increases kingdom's income by 350 gold.

2. Kharnus

Kharnus has always been an admirer of the human cavaliers, even when fighting against them. He found these noble knights so inspirational he studied them for years, and then trained his cadre of Boar riders to great degree. Now his Boar Brigade is a match for any cavalry unit they take on, and has earned the grudging respect of many a general.



Starting army:

Boars (max : 14, min : 7)

Boars (max : 10, min : 5)

Goblins (max : 10, min : 5)

Starting secondary skills:

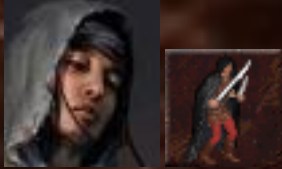
Advanced Offence, basic Armorer, basic Ballistics

Specialty:

Increases Attack and Defence of any Boars by 5% for every 2 levels. Also Boars gain Champions' justing ability. Besides, Boars generate one pile of wood and ore daily.

3. Melfis

Melfis was taken into the Thieves' Guild when his family was killed by a Magog attack of their village. As such he trained hard in the guild, becoming one of the most skilled of rogues, and rising through the chain of command, always keeping in mind his hatred of the Gog and Magog kind, always knowing he would one day hunt down and destroy the tribe that slaughtered his family.



Starting army:

Rogues (max : 12, min : 6)

Rogues (max : 12, min : 6)

Nomads (max : 6, min : 4)

Starting secondary skills:

Basic Luck, basic Tactics

Specialty:

Increases Attack and Defence of any Rogues by 5% for every 2 levels. Also all creatures under Melfis command hate Gogs and Magogs.

4. Orma

Leader of the halfling's community, Orma is beloved by her peoples. In combat she is fearless and wise, and it is said she can hurl energy stones with the accuracy of the strongest Magic Arrow spell.



Starting army:

Halflings (max : 30, min : 15)

Halflings (max : 20, min : 12)

Dwarves (max : 14, min : 8)

Starting secondary skills:

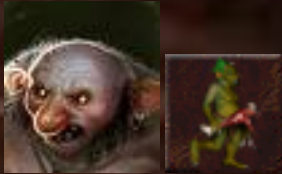
Advanced Luck, advanced Archery

Specialty:

Increases Attack and Defence of any Halflings by 5% for every level and Halflings can shoot even if otherwise blocked. Beside Orma can cast Magic Arrow with increased effect.

5. Oshmar

Oshmar is one of the strongest, most powerful trolls in the land, and an inspiration to his fellow kin. Most other races would also agree he is one of the ugliest trolls, a fact he takes with great pride.



Starting army:

Trolls (max : 4, min : 2)

Gnolls (max : 16, min : 8)

Gnolls (max : 12, min : 6)

Starting secondary skills:

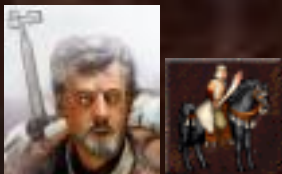
Basic First Aid, advanced Mysticism

Specialty:

Increases maximum damage of any Trolls by 5% for every 5 levels. Beside hero can cast Cure with increased effect.

6. Romires

Romires is a skilled equestrian with few rivals. His skills on horseback are so renowned that his tribe follows him with unswerving loyalty, calling themselves the 'Knight of Romires'.



Starting army:

Nomads (max : 8, min : 4)

Rogues (max : 16, min : 6)

Nomads (max : 6, min : 3)

Starting secondary skills:

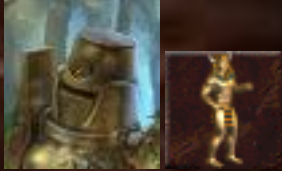
Basic Tactics, basic Resistance, basic Logistics

Specialty:

Increases speed of Nomads by 1 and grants them one additional attack. For that, Nomads generate one shiny gem per day.

7. Xanthus

Xanthus rose to power during the wrath of the gods, quickly becoming known as the 'Lord of Golems' for his ability to lead his fellows in battle with almost supernatural ability, summoning many of his troops seemingly from thin air.



Starting army:

Gold Golems (max : 4, min : 2)

Gold Golems (max : 4, min : 2)

Iron Golems (max : 6, min : 3)

Starting secondary skills:

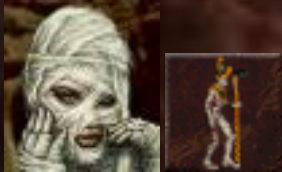
Basic Tactics, basic Resistance, basic Estates

Specialty:

During battle from the dead stack Gold Golems can summon Iron Golems and Diamond Golems can summon Stone Golems. Beside hero increases kingdom's income by 350 gold.

8. Zarantiri

Zarantiri is a powerful mummy, who is said to have been chosen by the gods themselves to wreak havoc and be an agent of chaos. Zarantiri seems to have been blessed with the ability to strengthen other mummies in her command, and to curse her enemies with powerful curses.



Starting army:

Mummies (max : 8, min : 4)

Mummies (max : 6, min : 4)

Walking Dead (max : 12, min : 6)

Starting secondary skills:

Advanced Necromancy, advanced Scouting

Specialty:

Increases maximum damage of any Mummies by 5% for every 3 levels. Beside hero can cast Curse with increased effect.

- **WoG Neutral Heroes.**

1. Cristian

Cristian is known as the 'General of Fire and Ice'. It is said his command of Sharpshooters are as at home in the freezing cold as they are in the fiery volcanic lands.



Starting army:

Arctic Sharpshooters (max : 6, min : 3)

Lava Sharpshooters (max : 4, min : 2)

Sharpshooters (max : 2, min : 1)

Starting secondary skills:

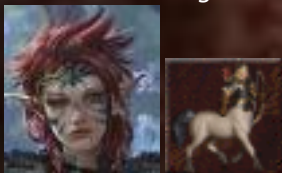
Advanced Archery, basic Leadership

Specialty:

Cristian can upgrade any Arctic Sharpshooter into Lava Sharpshooter and every Lava Sharpshooter into Arctic Sharpshooter. Beside daily generates 1 mercury.

2. Cyrilla

Priestess of the Sylvan Centaurs, Cyrilla is said to be able to draw from the magical strength of her enemies to strenghten her own troops, using her enemies magical prowess against them.



Starting army:

Sylvan Centaurs (max : 6, min : 3)

Centaurs (max : 10, min : 5)

Wood Elves (max : 8, min : 4)

Starting secondary skills:

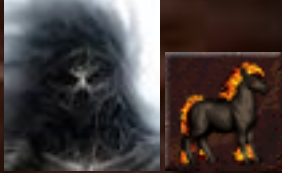
Advanced Eagle Eye, basic Archery, basic Scholar

Specialty:

All Sylvan Centaurs gain Block Retaliation ability and can channel 20% of enemy mana. Besides Cyrilla can cast Lightning Bolt always at expert effect.

3. Dankan

Once a great leader of the Nomad nation, Dankan and his fellow Nomads fell in a great war, ambushed by elves and their War Unicorns. It is said his will was so strong to win that he returned to life as a revenant spirit, his nomadic tribe rising with him, their horses turned to Nightmares.



Starting army:

Nightmares (max : 4, min : 2)

Werewolves (max : 6, min : 3)

Hell Hounds (max : 8, min : 4)

Starting secondary skills:

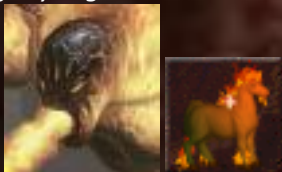
Basic Intelligence, basic Offence, basic Sorcery

Specialty:

Increases Attack and Defence of any Nightmares by 5% for every 6 levels. Also Nightmares hate War Unicorns. Besides, under Dankan's command good and neutral creatures can be mixed without morale penalty. And for last, Dankan daily generates 1 sulfur.

4. Hegnaar

So in tune with Hell Steeds is Hegnaar, it is believed he was once a Hell Steed himself in a past life. He is said to have a raging and firey spirit that is so hot and strong he must release his anger in roars of firey rage.



Starting army:

Hell Steeds (max : 4, min : 2)

Nightmares (max : 2, min : 1)

Starting secondary skills:

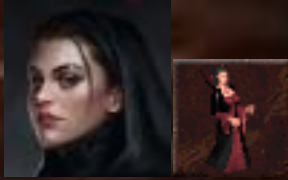
Basic Fire Magic, basic Diplomacy, basic Resistance

Specialty:

Increases health of any Hell Steeds by 10 HP for every 6 levels. Also Hell Steeds gain 2-hex breath like dragons. Besides, Hegnaar can cast Fire Wall with increased effect by 20%.

5. Morgana

Morgana is a sorceress of great power. It is said she was born within one of the world's strongest leylines, absorbing its powers and becoming in tune with it. She is said to be able to control the flow of magic in battle, easing the flow to her allies, and stemming the flow to her enemies.



Starting army:

Sorceresses (max : 4, min : 2)

Santa Gremlins (max : 12, min : 6)

Enchanters (max : 3, min : 1)

Starting secondary skills:

Advanced Resistance, basic Mysticism, basic Luck

Specialty:

Sorceress under Morgana's command reduce spell cost for ally by 3 and increase by 5 for enemy. Also Morgana can regenerate additional 5 mana points per day.

6. Rashnar

Rashnar the wolflord is said to be the fiercest, most feared werewolf in all the land, and he is definitively the alpha wolf of any pack in his command.



Starting army:

Werewolves (max : 8, min : 4)

Cerberi (max : 10, min : 5)

Hell Steeds (max : 2, min : 1)

Starting secondary skills:

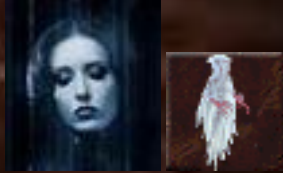
Basic Water Magic, basic Tactics, basic Artillery

Specialty:

Werewolves under Rashnar command gain unlimited retaliations and can drain 10% of attacked creature's life. Beside Rashnar generates 1 crystal per day.

7. Rossa

Rossa was once one of the most beautiful queens in all the land. Even if death she is said to be hauntingly beautiful, with a beauty so enthralling the spirits of her dead troops rise and continue to follow her.



Starting army:

Ghosts (max : 8, min : 4)

Wights (max : 6, min : 3)

Wraights (max : 6, min : 3)

Starting secondary skills:

Advanced Necromancy, basic Sorcery, basic Wisdom

Specialty:

Ghosts under Rossa's command can reduce enemy defence by half. Besides Ghosts increases Rossa's movement per turn. Also Rossa generates 1 mercury per day.

8. Sergiush

Sergiush is said to be one of the most single-minded and fervent leaders ever to walk the lands. He is said to never accept defeat, and to be so strong willed as to even cause death itself to step back from its claims on his armies, returning portions of his troops back to him after death.



Starting army:

War Zealots (max : 4, min : 2)

Monks (max : 6, min : 4)

Zealots (max : 6, min : 2)

Starting secondary skills:

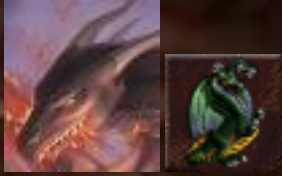
Basic Air Magic, basic Tactics, basic Leadership

Specialty:

War Zealots under Sergiush command can rebirth after death. Beside Sergiush casts expert Precision as opening battle spell.

9. Sherkan

Known by most as the 'Living Darkness', Sherkan is one of the most feared Gorynyches to ever walk the lands. Wherever Sherkan is, Darkness is known to follow.



Starting army:

Gorynyches (max : 2, min : 1)

Dragon Flies (max : 6, min : 4)

Starting secondary skills:

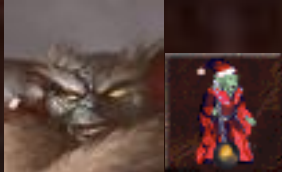
Basic Earth Magic, basic Scholar, basic Scouting

Specialty:

All Gorynyches under Sherkan command have 30% chance for Acid Breath with 10 HP damage per creature after attack. Also Sherkan has mobile Veil of Darkness.

10. Shrin

Shrin is the creature that parents tell their children about to scare them into behaving throughout the year. He and his fellow gremlins are said to have destroyed many a kingdom with their wily antics.



Starting army:

Santa Gremlins (max : 16, min : 8)

Gremlins (max : 18, min : 9)

Master Gremlins (max : 10, min : 5)

Starting secondary skills:

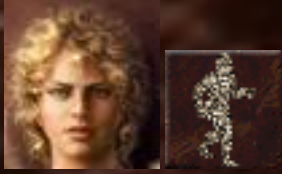
Basic Water Magic, basic Tactics, basic Artillery

Specialty:

Increases Health of any Santa Gremlins by 3 HP for every 3 levels. Also Santa Gremlins gain two additional attacks. Besides, Shrin generates 500 gold per day.

11. Unrish

Unrish is known as the 'Harbinger of Doom'. It is known throughout the land that when Unrish is sent to deliver a message, that message is usually followed by the destruction of his intended recipients.



Starting army:

Fire Messengers (max : 12, min : 4)

Air Messengers (max : 10, min : 6)

Starting secondary skills:

Basic Wisdom, basic Intelligence, basic Sorcery

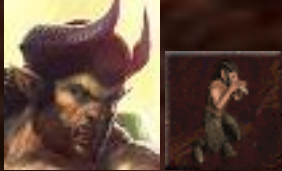
Specialty:

Unrish can upgrade any Messengers into another. Also generates 1 gem per day.

- HotA Neutral Heroes.

1. Azirus

Azirus is a strong and noble satyr, whose music seems not to sooth the savage beast, but to in fact bring out the savage fighting skills of his fellow satyr-kind.



Starting army:

Satyrs (max : 10, min : 5)

Satyrs (max : 8, min : 4)

Satyrs (max : 6, min : 3)

Starting secondary skills:

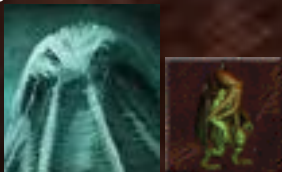
Advanced Luck, basic Logistics, basic Wisdom

Specialty:

Increases Attack and Defense of any Satyrs by 5% for every 4 levels. Besides, Azirus generates daily 250 gold, 1 wood and 1 ore.

2. Oukranos

Oukranos is a mezmmerizing leader, who commands unwavering loyalty from his Fangarm troops. Though some say he enslaves the will of his Fangarms, they will insist they follow him of their own free will.



Starting army:

Fangarms (max : 4, min : 2)

Oceanids (max : 18, min : 8)

Nymphs (max : 14, min : 7)

Starting secondary skills:

Advanced Scholar, basic Pathfinding, basic Water Magic

Specialty:

Increases Speed of any Fangarms by 5% for every 5 levels. All Fangarms under Oukranos command gain Block Retaliation ability. Besides Oukranos can cast Hypnotize spell always with expert level.