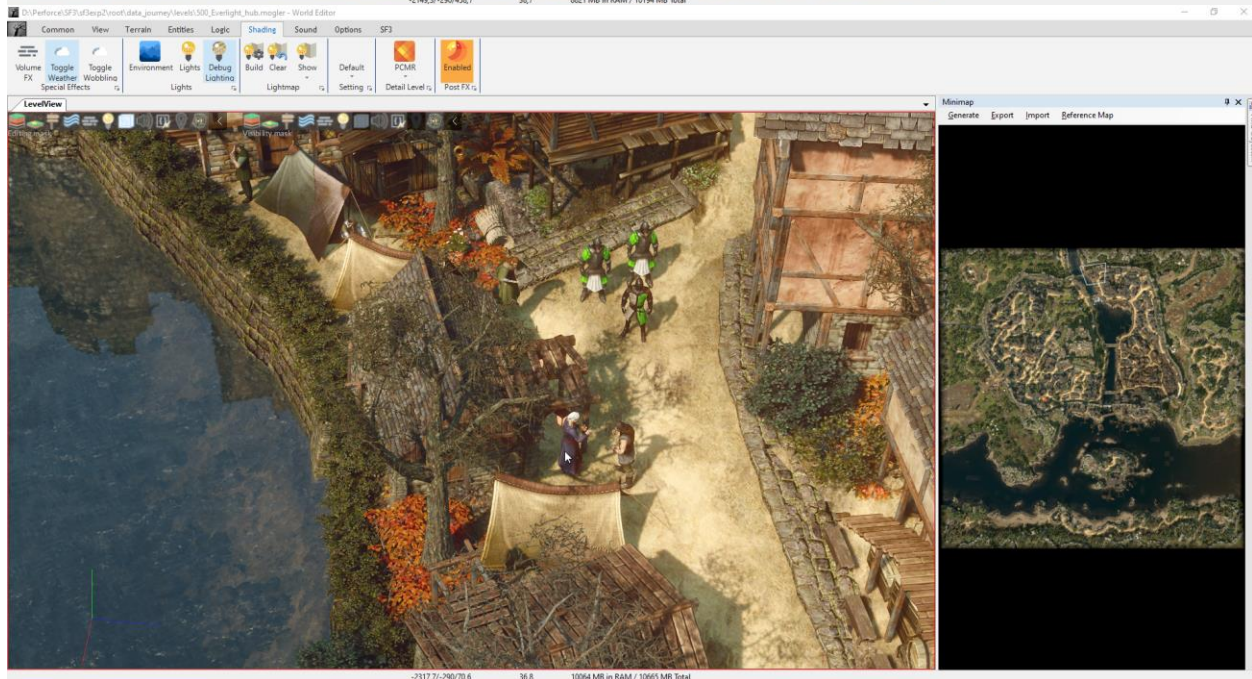
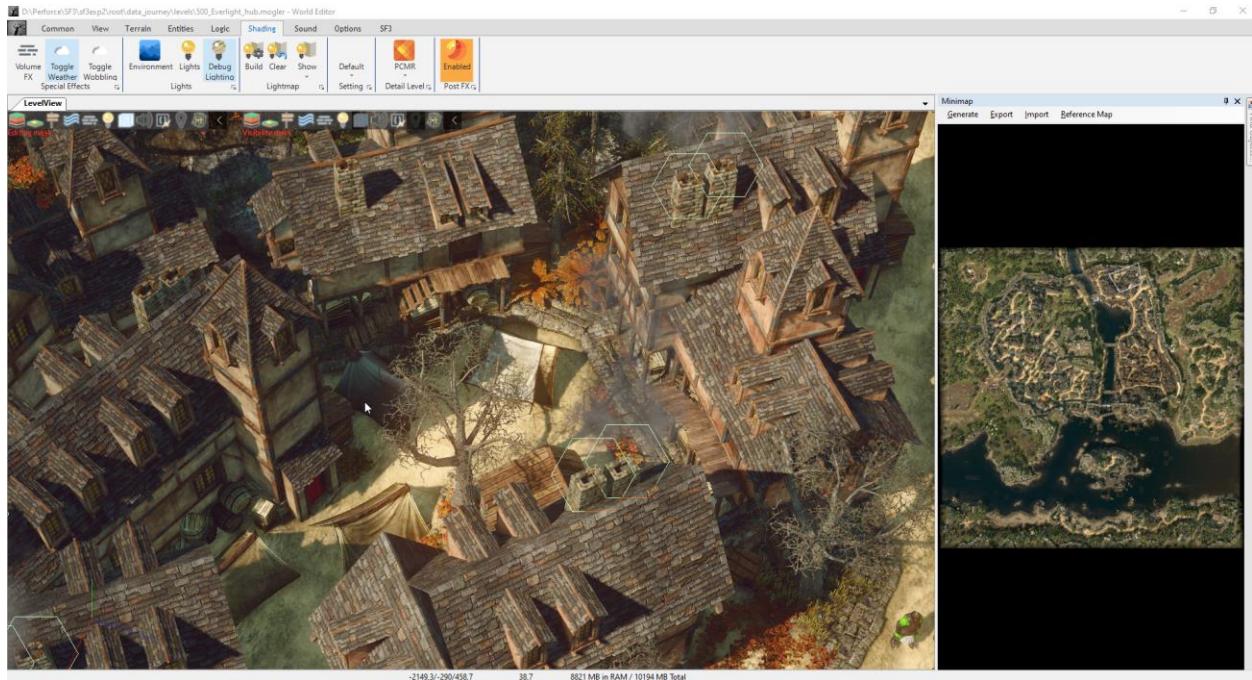
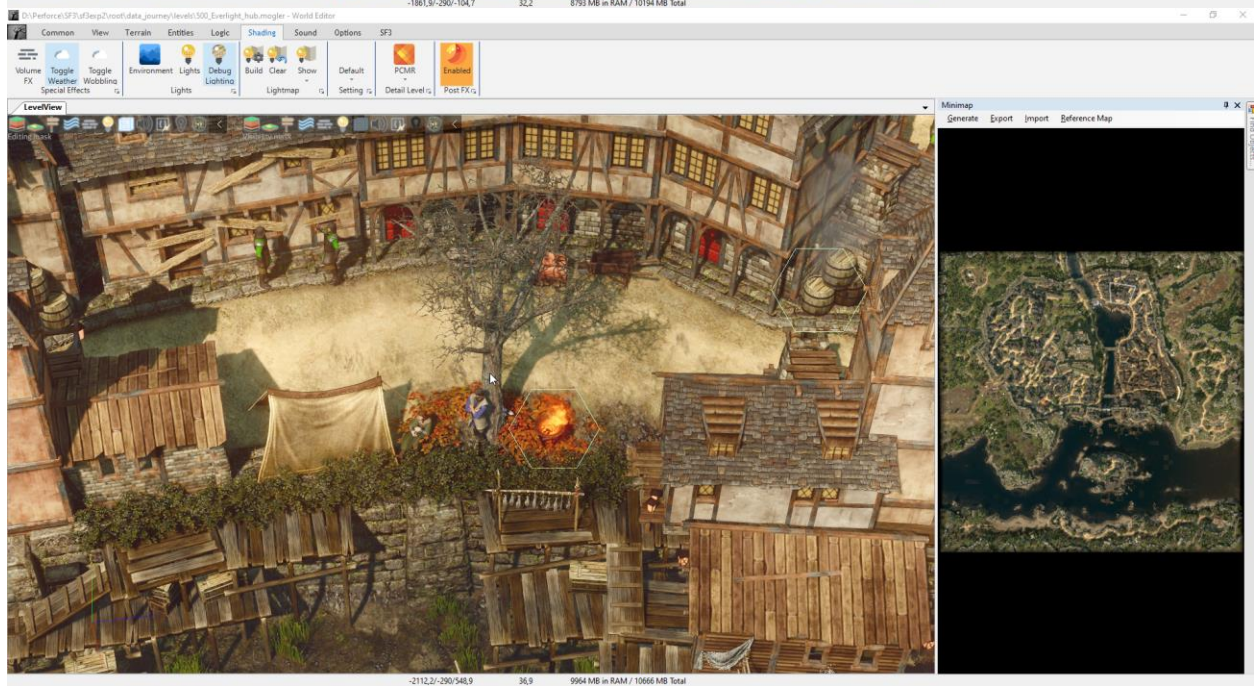
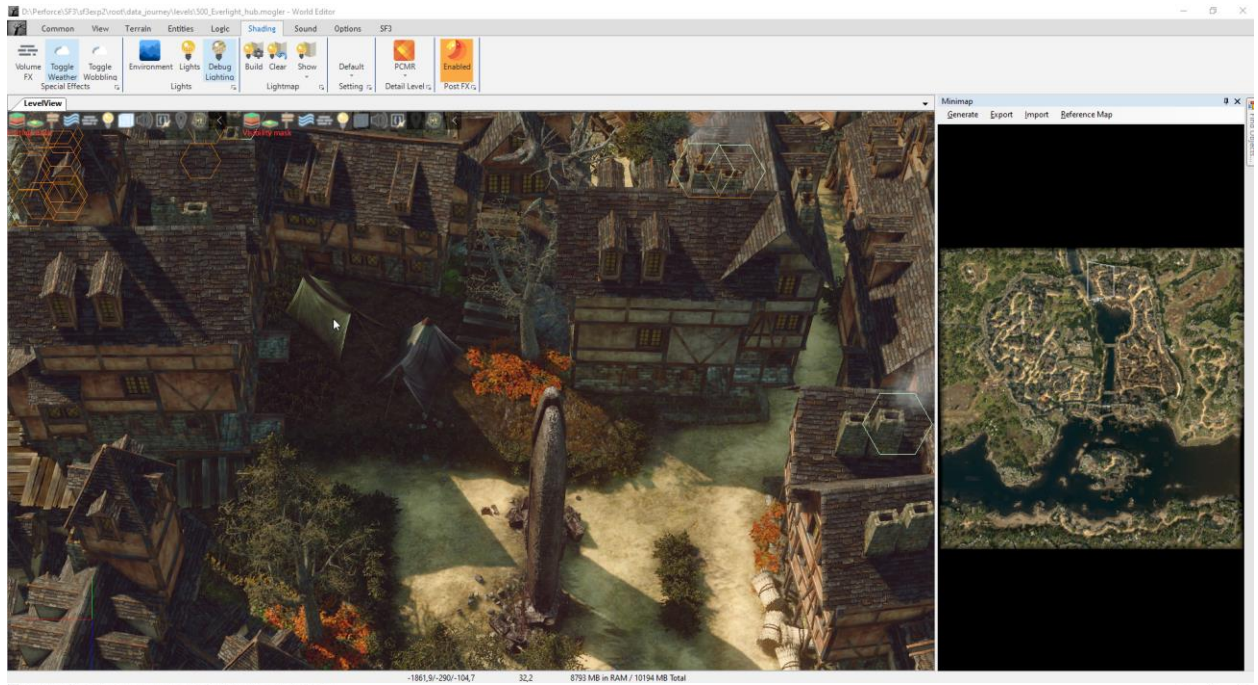


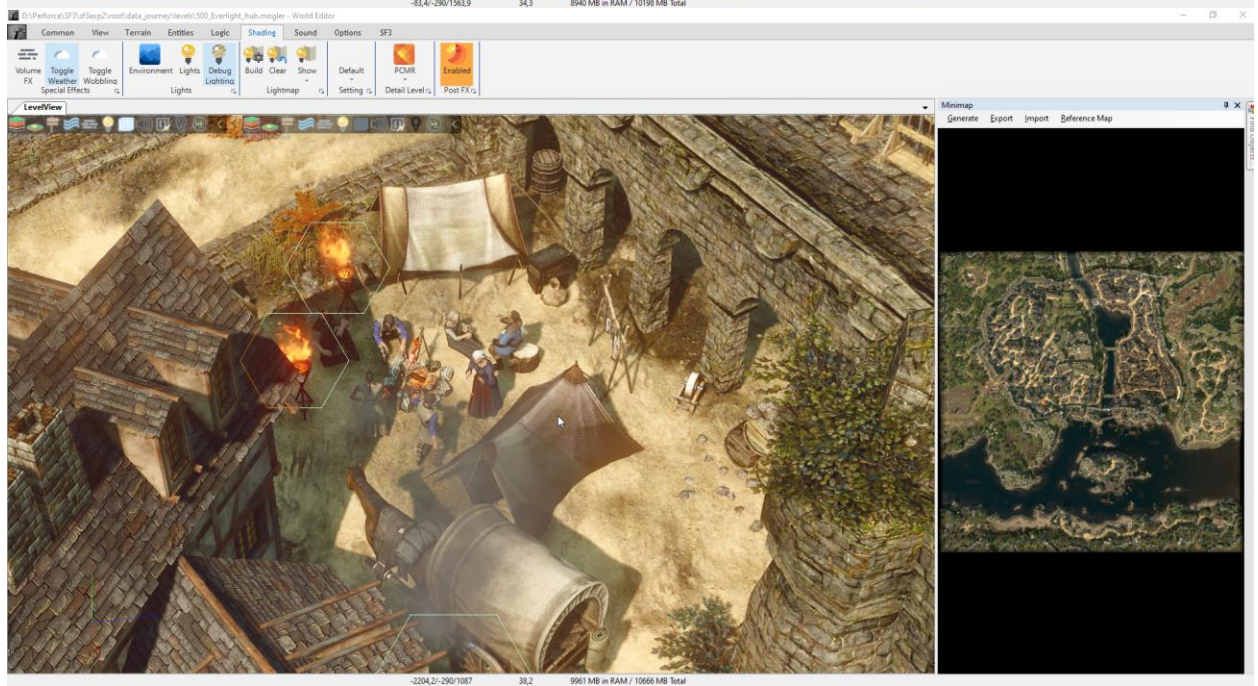
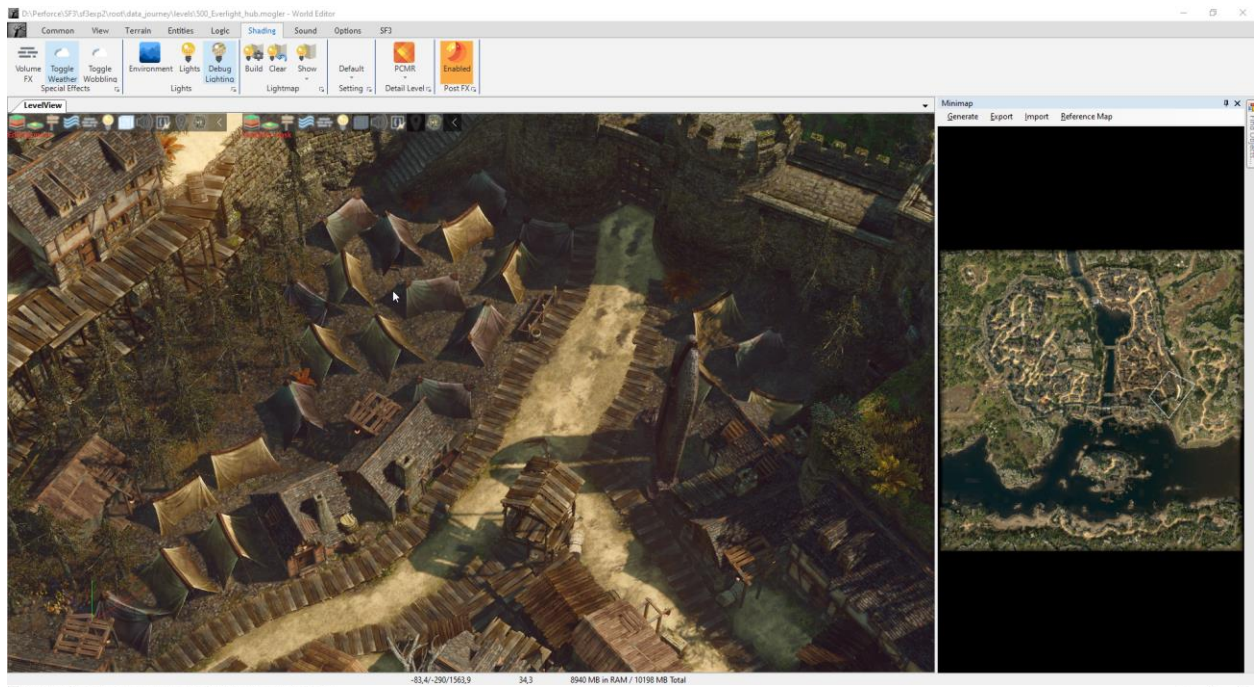
Visual changes to original levels

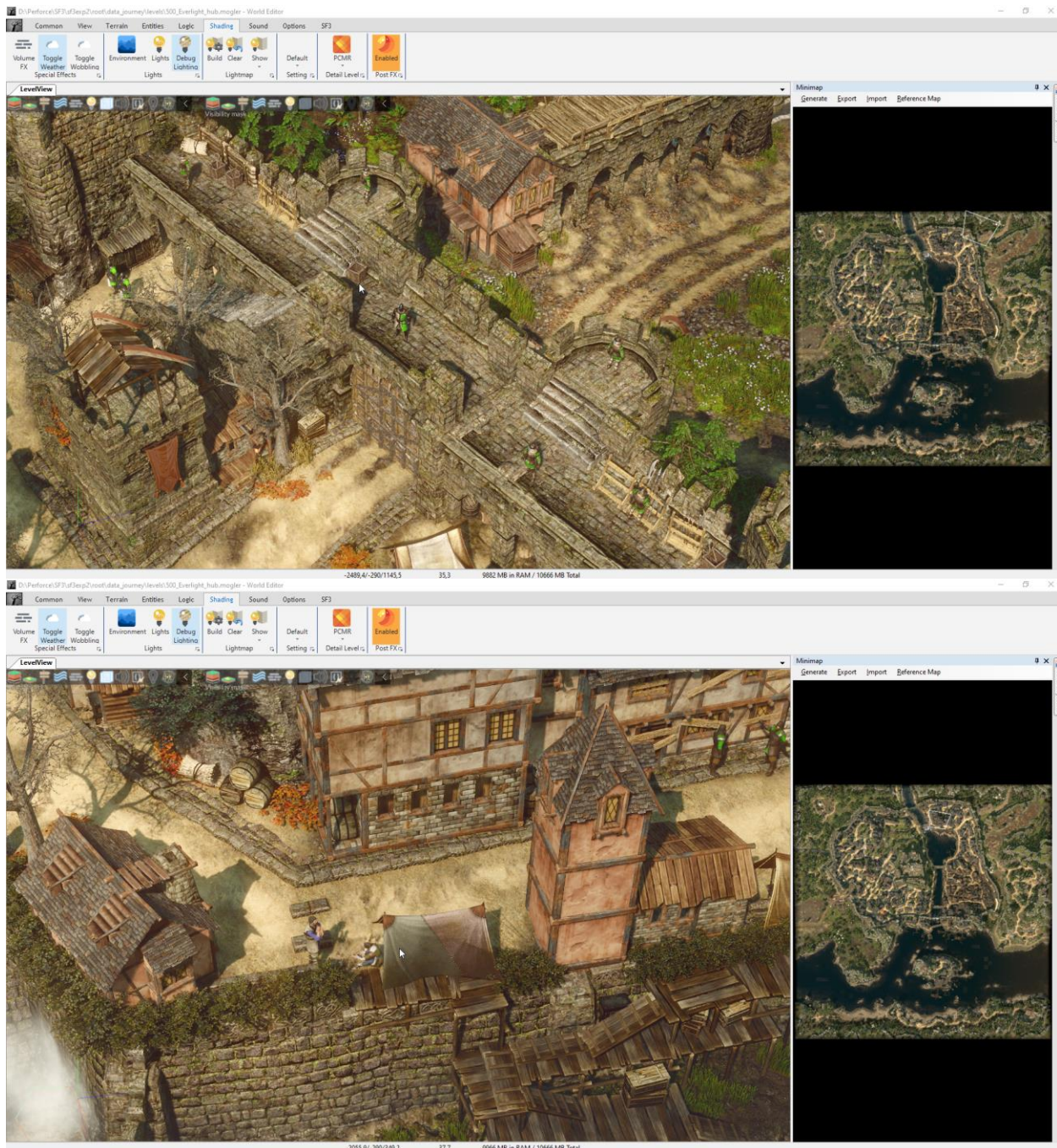
map_500 (originally map_30)

- Added tents and refugees-characters on the eastern Everlight bank (Mage Wars caused the refugees to flee to Everlight).
- Added guards to the north-eastern wall to highlight that the city is on alert

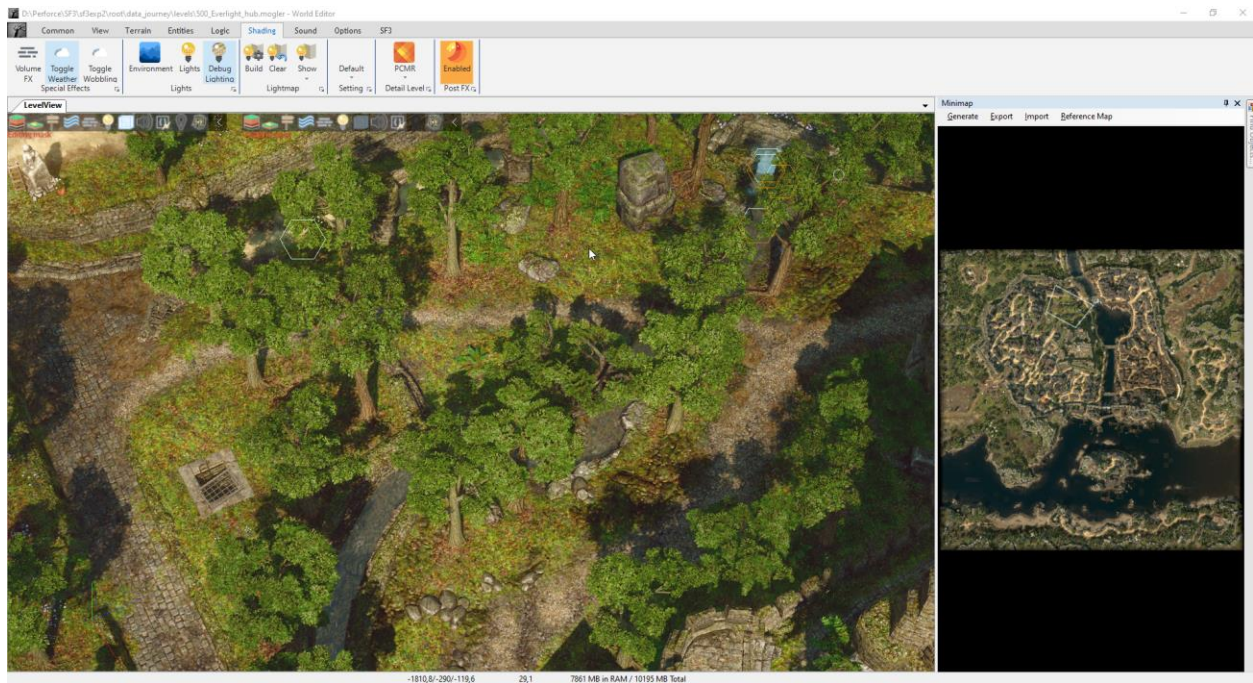
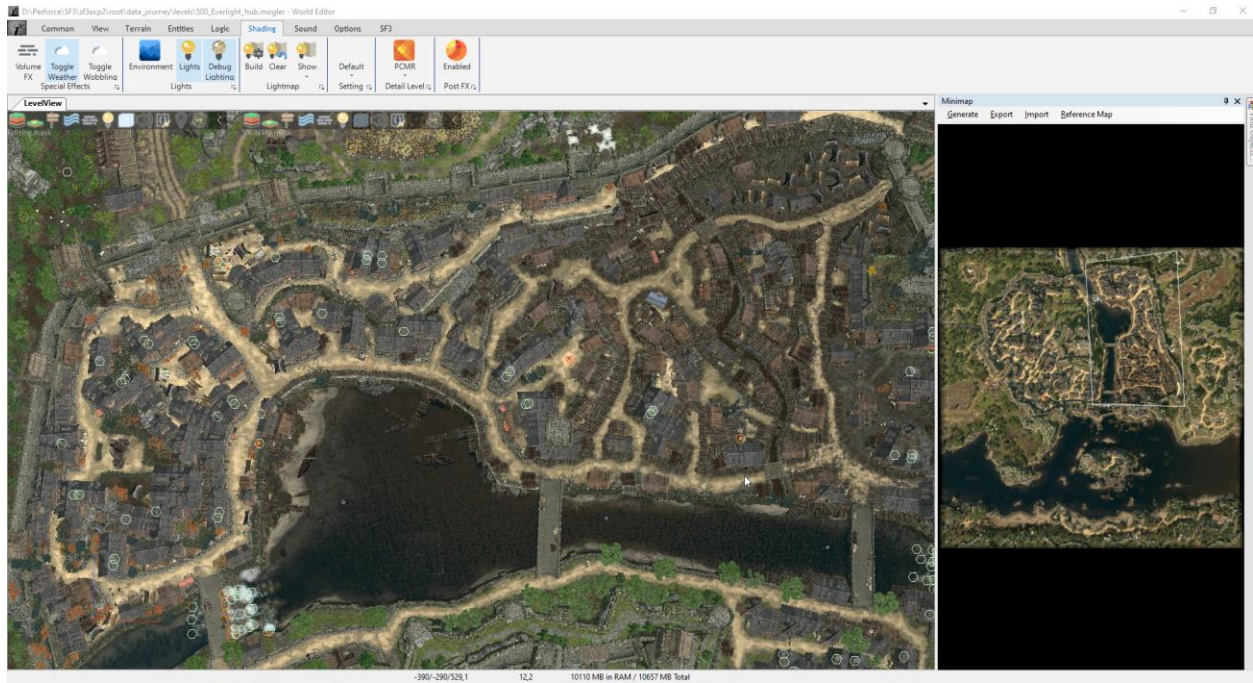


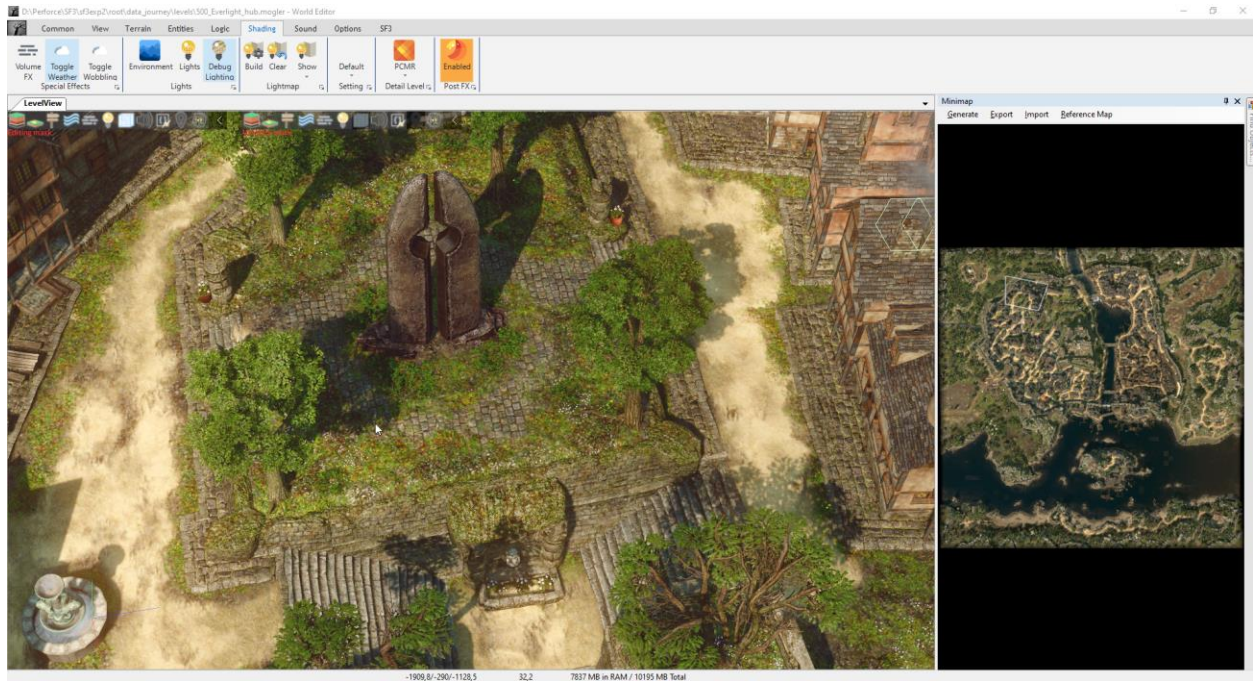






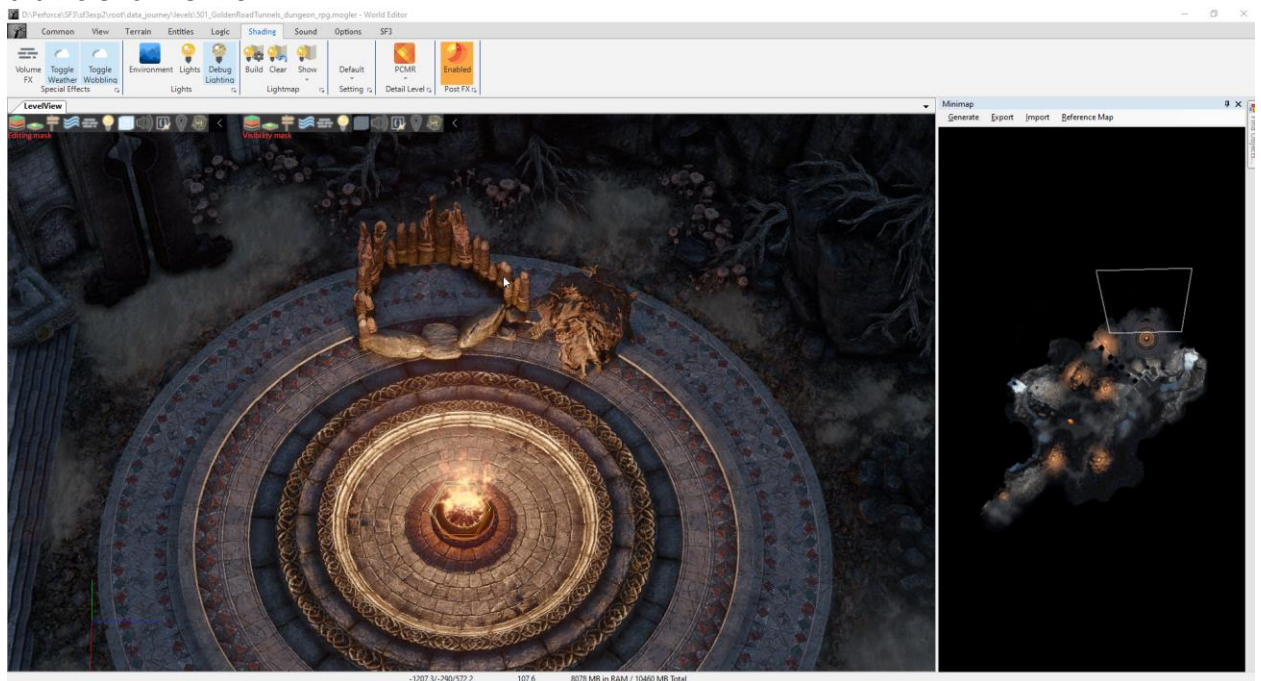
- Replaced nature assets on the eastern bank of Everlight with autumn ones to create sadder mood and highlight difference from cheerful Everlight in the original campaign. At first I intended to replace all nature assets in Everlight but it was taking me too long so I moved on. As a result, the level has blank spots where old grass and bushes used to be.

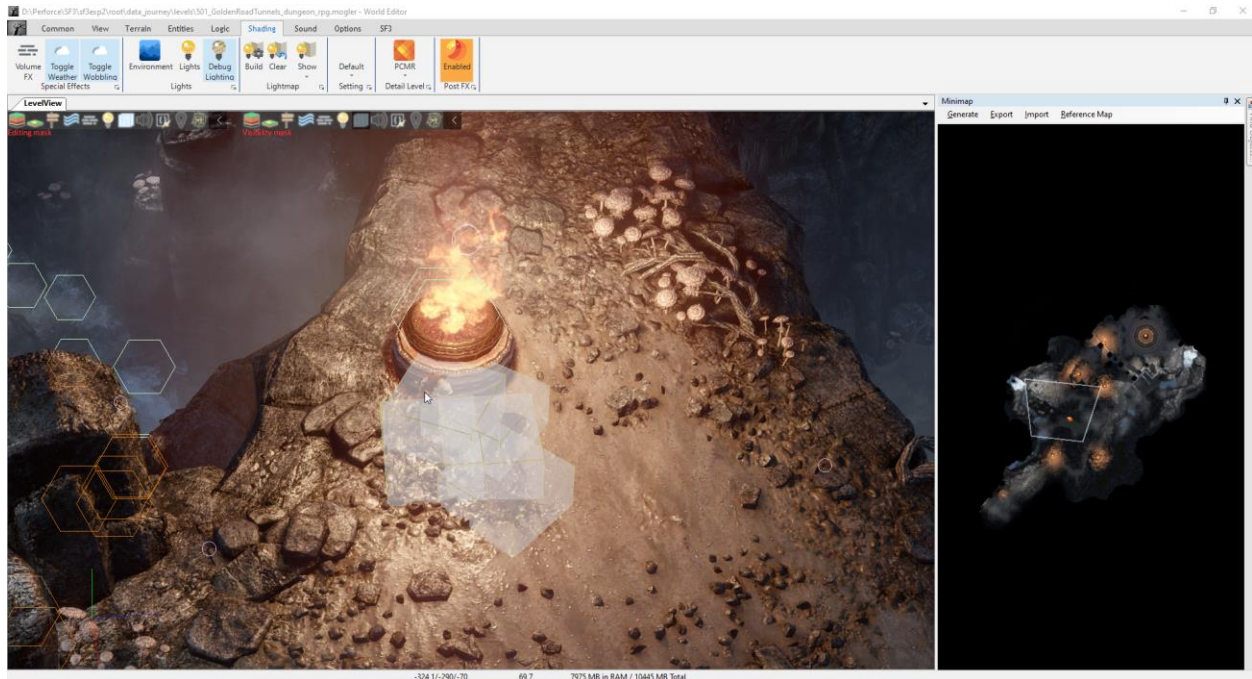




map_501 (originally map_102)

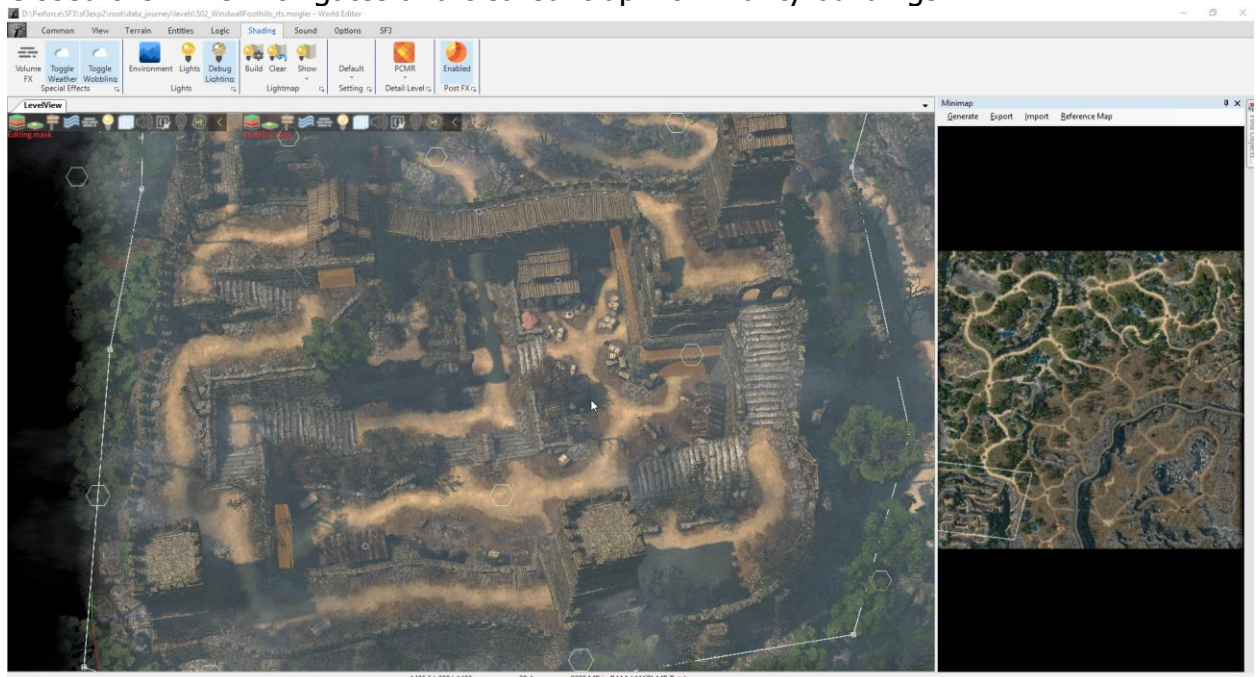
- Added troll hut and stone corral for stolen goats (By lore troll lives in the cave and stole goats from a nearby village to make itself a company)
- Added the dead villager who wanted to deal with the troll on his own, which didn't end well for him

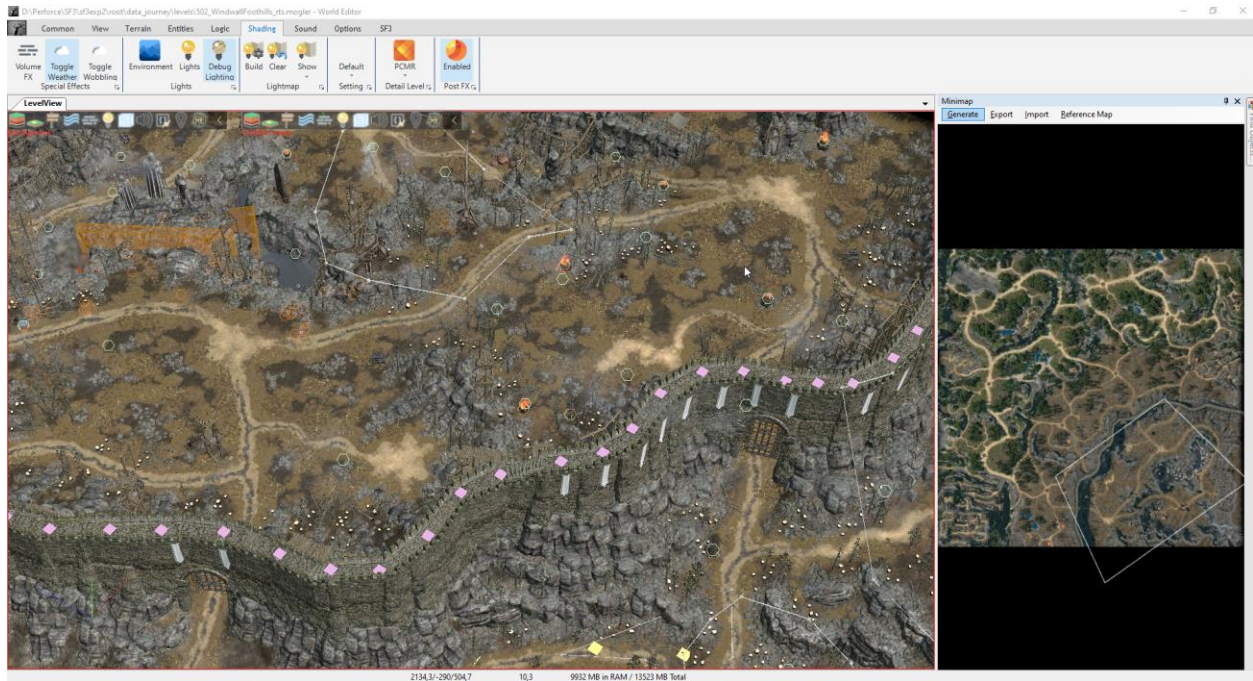




map_502 (originally map_22)

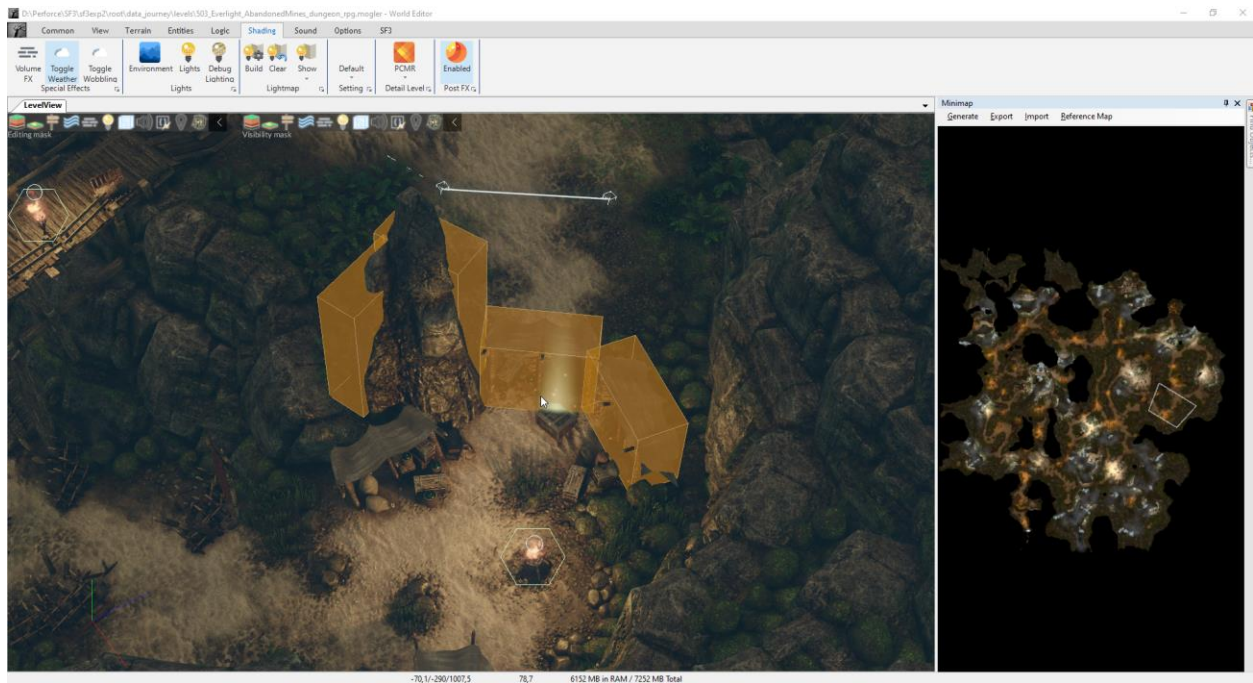
- Removed remnants of Purity activities (dead villagers, cages and etc.) all over the map
- Cleared up the castle from blood stains and corpses to put settlers-characters there (By lore you help them to resettle in Windwall Foothills after they had to leave it because of the Mage Wars battles)
- Closed the mine with gates and cleared it up from Purity buildings





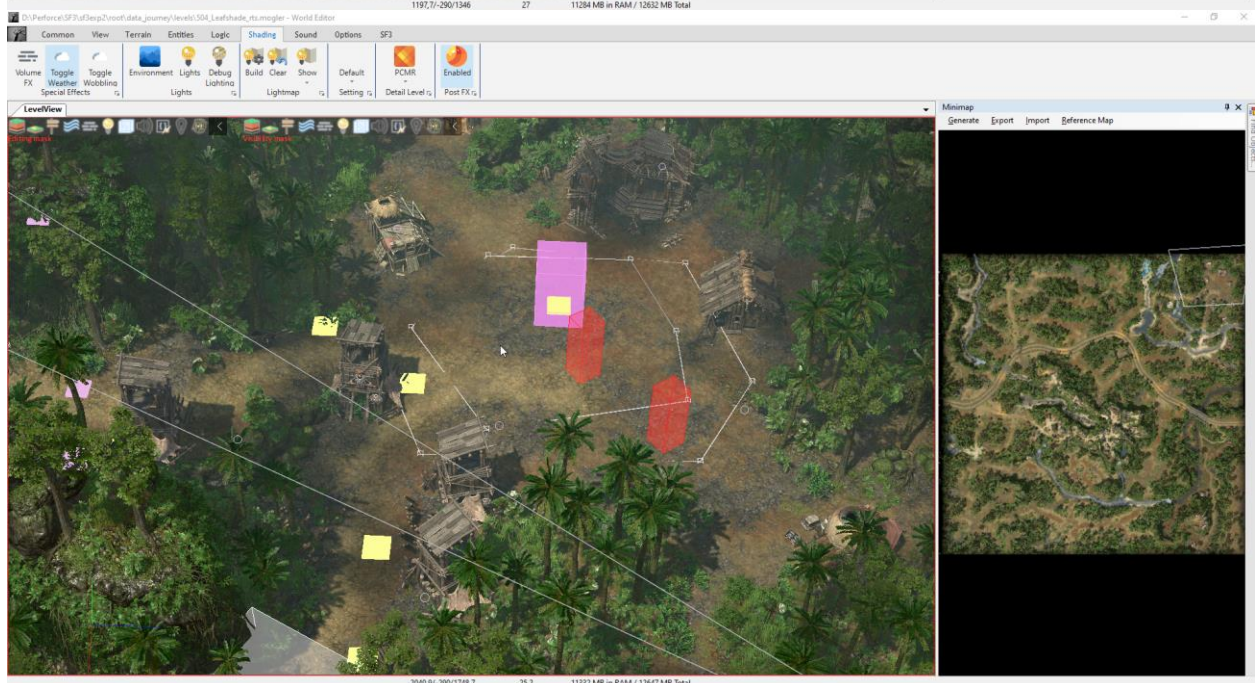
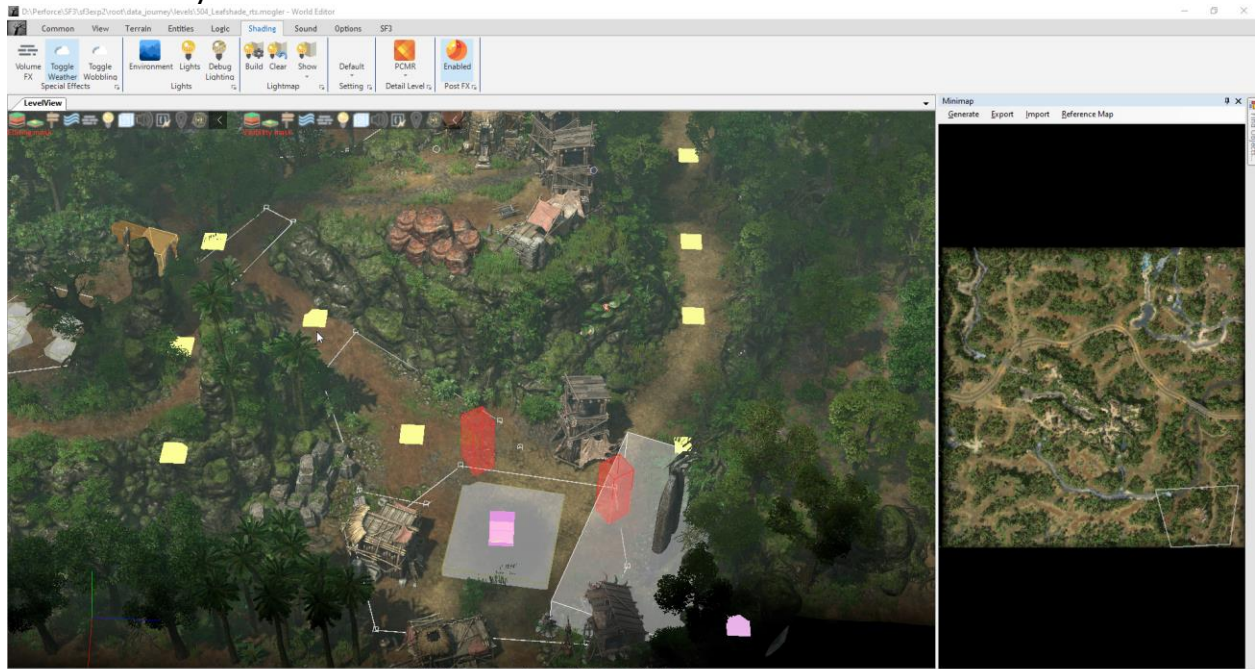
map_503 (originally map_43)

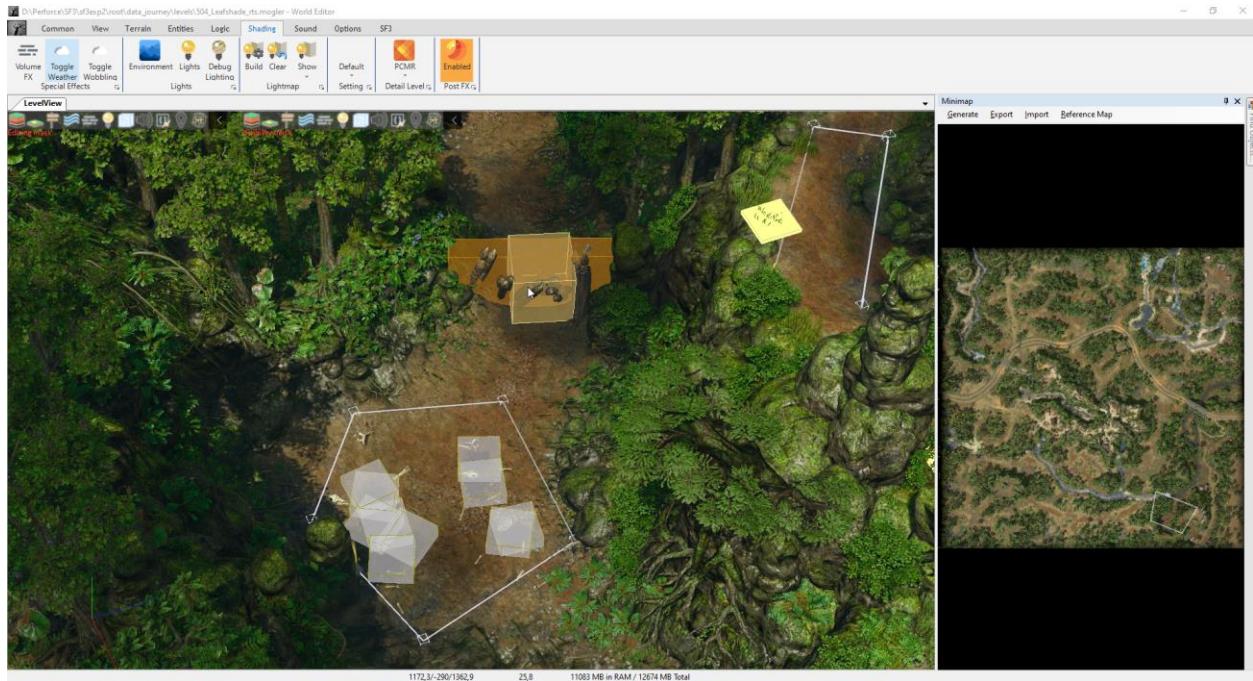
- Blocked the pathway with goblin camp assets for gameplay purposes



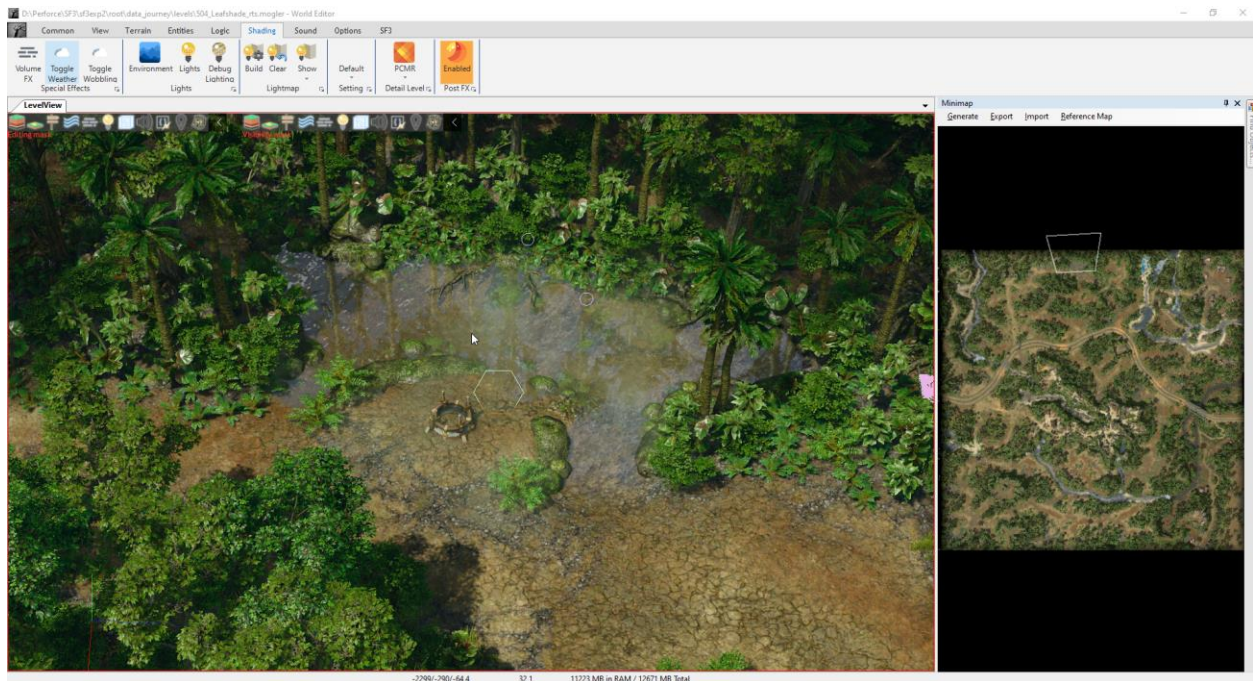
map_504 (originally map_13)

- In the bottom right side of the map in order to put enemy base there Leveled Ground for buildings and added a new path for units to expand in the left adjacent sector
- In the bottom right side of the map added orc barricades to "lock up" a quest mob in the pit
- In the upper right side of the map removed human fort to free up space for the second enemy base



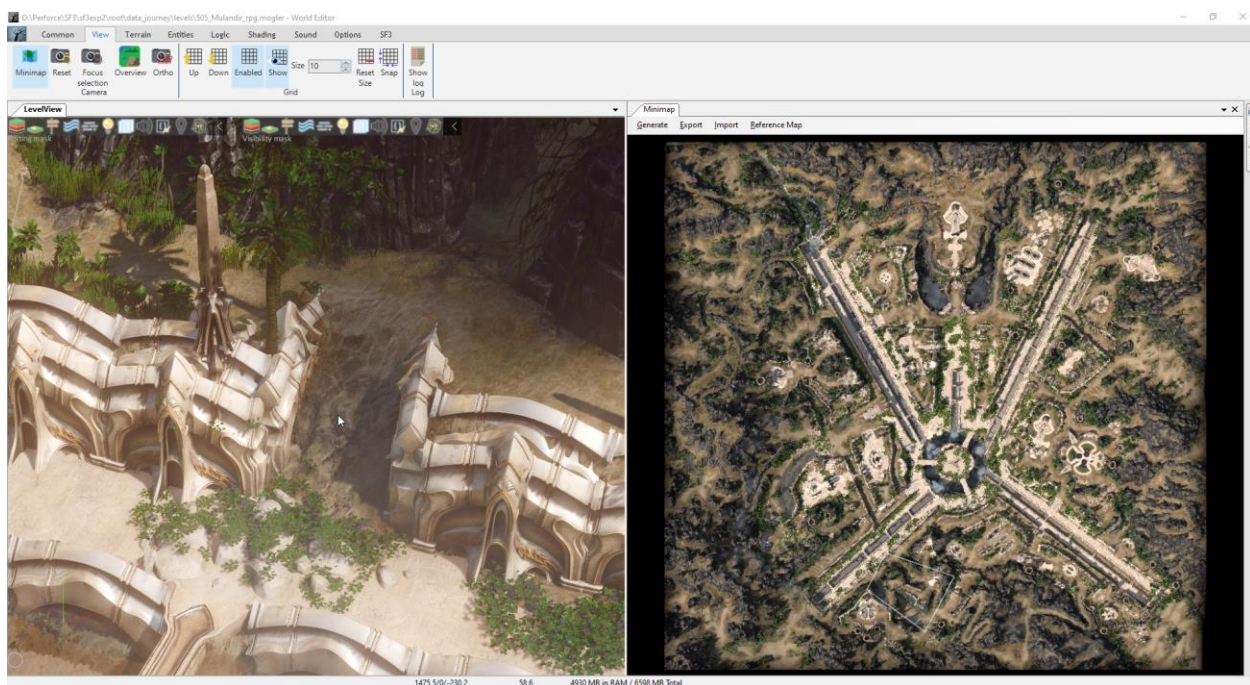
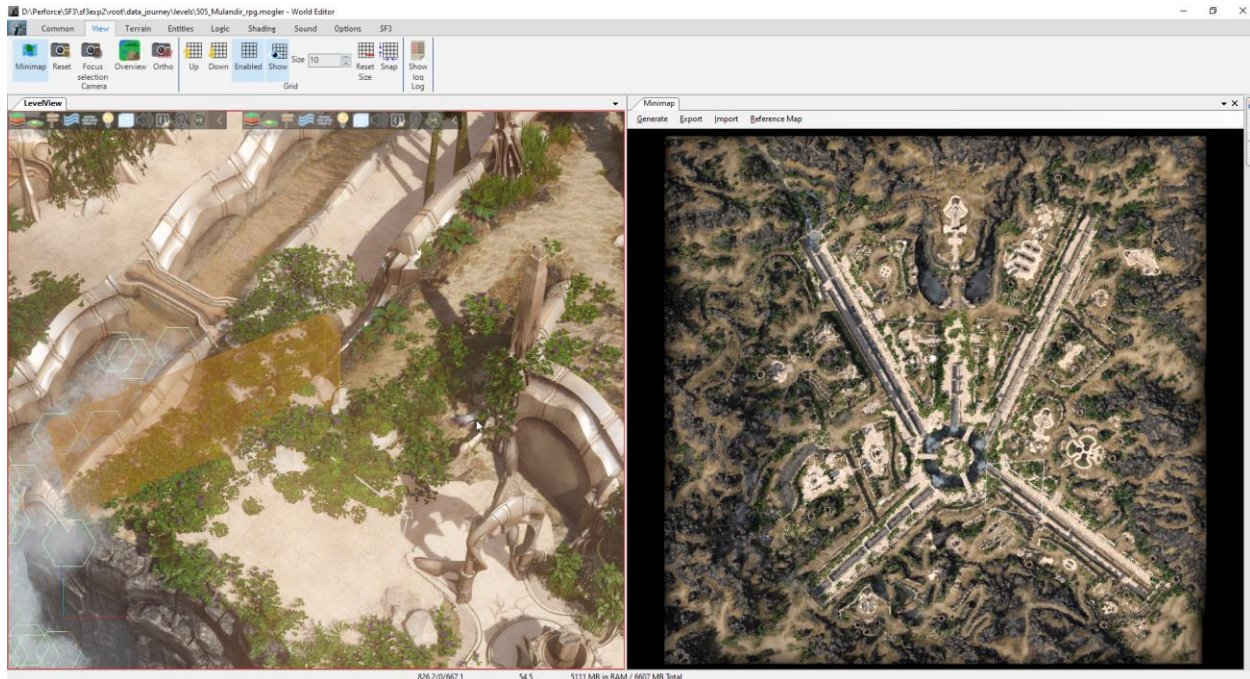


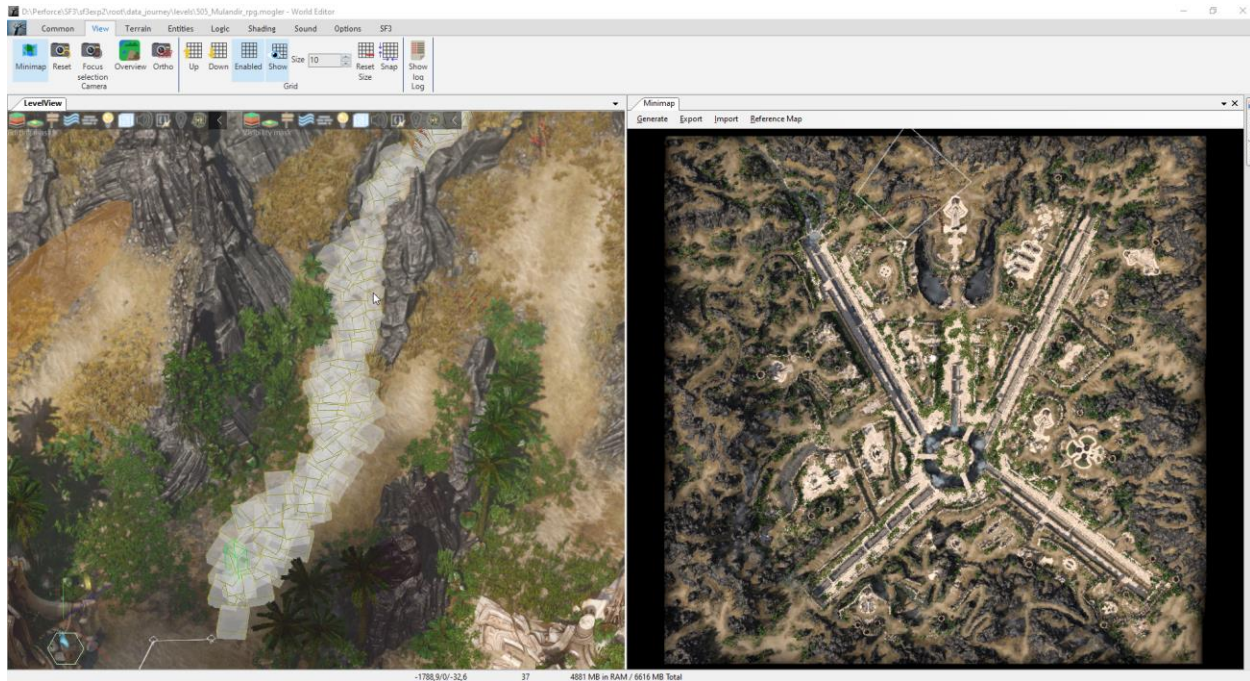
- Removed signs of blood rot from all elven altars so they are clean by default



map_505 (originally map_9)

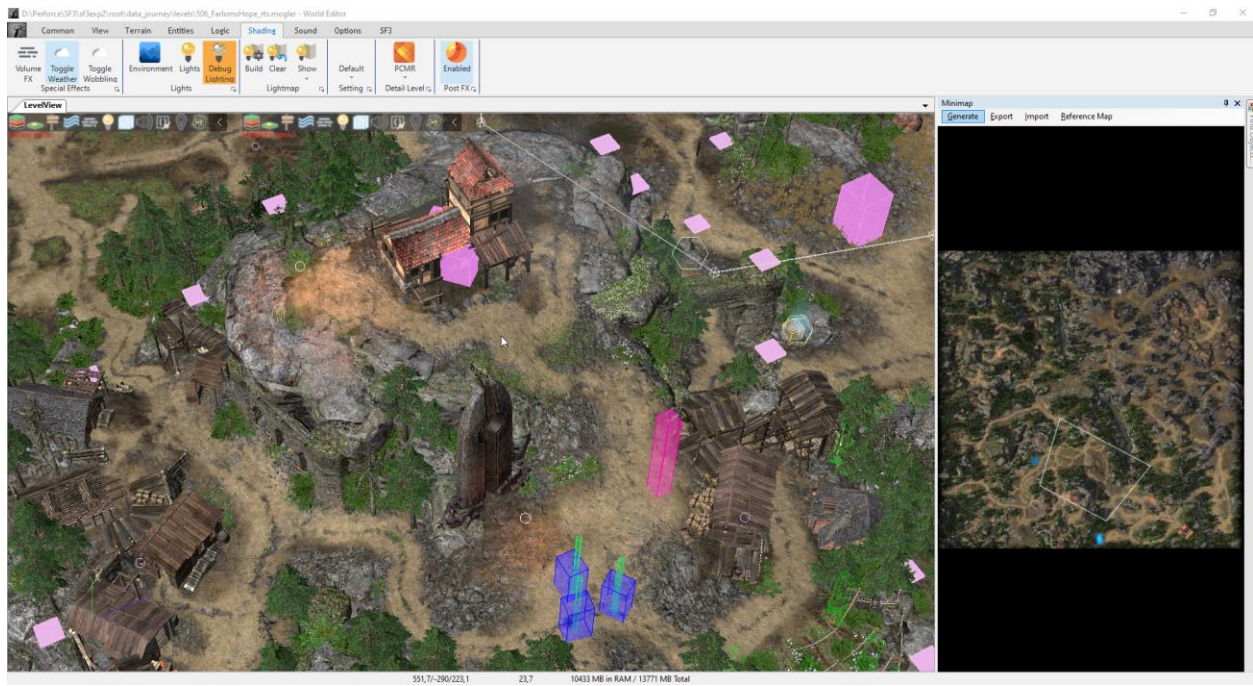
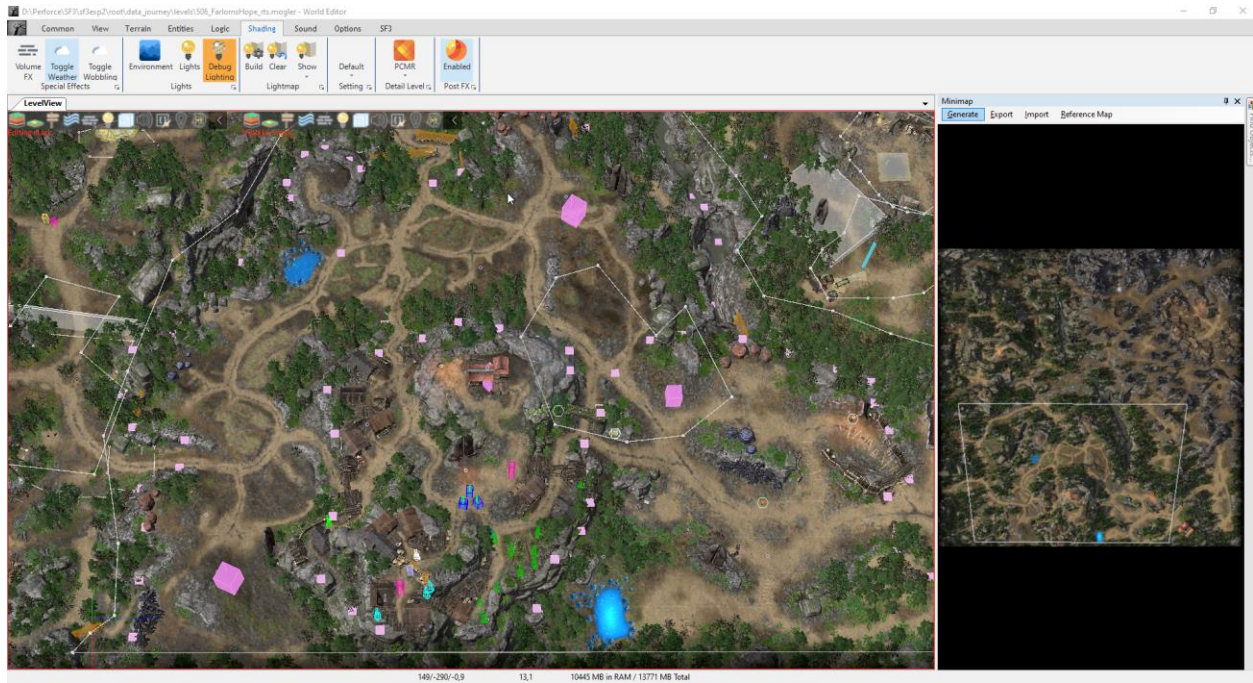
- Cleared up paths that were blocked with stones and debris to ease up map exploration
- Added blood stains trail that lead to a side quest miniboss fight with a blood golem

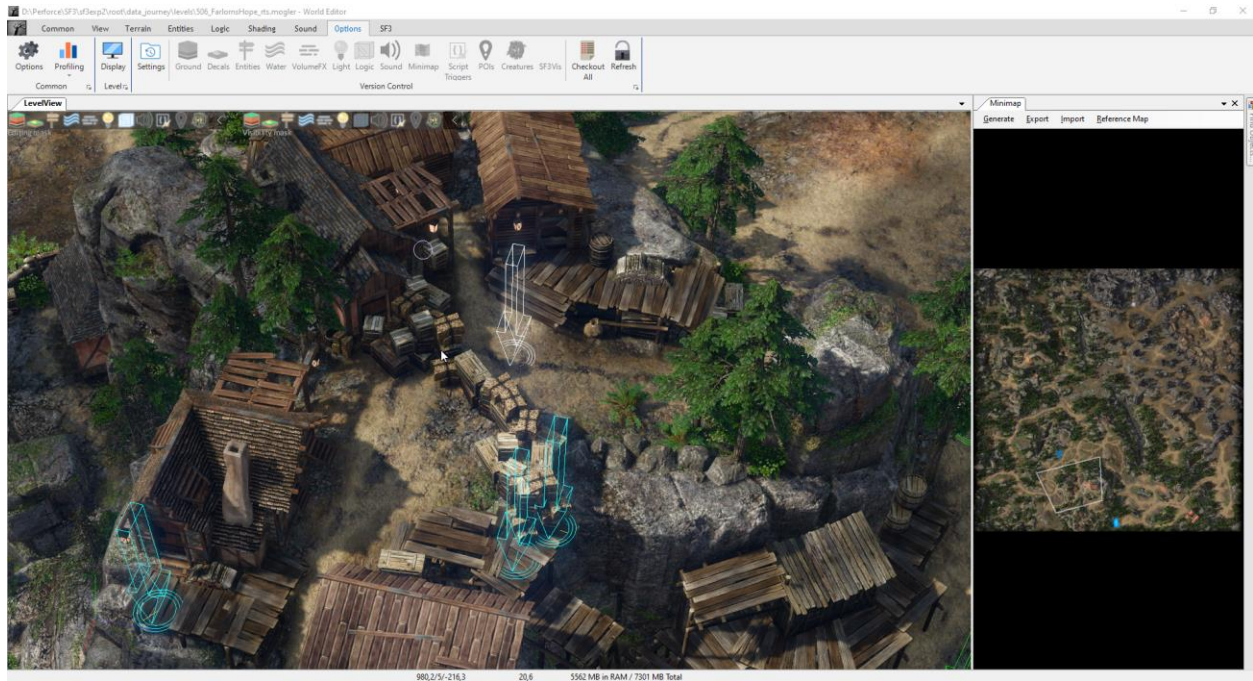




map_506 (originally map_5)

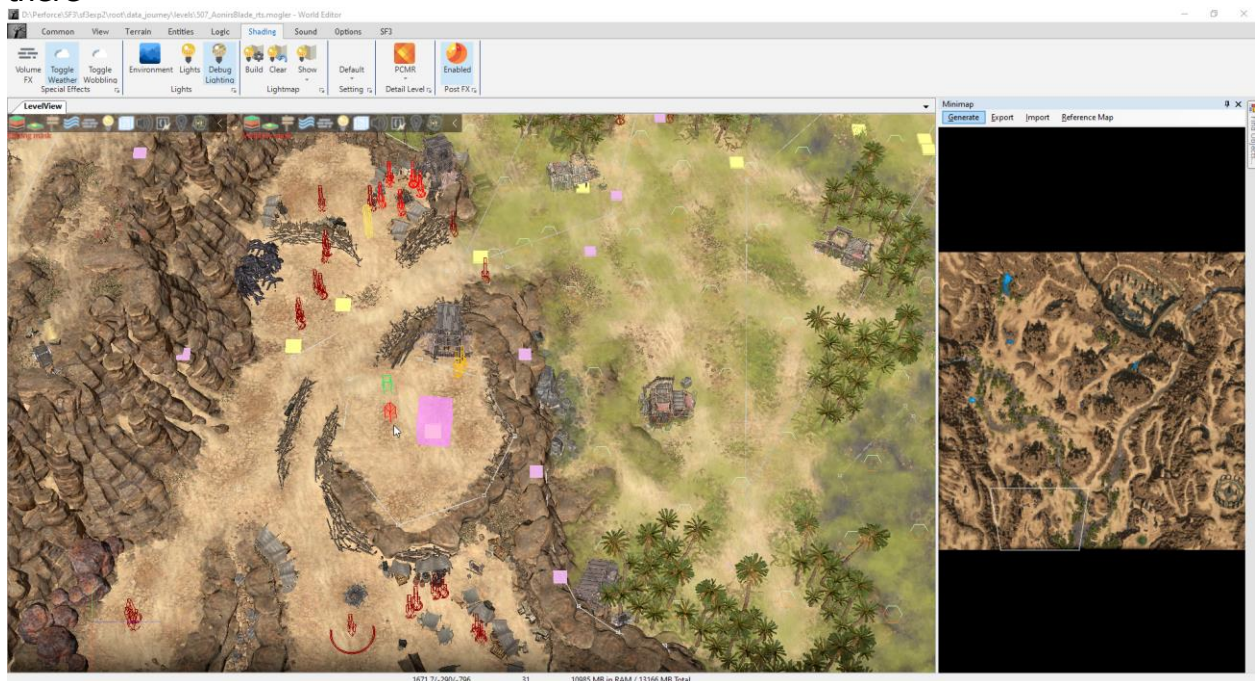
- Cleared up area around hill with a tavern in Farlorn's Hope to allow rts gameplay there (developing economies and building up defences)
- Replaced Farlorn's Hope tavern with a human outpost so it will have different stages of destruction (this is a last stand map and players have to defend this outpost)
- Leveled area on Farlorn's Hope hill and removed some town assets to allow: enemy troops to pass through; build towers for players
- Added improvised barricade to put a quest NPC behind it and not worry that it will get killed during gameplay (players can still talk to it through the barricade)

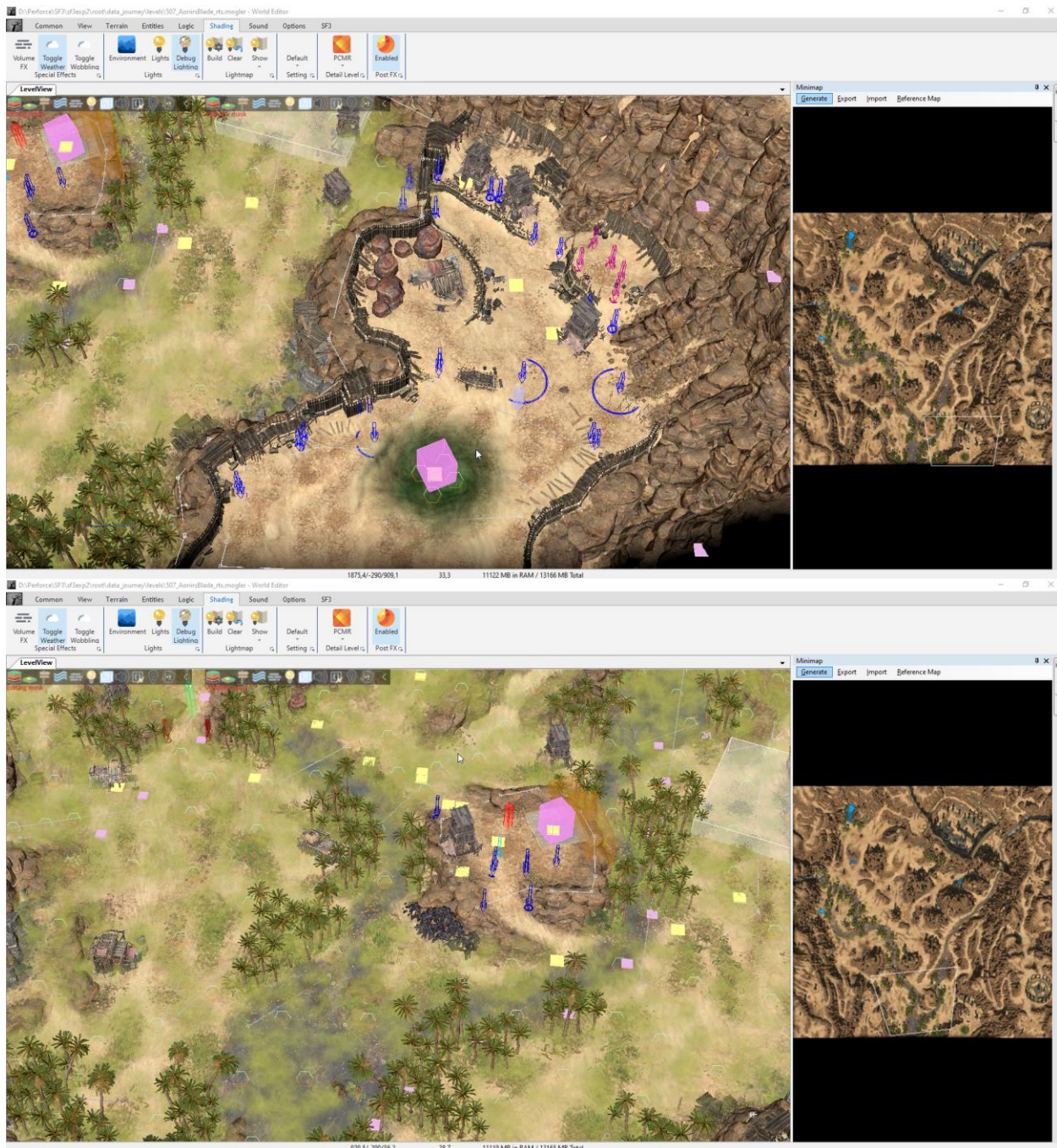




map_507 (originally map_11)

- Added evil fog in the area with initial enemy sectors for gameplay and quest flow purposes
- Removed Deathmen camp assets to put enemy outpost there
- Removed Falcons' field camp assets to put enemy base there





- Cleared up Falcons' fortress from dead falcons, blood stains and etc.
- Added gameplay important buildings in Falcon's fortress

