SpellForce III

UNIVERSAL REFORCED CONTENT PATCH

This is a fan made Community Content Patch which adds 23 (Patch version 1.4) new community made mods/maps and software to the game, additional visual mods and support/game fixes.

Updated Version 1.4

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1.0 SF3-URCP Manual - Index

1.1 SF3-URCP System and Game Requirements

The "SpellForce 3 Universal Reforced Content Patch" (SF3-URCP) is a collection and development if the last universal applied update/version/patch to SpellForce 3 and all its Addons.

This "SF3-URCP" can **only** be successfully applied to these games on that version under the completion of the following system requirements for full and intended mod performance.

Minimum Requirements:

CPU:	AMD Ryzen 5 3600X or better
GPU:	Nvidia Geforce GTX 1060 TI (6GB VRAM)
HDD:	3 GB of free space
RAM:	12 GB
OS:	Win 7 – Win 11 64 Bit (Admin account) .Net 4.0

Recommended Requirements:

CPU:	AMD Ryzen 5 5600X or better
GPU:	AMD Radeon RX590+ (8GB VRAM)
HDD:	3 GB of free space
RAM:	16 GB
OS:	Win 7 – Win 11 64 Bit (Admin account) .Net 4.0

Supported games:

STEAM® SpellForce 3 "Burning Blood" (base game) on version 80512 or above

STEAM® SpellForce 3 "Soul Harvest" on version 80512 or above

STEAM® SpellForce 3 "Fallen God" on version 80512 or above

STEAM® SpellForce 3 "Versus Edition" on version 80512 or above

gog com SpellForce 3 "Burning Blood" (base game) on version 80512 or above

gog com SpellForce 3 "Soul Harvest" on version 80512 or above

gog com SpellForce 3 "Fallen God" on version 80512 or above

gog com SpellForce 3 "Versus Edition" on version 80512 or above

XBOX SpellForce 3 "Soul Harvest" on version 80512 or above

2.1 SF3-URCP Intro
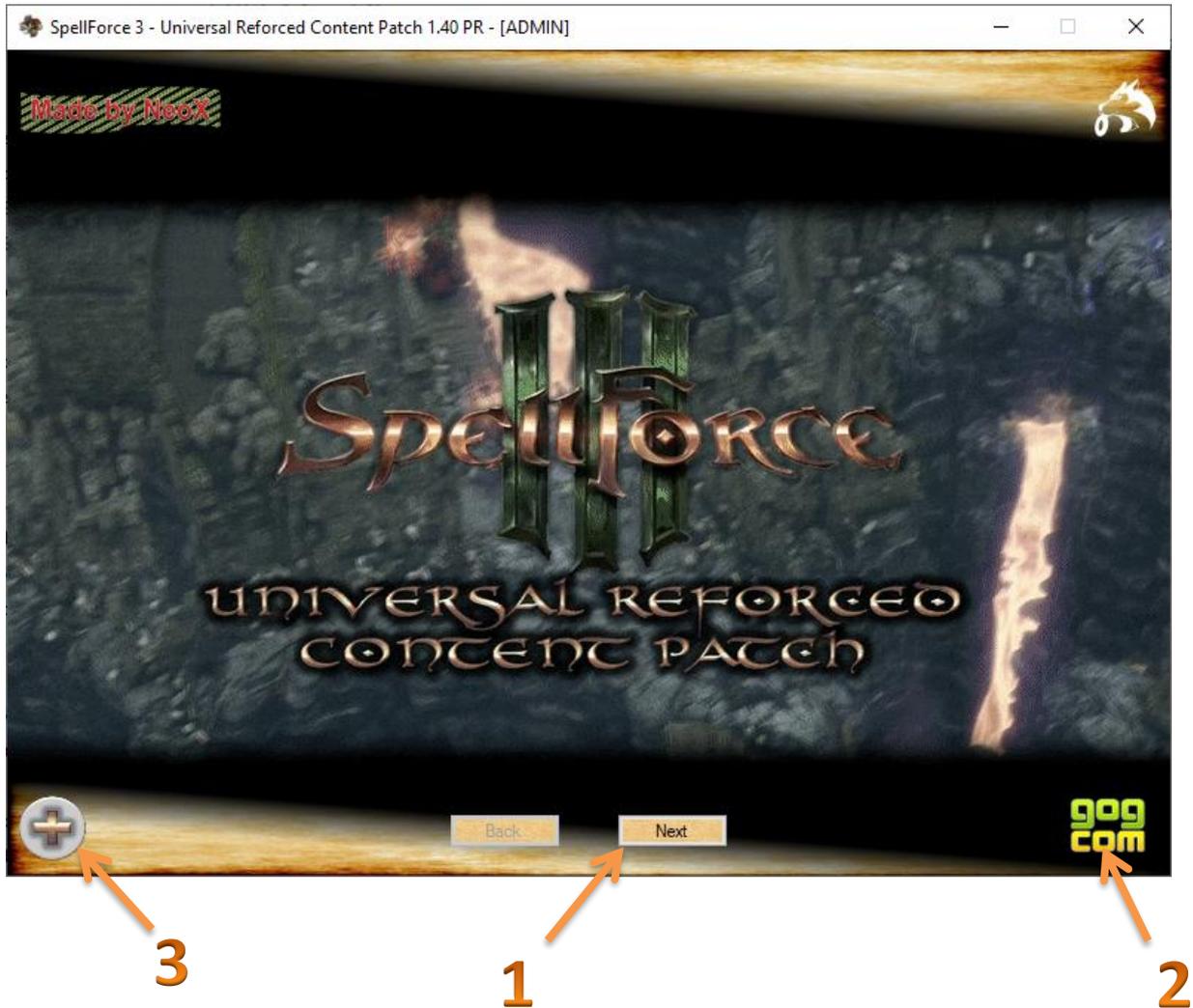
1 = switches to the EULA agreement

2 = Displays if a valid game installation could be detected and on what system. Supported are Steam, GoG and Microsoft Store/XBoX version of the SpellForce 3 games (see System and Game Requirements). If no valid game and installation could be found, the installation is denied. Pirate Versions can be detected and in that case the setup will deny any installation.

Sometimes it can happen that it needs some time because of slow hardware. Then you will see this, if the SF3-URCP still tries to detect and verify a game installation (mostly known on XBoX Gamepass and Microsoft Store):

3 = Enters the "Support-Mode" of the SF3-URCP

!!! Important Note !!!

Always make sure the SF3-URCP is started with admin permission to ensure it has the needed write permissions to the system to correctly apply the mods and content. If it starts in normal user mode, it will display it the following way:

versal Reforced Content Patch 1.40 PR - [RESTRICTED USER]

2.2 SF3-URCP EULA
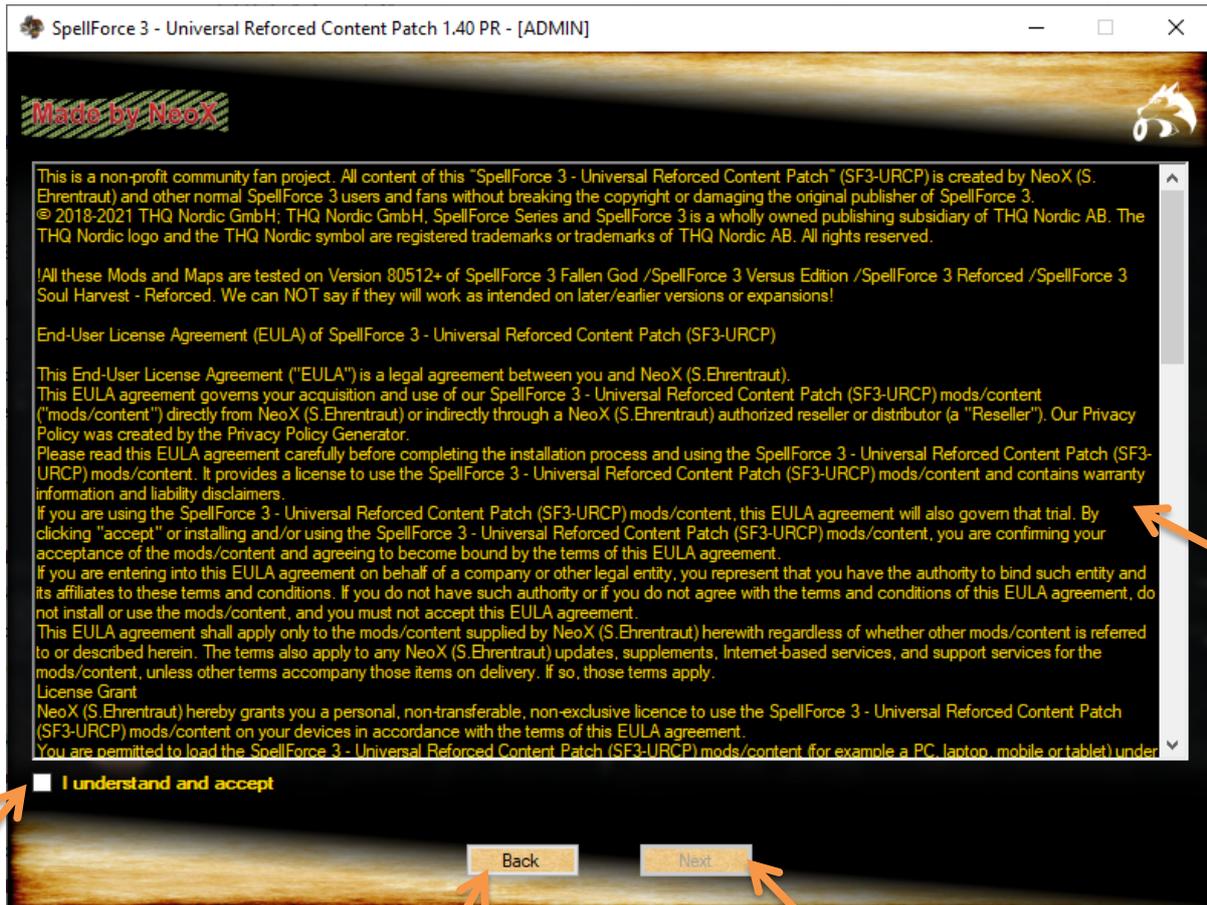
1 = Accepting option for the EULA

2 = EULA of the SF3-URCP

3 = switches back to the Intro of the SF3-URCP

4 = switches to the setup-config of the map-mod "Lost Oasis"

2.3.1 Lost Oasis

1 = Dynamic preview of Lost Oasis

2 = preview of the Minimap of Lost Oasis

3 = Info of the amount of players this map is designed for

4 = Lore of Lost Oasis

5 = activates the Installation of Lost Oasis on version 3.0

6 = When you have Lost Oasis installed or remains of it, you can repair the installation if needed

7 = Uninstalls Lost oasis completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the EULA of SF3-URCP

10 = switches to the setup-menu of Green Mountain Castle

2.3.2 Green Mountain Castle
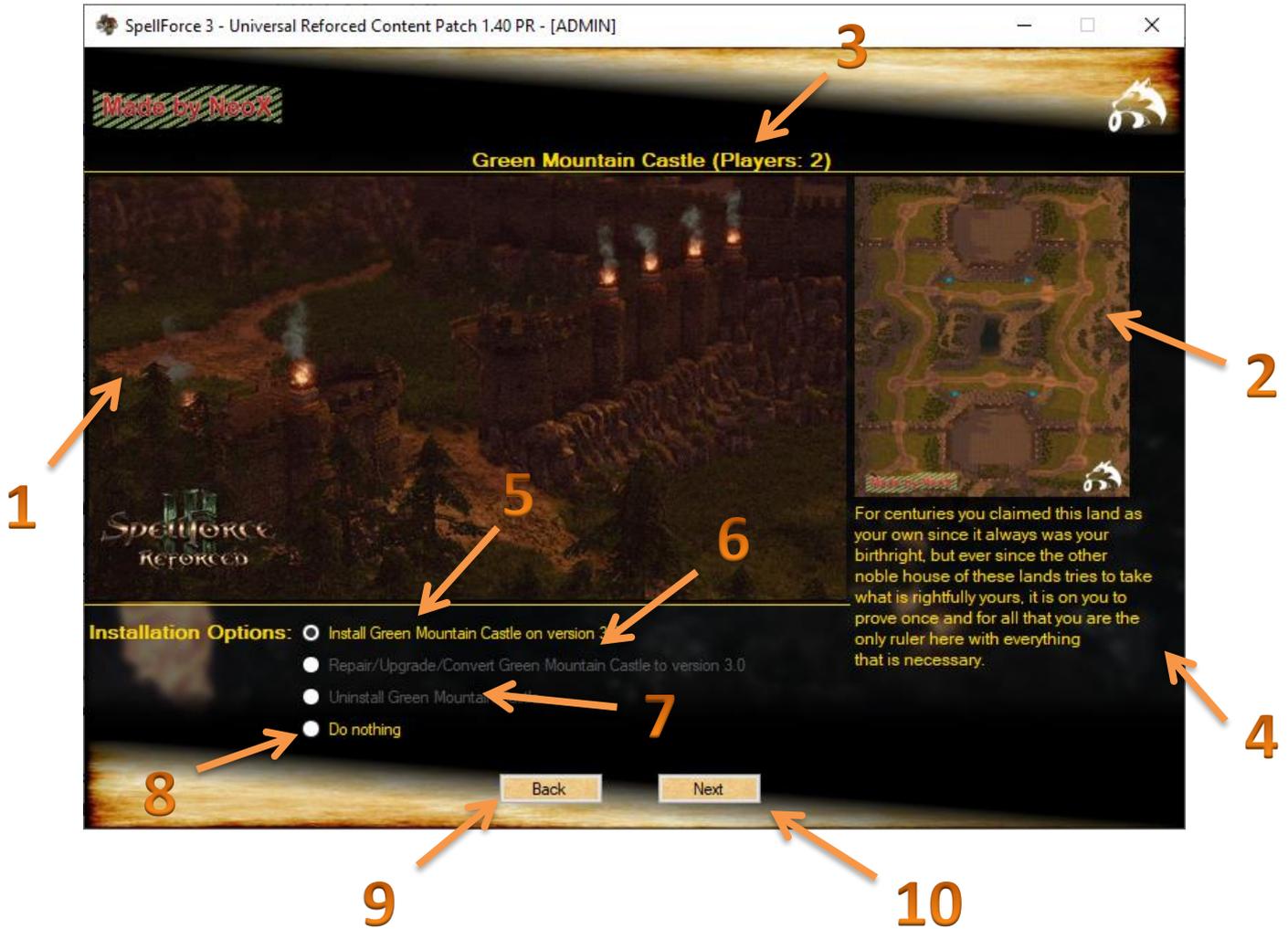
1 = Dynamic preview of Green Mountain Castle

2 = preview of the Minimap of Green Mountain Castle

3 = Info of the amount of players this map is designed for

4 = Lore of Green Mountain Castle

5 = activates the Installation of Green Mountain Castle on version 3.0

6 = When you have Green Mountain Castle installed or remains of it, you can repair the installation if needed

7 = Uninstalls Green Mountain Castle completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Lost Oasis

10 = switches to the setup-menu of Battle of the Convocation

2.3.3 Battle of the Convocation
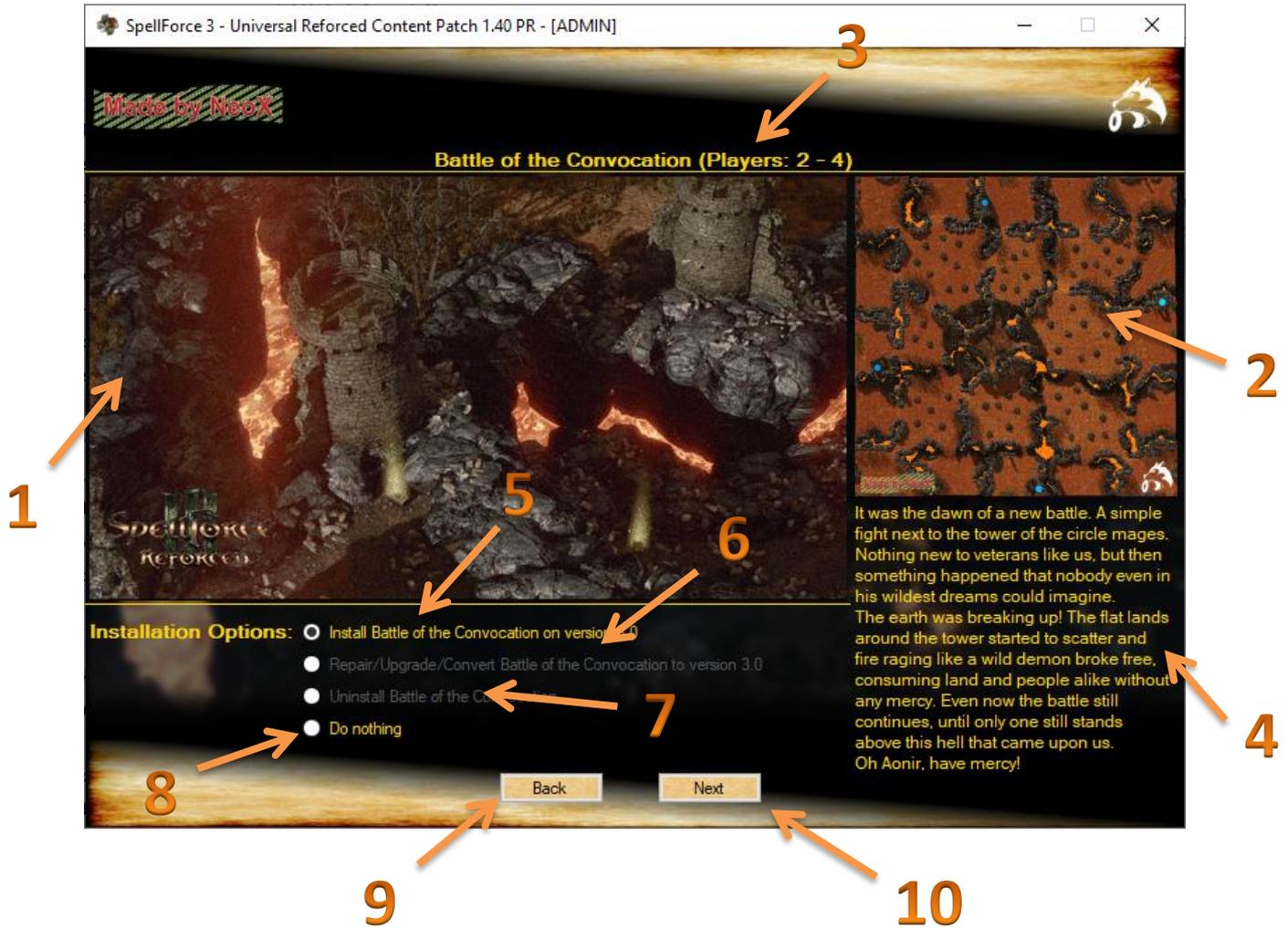
1 = Dynamic preview of Battle of the Convocation

2 = preview of the Minimap of Battle of the Convocation

3 = Info of the amount of players this map is designed for

4 = Lore of Battle of the Convocation

5 = activates the Installation of Battle of the Convocation on version 3.0

6 = When you have Battle of the Convocation installed or remains of it, you can repair the installation if needed

7 = Uninstalls Battle of the Convocation completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Green Mountain Castle

10 = switches to the setup-menu of The White Islands

2.3.4 The White Islands
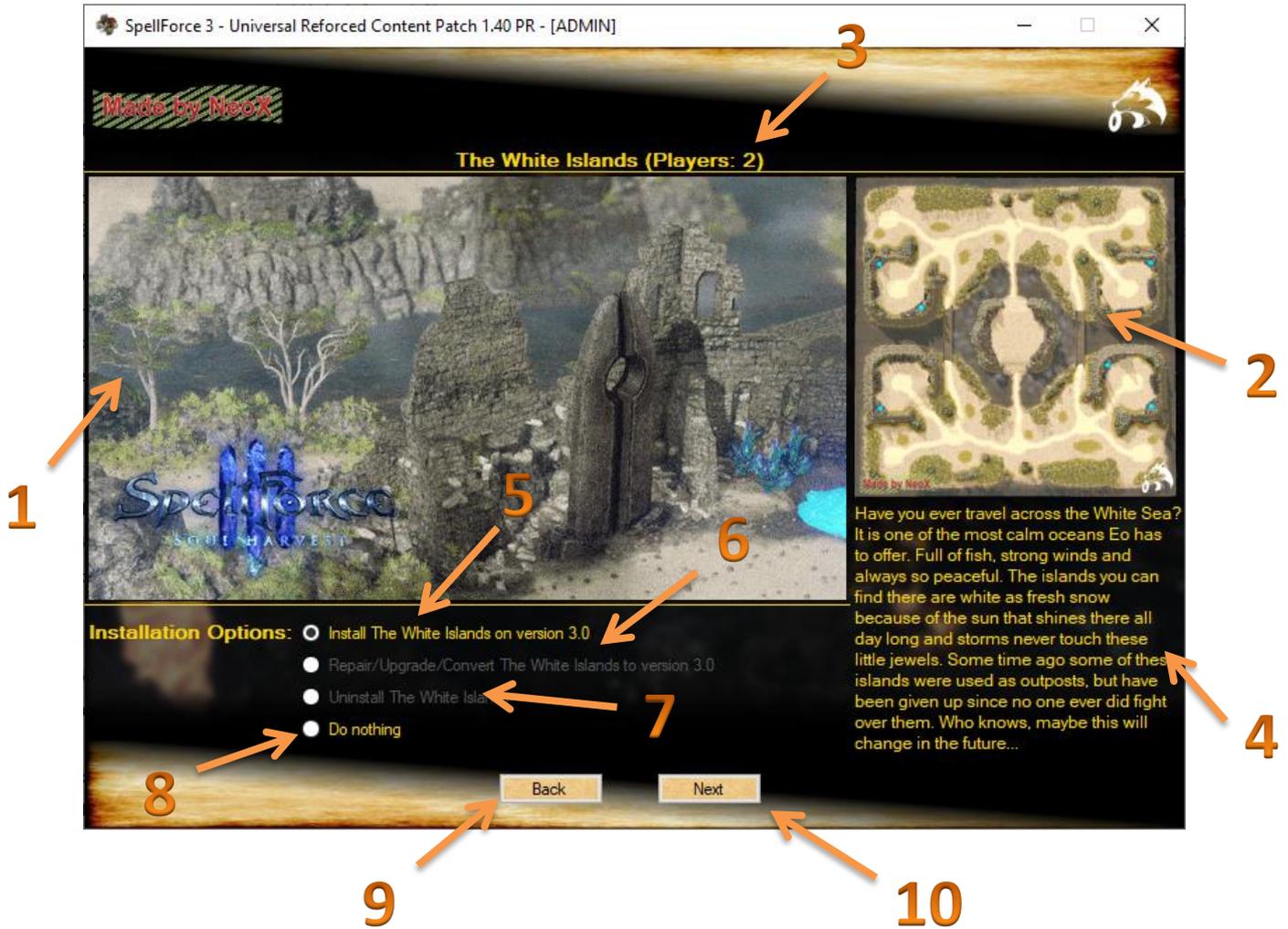
1 = Dynamic preview of The White Islands

2 = preview of the Minimap of The White Islands

3 = Info of the amount of players this map is designed for

4 = Lore of The White Islands

5 = activates the Installation of The White Islands on version 3.0

6 = When you have The White Islands installed or remains of it, you can repair the installation if needed

7 = Uninstalls The White Islands completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Battle of the Convocation

10 = switches to the setup-menu of Green Volcano

2.3.5 Green Volcano

1 = Dynamic preview of Green Volcano

2 = preview of the Minimap of Green Volcano

3 = Info of the amount of players this map is designed for

4 = Lore of Green Volcano

5 = activates the Installation of Green Volcano on version 3.0

6 = When you have Green Volcano installed or remains of it, you can repair the installation if needed

7 = Uninstalls Green Volcano completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of The White Islands

10 = switches to the setup of Sands of Tuscari

2.3.6 Sands of Tuscari

1 = Dynamic preview of Sands of Tuscari

2 = preview of the Minimap of Sands of Tuscari

3 = Info of the amount of players this map is designed for

4 = Lore of Sands of Tuscari

5 = activates the Installation of Sands of Tuscari on version 3.0

6 = When you have Sands of Tuscari installed or remains of it, you can repair the installation if needed

7 = Uninstalls Sands of Tuscari completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Green Volcano

10 = switches to the setup of Southern Godmark Path

2.3.7 Southern Godmark Path
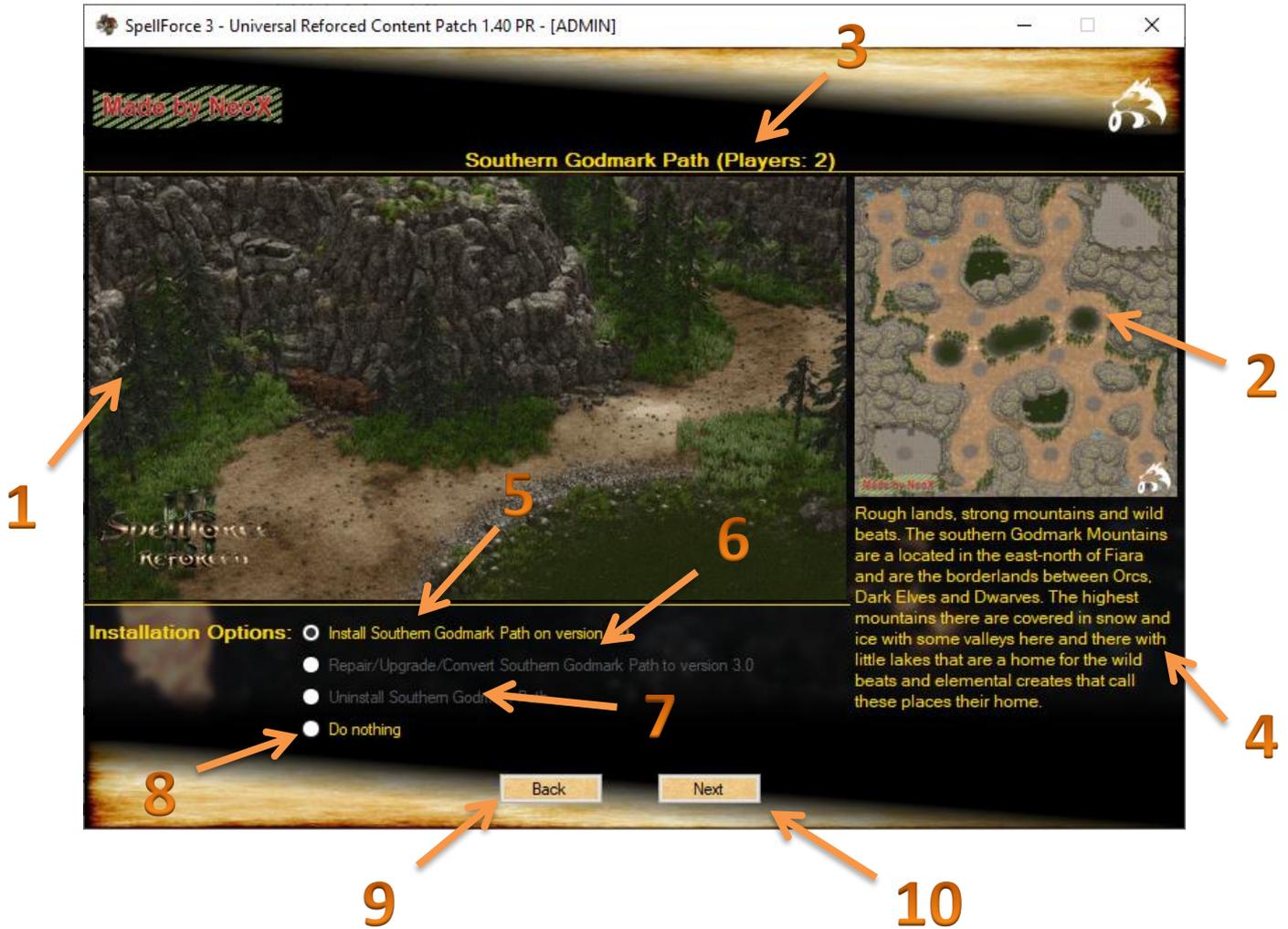
1 = Dynamic preview of Southern Godmark Path

2 = preview of the Minimap of Southern Godmark Path

3 = Info of the amount of players this map is designed for

4 = Lore of Southern Godmark Path

5 = activates the Installation of Southern Godmark Path on version 3.0

6 = When you have Southern Godmark Path installed or remains of it, you can repair the installation if needed

7 = Uninstalls Southern Godmark Path completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Sands of Tuscari

10 = switches to the setup of Scattered Islands

2.3.8 Scattered Islands

1 = Dynamic preview of Scattered Islands

2 = preview of the Minimap of Scattered Islands

3 = Info of the amount of players this map is designed for

4 = Lore of the Scattered Islands

5 = activates the Installation of Scattered Islands on version 3.0

6 = When you have Scattered Islands installed or remains of it, you can repair the installation if needed

7 = Uninstalls Scattered Islands completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Southern Godmark Path

10 = switches to the setup of [RTS-Horde] Old Whisper

2.3.9 Fallen Great Hall

1 = Dynamic preview of Fallen Great Hall

2 = preview of the Minimap of Fallen Great Hall

3 = Info of the amount of players this map is designed for

4 = Lore of the Fallen Great Hall

5 = activates the Installation of Fallen Great Hall on version 1.0

6 = When you have Fallen Great Hall installed or remains of it, you can repair the installation if needed

7 = Uninstalls Fallen Great Hall completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Scattered Islands

10 = switches to the setup of [RTS-Horde] Old Whisper
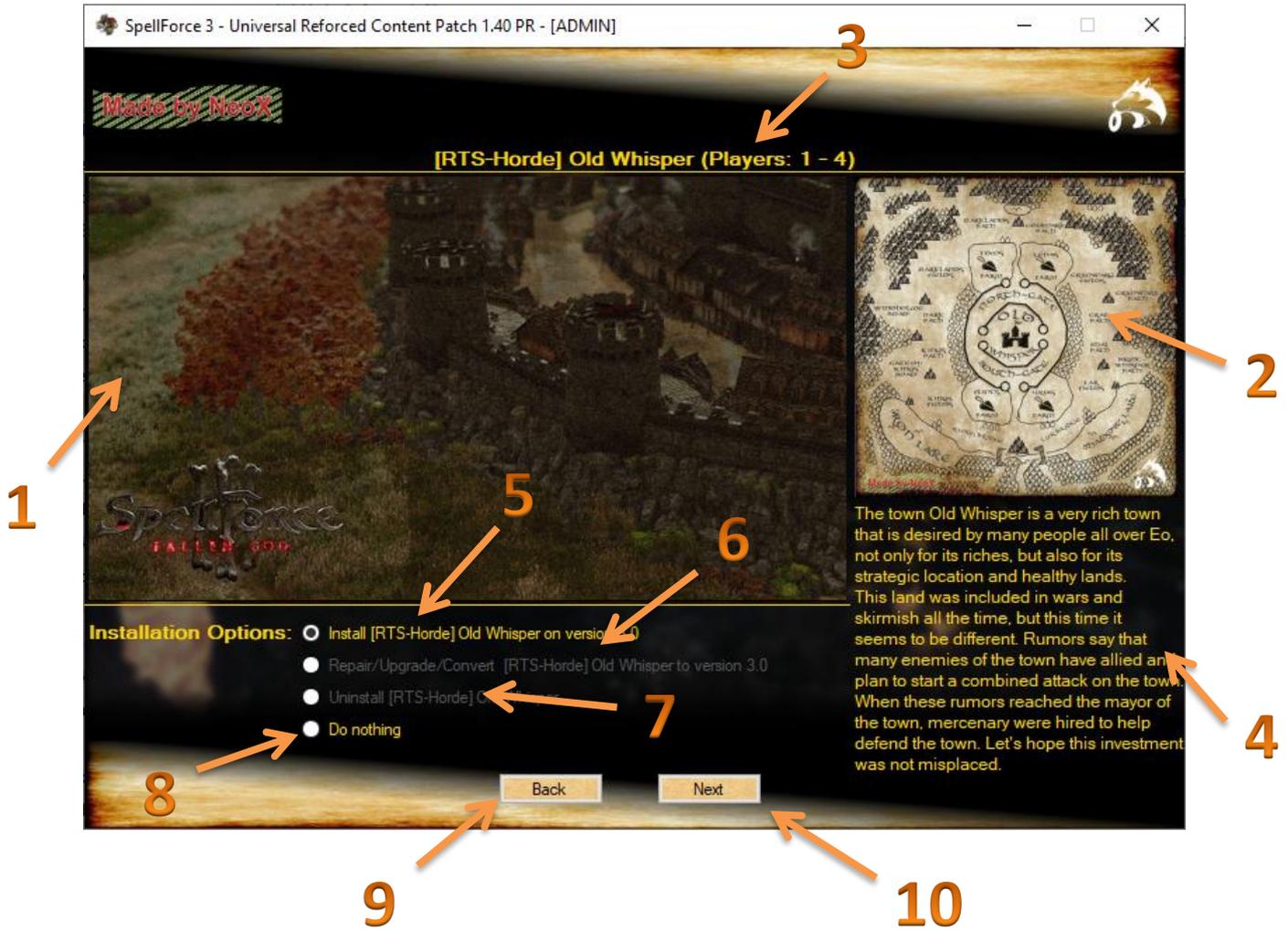
1 = Dynamic preview of [RTS-Horde] Old Whisper

2 = preview of the Minimap of [RTS-Horde] Old Whisper

3 = Info of the amount of players this map is designed for

4 = Lore of [RTS-Horde] Old Whisper

5 = activates the Installation of [RTS-Horde] Old Whisper on version 3.0

6 = When you have [RTS-Horde] Old Whisper installed or remains of it, you can repair the installation if needed

7 = Uninstalls [RTS-Horde] Old Whisper completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Fallen Great Hall

10 = switches to the setup of [Event-PVP] Mistvale

2.3.10.1 How to Setup/play [Horde] and [RTS-Horde] (mod)-maps
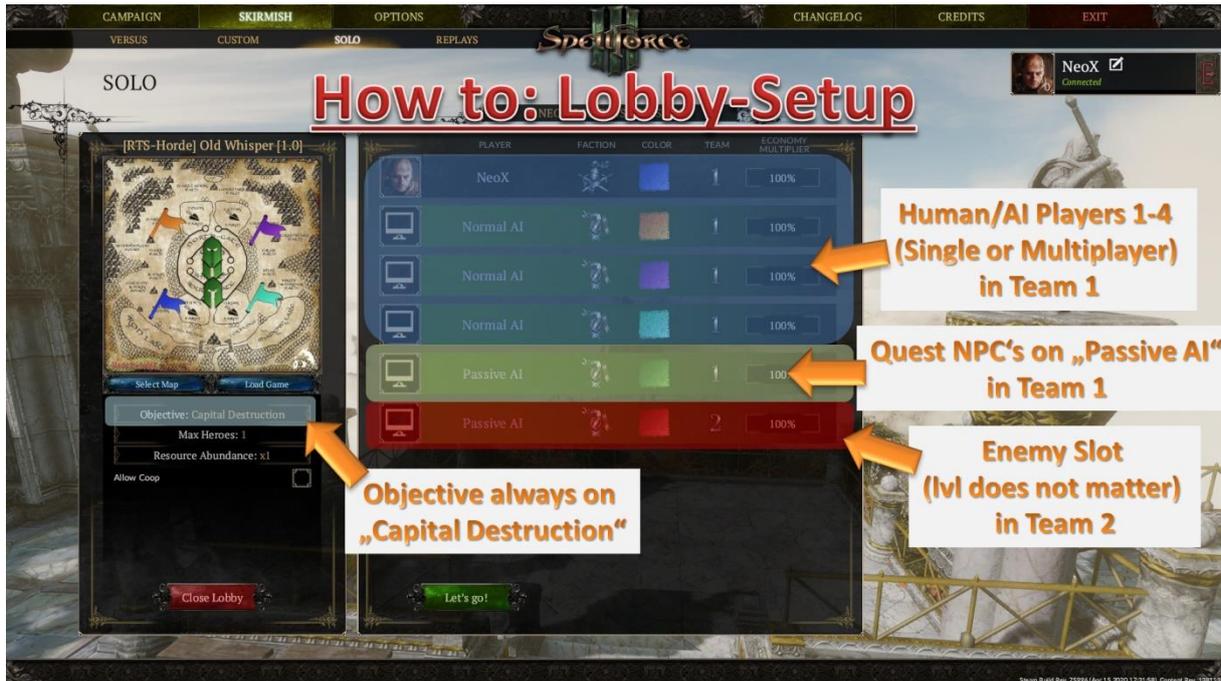
What is "Horde" and "RTS-Horde"?

Horde and RTS-Horde is a mode in form of a mission or map/scenario where one player alone or in a Coop team with up to 4 players stands against waves of enemies with their RTS-camps, armies, heroes and have a target to protect. The player(s) win if they manage to stand all waves without to wipe or the defense target dies. The too expected playtime to finish this mode is around 90 min. If you need a break, just save the game and continue whenever you want.

How to setup the Player Lobby?

The mod-map/scenario "[RTS-Horde] Old Whisper" and "[Horde] Udat" are a 1-4 Player PVE Coop map-mod based on the skirmish game mode. So just go to the skirmish section and select "Solo" if you want play alone/locally or "Costume" if you want to play it in online or network coop with other players. This map will be listed as a 6 player map so you will find it on the right end of the map-list. Select it and choose "Destroy Capitol" as the game mode. Player-Slot 1-4 is for you and your friends/AI. Set all Player-Slots 1-4 to Team 1. The 5th Player-Slot is for the AI you will have to defend. Just give it a "passive AI" and also put it in Team 1. The 6th slot is for the enemy logic. The level does not matter so just give it also a "passive AI" in Team 2.

On [Horde] Udat do **ONLY** choose between the 3 base factions "Humans", "Elves" and "Orcs". There you have the original vanilla game MP heroes with full RPG and levelup functionality.

That's all you need to do and you are ready to start :-)

Have fun!

1 = Dynamic preview of [Event-PVP] Mistvale

2 = preview of the Minimap of [Event-PVP] Mistvale

3 = Info of the amount of players this map is designed for

4 = Lore of [Event-PVP] Mistvale

5 = activates the Installation of [Event-PVP] Mistvale on version 3.1

6 = When you have [Event-PVP] Mistvale installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Event-PVP] Mistvale completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Horde] Old Whisper

10 = switches to the setup of the MOBA – Mountain Patch

2.3.11.1 How to Setup/play [Event-PVP] Mistvale

This map/mod is a special mixture of classic Skirmish(PVP) and automatically/scripted events that the players can use to their advantage or even manage to deactivate on the enemy's players side.
What types of events are present on "[Event-PVP] Mistvale" and how do you control them?

The 1st one is are the ally spawns on each side:
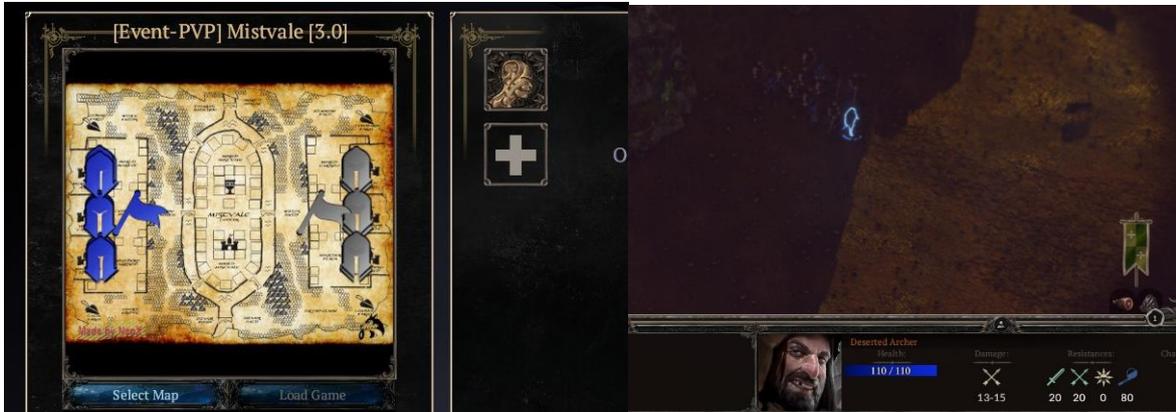
There are 3 ally spawns on each player side that respawn infinite as long the "Commanders" of each spawn are still alive. Once these "Commanders" are defeated, their connect ally spawns will stop and the ally's won't respawn once their group got wiped out.

The "Commanders" (3 on each players side for the 3 ally spawns) are freely controllable by the players and can be send into battle themselves or send anywhere on the map.

By defeating mini bosses at the farms (located in the corners of the map) you can upgrade these ally spawns from T1 units to T2 units and even to T3 units if both mini bosses are defeated on a players side.

Mini Bosses   **Ally Spawns T2 and T3**

The 2nd event is the boss in the center that unlocks a chest with summoning scrolls in the castle ruin.

2.3.12 [MOBA] Mountain Path

1 = Dynamic preview of [MOBA] Mountain Path

2 = preview of the Minimap of [MOBA] Mountain Path

3 = Info of the amount of players this map is designed for

4 = Lore of [MOBA] Mountain Path

5 = activates the Installation of [MOBA] Mountain Path on version 1.0

6 = When you have [MOBA] Mountain Path installed or remains of it, you can repair the installation if needed

7 = Uninstalls [MOBA] Mountain Path completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of Event-PVP Mistvale

10 = switches to the setup of the MOBA – Misty Swamp

2.3.13 [MOBA] Misty Swamp

1 = Dynamic preview of [MOBA] Misty Swamp

2 = preview of the Minimap of [MOBA] Misty Swamp

3 = Info of the amount of players this map is designed for

4 = Lore of [MOBA] Misty Swamp

5 = activates the Installation of [MOBA] Misty Swamp on version 1.0

6 = When you have [MOBA] Misty Swamp installed or remains of it, you can repair the installation if needed

7 = Uninstalls [MOBA] Misty Swamp completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [MOBA] Mountain Path

10 = switches to the setup of the [Journey] Peak Mountains

2.3.13.1 How to Setup/play [MOBA] Mod-Maps

Multiplayer online battle arena (MOBA)

3 player vs 3 player. Fight the enemy team until you manage to destroy their tower and claim victory.
Loot the chest next to your God-Stone for revive potions and startup money for the trader.

How to setup the teams?

Player-Slots 1-3 have to be set to "team 1" and Player-Slots 4-6 have to be set to "team 2".

The Player-Slots can be used by human players or AI. All 6 factions are supported for hero selection.

How to play a SF3-MOBA mod-map?

At start you select your Godstone and select what hero you want to play and loot the chest next to your godstone for some startup potions and money for the 1st trader items.

Your goal is to make it to the enemy's side and destroy their tower.
The little minions respawn infinitely on both sides to assure a steady income of gold and exp.

2.3.14 [Journey] Peak Mountains

1 = Dynamic preview of [Journey] Peak Mountains

2 = preview of the Minimap of [Journey] Peak Mountains

3 = Info of the amount of players this map is designed for

4 = Lore of [Journey] Peak Mountains

5 = activates the Installation of [Journey] Peak Mountains on version 3.1

6 = When you have [Journey] Peak Mountains installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Journey] Peak Mountains completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [MOBA] Misty Swamp

10 = switches to the setup of the [Journey] Storm Peaks

2.3.14.1 The details of [Journey] Peak Mountains

Story:

Alright, here are the details for your next mission. A dragon has appeared in the old abandoned fortress of Peak Mountains. Normally we would not care if some old beast made his new home in an old ruin like that, but since the dragon arrived, he started to corrupt the lands all around him. Undead started to walk the lands, wild animals behaving very strange and even the local people are getting more and more corrupted and insane. If this does not stop and spreading, all of Nortander will be in danger! Well, the mission is the following, make your path to the old abandoned fortress - maybe slay everything on the way that attacks you - , find the dragon, kill it and bring back peace to these lands.

Difficulty and Design:

Type: RPG

Recommended level: 1 – 16

Explanation:

You can start this map as your 1st map after Everlight, because it was designed that the start is only crowded by easy mobs who can be killed by even lvl 1 chars to get some 1st exp and gear. The further you go the stronger the enemies become, but thanks to the checkpoint and progress-flag system, your progress is saved at certain points and restored on reentering the map(s). So if the map or the enemy gets to hard for you to progress, you can just leave the map with the progress you have reached so far (after a checkpoint save), and continue later with a better equipped and leveled char. Not having to start the map all over.

(*Spoiler: After completing the map, you will have these Godstones already activated for fast travel*)

After beating the final boss, "anytime save" is activated (the world ball in the upper right corner of the screen) and you can leave and save at any time like in "Everlight".

2.3.15 [Journey] Storm Peaks

1 = Dynamic preview of [Journey] Storms Peak

2 = preview of the Minimap of [Journey] Storms Peak

3 = Info of the amount of players this map is designed for

4 = Lore of [Journey] Storms Peak

5 = activates the Installation of [Journey] Storms Peak on version 3.0

6 = When you have [Journey] Storms Peak installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Journey] Storms Peak completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Journey] Peak Mountains

10 = switches to the setup of the [Journey] Dracos Island

2.3.15.1 The details of [Journey] Storm Peaks

Story:

Have you ever wondered how the Dwarves in the Grimwarg Mountains manage to trade with the people of south Fiara without traveling through Lar? The gate of Kings is no way either since the Orcs hold it with iron fist. No the answer is a secret port in the south of the Grimwarg Mountains. To secure this secret port from invaders, two strong fortresses were crafted into the mountains to guard the entrance and securing safety. These two fortresses did hold for many years, guarded by us Humans, but we got worrisome news that something or someone is trying to take over the port. At first our messengers did report of a storm that was raging over the area for days and then they lost contact to one of fortresses. The last message is now 2 weeks old with no more messages since then. I fear we have to expect the worst. Go there and help our allies as much as you can and be prepared for what may await you there.

Difficulty and Design:

Type: RPG

Recommended level: 1 – 19

Explanation:

Same as Peak Mountains this can be the 1st map after "Everlight", because it was designed that the start is only crowded by easy mobs who can be killed by even lvl 1 chars to get some 1st exp and gear. The further you go the stronger the enemies become, but thanks to the checkpoint and progress-flag system, your progress is saved at certain points and restored on reentering the map(s). So if the map or the enemy gets to hard for you to progress, you can just leave the map with the progress you have reached so far (after a checkpoint save), and continue later with a better equipped and leveled char. Not having to start the map all over.

(*Spoiler: After completing the map, you will have these Godstones already activated for fast travel*)

After beating the final boss, "anytime save" is activated (the world ball in the upper right corner of the screen) and you can leave and save at any time like in "Everlight".

2.3.16 [Journey] Dracos Island

1 = Dynamic preview of [Journey] Dracos Island

2 = preview of the Minimap of [Journey] Dracos Island

3 = Info of the amount of players this map is designed for

4 = Lore of [Journey] Dracos Island

5 = activates the Installation of [Journey] Dracos Island on version 3.1

6 = When you have [Journey] Dracos Island installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Journey] Dracos Island completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Journey] Storms Peak

10 = switches to the setup of the [Visual] Forces of the Undead

2.3.16.1 The details of [Journey] Dracos Island

Story:

This is it my old friend! We finally have found the reason and person behind all these threats to Eo and you must take him out! Our spies found out that he has his base on an island called Dracos Island. An Island who isn't mentioned in any of our maps or books, so we can't say what awaits you. One of our spies told us that you and your friends should land in the south of the island, because it is less guarded then the rest of the island. Also according to our information's, he has managed to turn himself and some of his guards into huge iron soldiers and summons all kinds of creatures to defend his base and the island. Be careful, the longer you are on the island, the more they will take notice of you and take action against you and your friends, so don't waste any time! I will prepare your ships. We are running out of time.

Difficulty and Design:

Type: RTS-RPG

Recommended level: 1 – 15

Explanation:

This map is a nice native 3 player COOP RTS(+RPG) map for up to 3 players with a scripted event based enemy. There is NO RTS AI active on this map that does overrun you without any sense or resource BS. All the units the enemy uses against you are hardcoded scripted and balanced for the exact experience I want the player(s) to experience. Also like Peak Mountains and Storm Peaks, your progress gets saved here and restored when reaching certain checkpoints.

(*Spoiler: After completing the map, you will have these Godstones already activated for fast travel*)

After beating the final boss, "anytime save" is activated (the world ball in the upper right corner of the screen) and you can leave and save at any time like in "Everlight".

2.3.17 [Journey] Udat
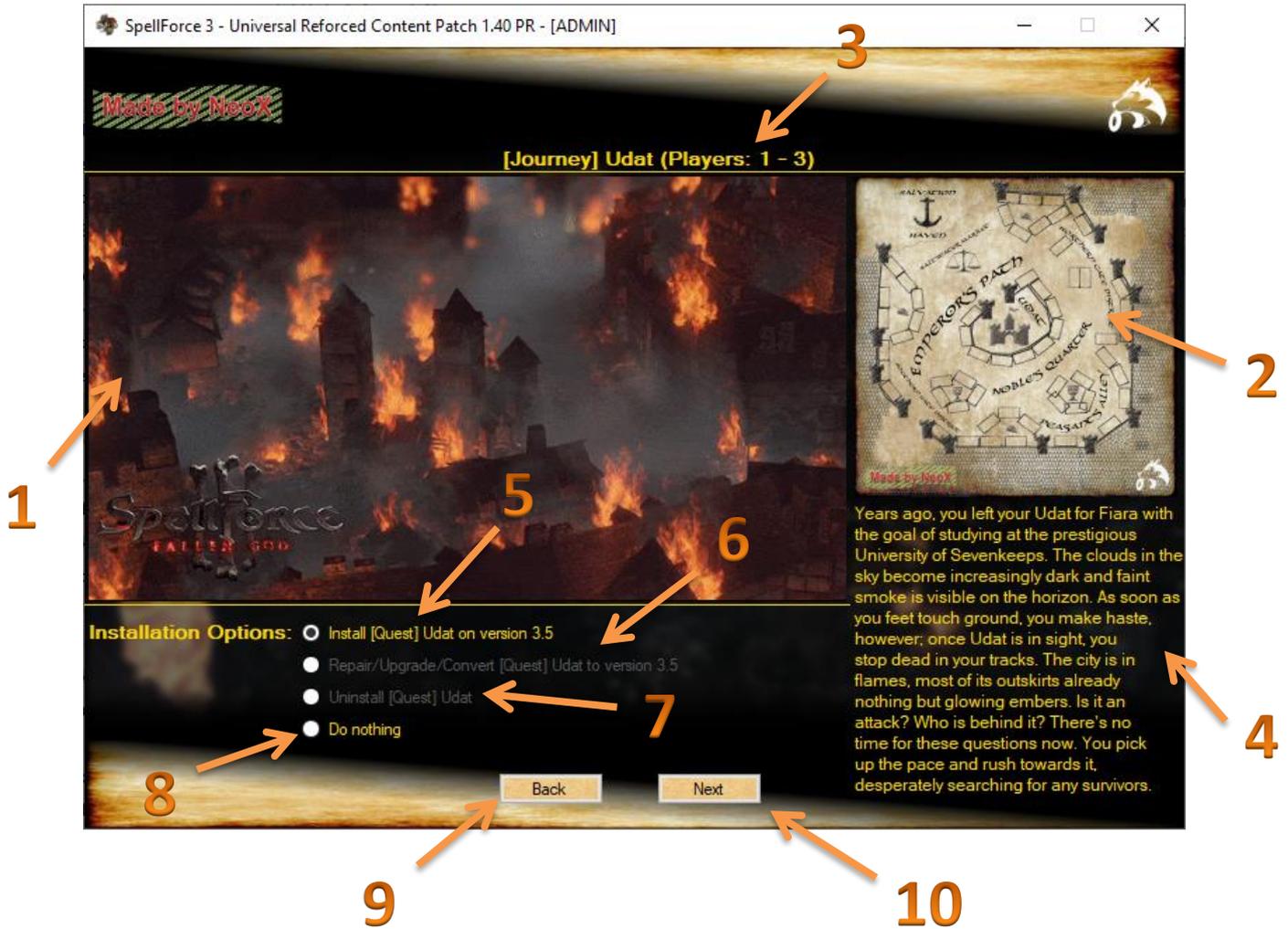
1 = Dynamic preview of [Journey] Udat

2 = preview of the Minimap of [Journey] Udat

3 = Info of the amount of players this map is designed for

4 = Lore of [Journey] Udat

5 = activates the Installation of [Journey] Udat on version 3.5

6 = When you have [Journey] Udat installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Journey] Udat completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Journey] Dracos Island

10 = switches to the setup of the [Journey] Old Whisper

2.3.17.1 The details of [Journey] Udat

Story:

Years ago, you left your Udat for Fiara with the goal of studying at the prestigious University of Sevenkeeps. Though you learned a lot in that time, a part of you always longed for the day you will return to your hometown. Today is that day, but as you approach a port near Udat, you sense something being amiss. The clouds in the sky become increasingly dark and faint smoke is visible on the horizon. As soon as you feet touch ground, you make haste, however; once Udat is in sight, you stop dead in your tracks. The city is in flames, most of its outskirts already nothing but glowing embers. Is it an attack? Who is behind it? There's no time for these questions now. You pick up the pace and rush towards it, desperately searching for any survivors.

Difficulty and Design:

Type: RPG

Recommended level: 1 – 19

Explanation:

This map is a little nice compact grinding map for XP and coins with some nice reward loot (chests) at the end. In 25-30min of total playtime you will fight against stronger and stronger waves of enemies and try to defend the NPC's at the center. The longer you hold, the stronger the enemies become, but also the better the XP and loot gets, and yes of course it saves your progress with every wave you mange to survive. No Progression and restoring feature this time. This is more a nice compact grind and farm map to repeat over and over again to your liking.

(*Spoiler: A wave is triggered every 30-60s and there are 30 waves in total*)

After beating the final wave, "anytime save" is activated (the world ball in the upper right corner of the screen) and you can leave and save at any time like in "Everlight".

2.3.18 [Journey] Old Whisper
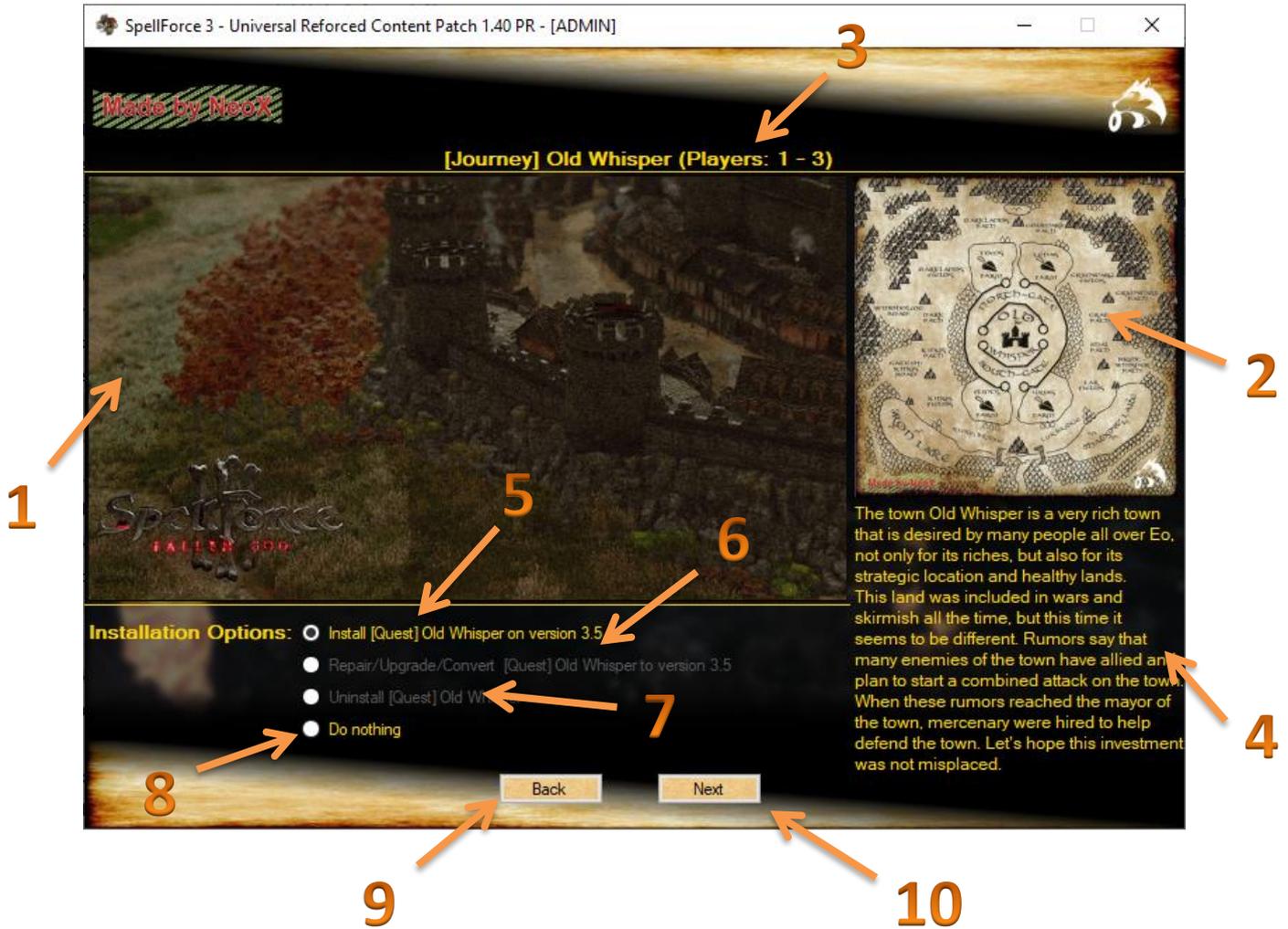
1 = Dynamic preview of [Journey] Old Whisper

2 = preview of the Minimap of [Journey] Old Whisper

3 = Info of the amount of players this map is designed for

4 = Lore of [Journey] Old Whisper

5 = activates the Installation of [Journey] Old Whisper on version 3.5

6 = When you have [Journey] Old Whisper installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Journey] Old Whisper completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Journey] Udat

10 = switches to the setup of the [Journey] Wastelands Speer

2.3.18.1 The details of [Journey] Old Whisper

Story:

The town Old Whisper is a very rich town that is desired by many people all over Eo, not only for its riches, but also for its strategic location and healthy lands. This land was included in wars and skirmish all the time, but this time it seems to be different. Rumors say that many enemies of the town have allied and plan to start a combined attack on the town. When these rumors reached the mayor of the town, mercenary were hired to help defend the town. Let's hope this investment was not misplaced.

Difficulty and Design:

Type: RTS

Recommended level: 5 – 20+

Explanation:

This map is the hardest of all. A horde RTS wave defense mission map for 1-3 player(s) in coop. here the enemy is also hardcoded scripted with no game native RTS AI in the background. This assures again the difficulty level and experience that is designed and wanted is guaranteed.

To assure one single player can still produce the needed amount of units to stand the hordes all around the town, the population cap has been increased to 800 for each player instead of the vanilla 200 cap. Trust me, you will need that ; -) . Again the map saves your progress with every wave you manage to survive but does not save and restore the progress on rehosting, because this map is designed to be experienced all over again and again to your liking. At the end you also get again nice reward(chests) but most people told me the best reward is the amount of ancient coins and gold you earn when completing the map (a lot to loot for you).

(Spoiler:there are 30 waves in total with around 3 min between for total playtime of ~90min)

After beating the final wave, "anytime save" is activated (the world ball in the upper right corner of the screen) and you can leave and save at any time like in "Everlight".

2.3.19 [Journey] Wastelands Speer
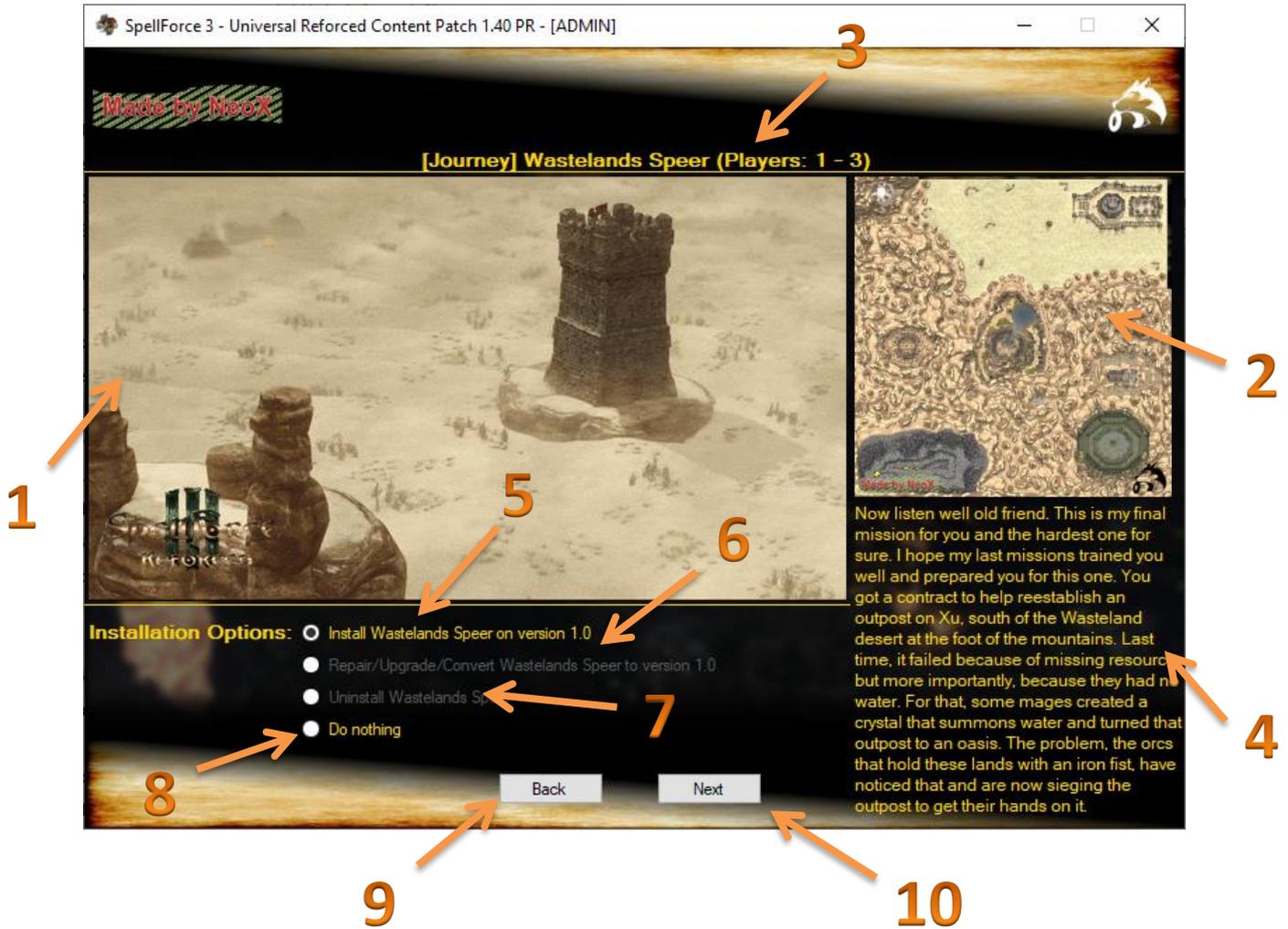
1 = Dynamic preview of [Journey] Wastelands Speer

2 = preview of the Minimap of [Journey] Wastelands Speer

3 = Info of the amount of players this map is designed for

4 = Lore of [Journey] Wastelands Speer

5 = activates the Installation of [Journey] Wastelands Speer on version 1.0

6 = When you have [Journey] Wastelands Speer installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Journey] Wastelands Speer completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Journey] Old Whisper

10 = switches to the setup of the [Visual] Forces of the Undead

2.3.19.1 The details of [Journey] Wastelands Speer

Story:

Now listen well old friend. This is my final mission for you and the hardest one for sure. I hope my last missions trained you well and prepared you for this one. You got a contract to help reestablish an outpost on Xu, south of the Wasteland desert at the foot of the mountains. Last time, it failed because of missing resources, but more importantly, because they had no water. For that, some mages created a crystal that summons water and turned that outpost to an oasis. The problem, the orcs that hold these lands with an iron fist, have noticed that and are now sieging the outpost to get their hands on it. Go there, end the siege, and make the surrounding lands safe, so this does not happen ever again. I wish you luck my friend.

Difficulty and Design:

Type: RPG

Recommended level: 20+

Explanation:

This map was designed to be the "end game content" for the Journey mode. You should only play this map if you have cleared and finished all other maps available in the Journey Mode. Here you will encounter only the strongest mobs and bosses the games unit database has to offer. As rewards you will get "ancient coins", since I expect the players to already have the best items and gear at this point. In this map you will encounter 6 multistage boss fights and multiple very hard mob groups to challenge your skills and gear. I added a progression flag and checkpoint system again, so you can take a break and continue later like on Peak Mountains or Storm Peaks. This will also allow you to redo all boss fights after completing the map for a nice challenge or coin farming. Who knows, maybe you are up for a boss-rush 😉.

(*Spoiler: After completing the map, you will have these Godstones already activated for fast travel*)

After beating all bosses, "anytime save" is activated (the world ball in the upper right corner of the screen) and you can leave and save at any time like in "Everlight".
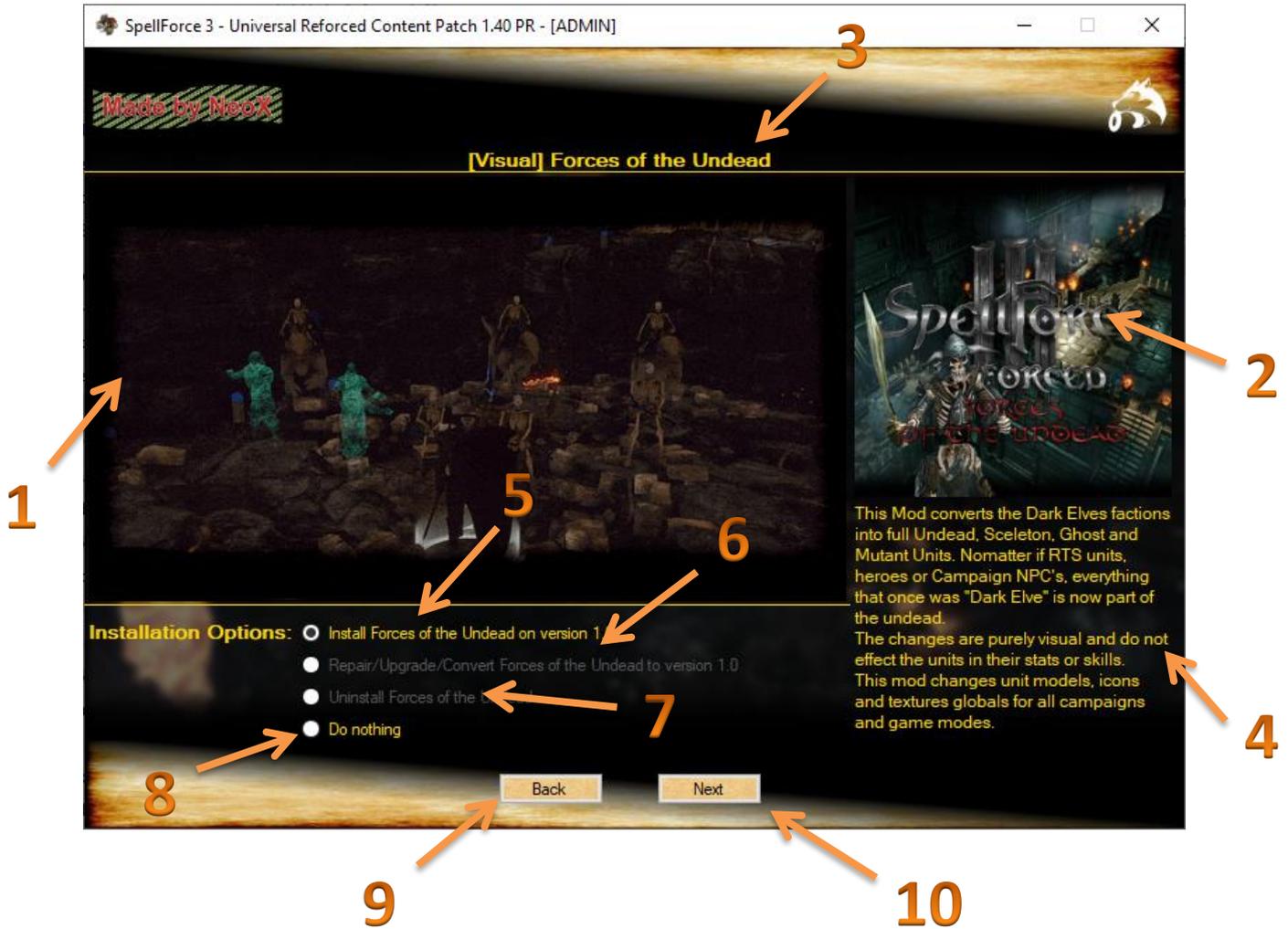
1 = Dynamic preview of [Visual] Forces of the Undead

2 = preview of the Minimap of [Visual] Forces of the Undead

3 = Info of the amount of players this map is designed for

4 = Lore of Southern [Visual] Forces of the Undead

5 = activates the Installation of [Visual] Forces of the Undead on version 1.0

6 = When you have [Visual] Forces of the Undead installed or remains of it, you can repair the installation if needed

7 = Uninstalls [Visual] Forces of the Undead completely and clean

8 = No changes will be done with this map-mod

9 = switches back to the setup-menu of [Journey] Wastelands Speer

10 = switches to the setup of the 3rd person view mod and wide range zoom

2.3.21 (Mod) 3rd person view + wide range zoom

1 = Dynamic preview of the 3rd person view mod

2 = Shows the needed system power/requirements for this mod to execute it stable with over 30+ fps all the time.

3 = name of the mod

4 = Checks and tests the system for the needed power/requirements and performs a quick benchmark of it's to expecting performance – this takes around 1min

5 = activates the Installation of the 3rd person view and wide range zoom mod and creates a backup of the current settings

6 = When you have the mod installed or remains of it, you can repair the installation if needed

7 = Uninstalls the mod completely and clean and reactivates the old back upped settings.

8 = No changes will be done with this mod

9 = switches back to the setup-menu of [Visual] Forces of the Undead

10 = switches to the setup of the LVL 50 cap mod

2.3.22 (Mod) LVL 50 cap for campaign
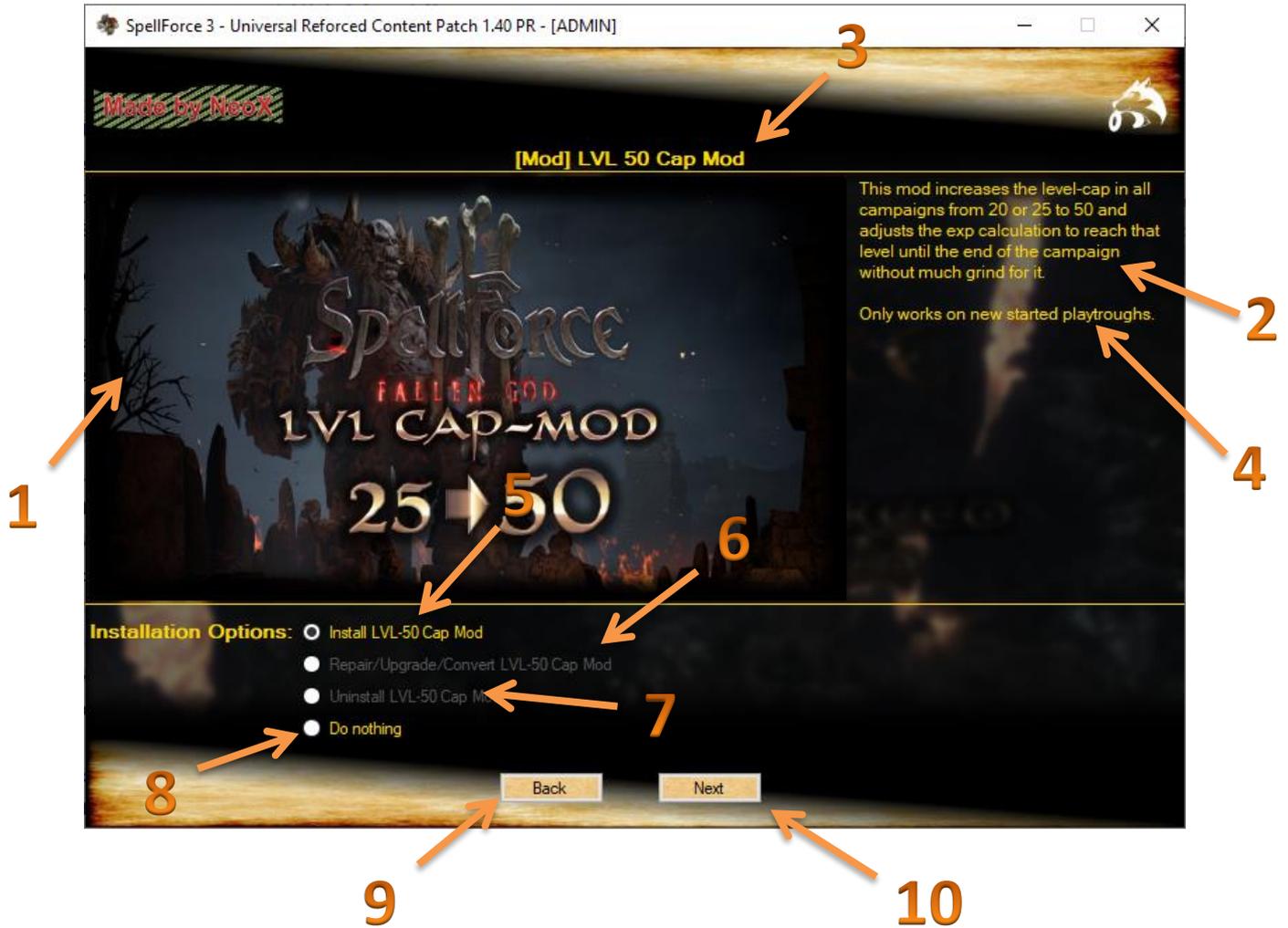
1 = preview of the mod

2 = description of the mods content and effect

3 = name of the mod

4 = important note for the mod to take effect

5 = activates the Installation of LVL 50 cap mod

6 = When you have the mod installed or remains of it, you can repair the installation if needed

7 = Uninstalls the mod completely and clean

8 = No changes will be done with this mod

9 = switches back to the setup-menu of the 3rd person view mod and wide range zoom

10 = switches to the setup of the SF3-Script-Engine

2.3.23 (Software) SF3-Script-Engine

1 = preview of the SF3-Script-Engine

2 = description of the SF3-Script-Engine and its usage

3 = name of the Software

4 = activates the installation (Setup-Package deployment) of the SF3-Script-Engine (for a detailed Manual of the SF3-Script-Engine go here: http://www.sf2-mow.keepfree.de/img/SF3SE_Manual_online.pdf)

5 = includes the deployment of the Manual of the SF3-Script-Engine

6 = includes the deployment of an open source map and script project called "Team Unit Test Map"

7 = starts the setup of the SF3-Script-Engine after the SF3-URCP finishes

8 = No activity with the SF3-Script-Engine.

9 = switches back to the setup-menu of the LVL 50 cap mod

10 = switches to the main setup-menu

3.0 Main Setup
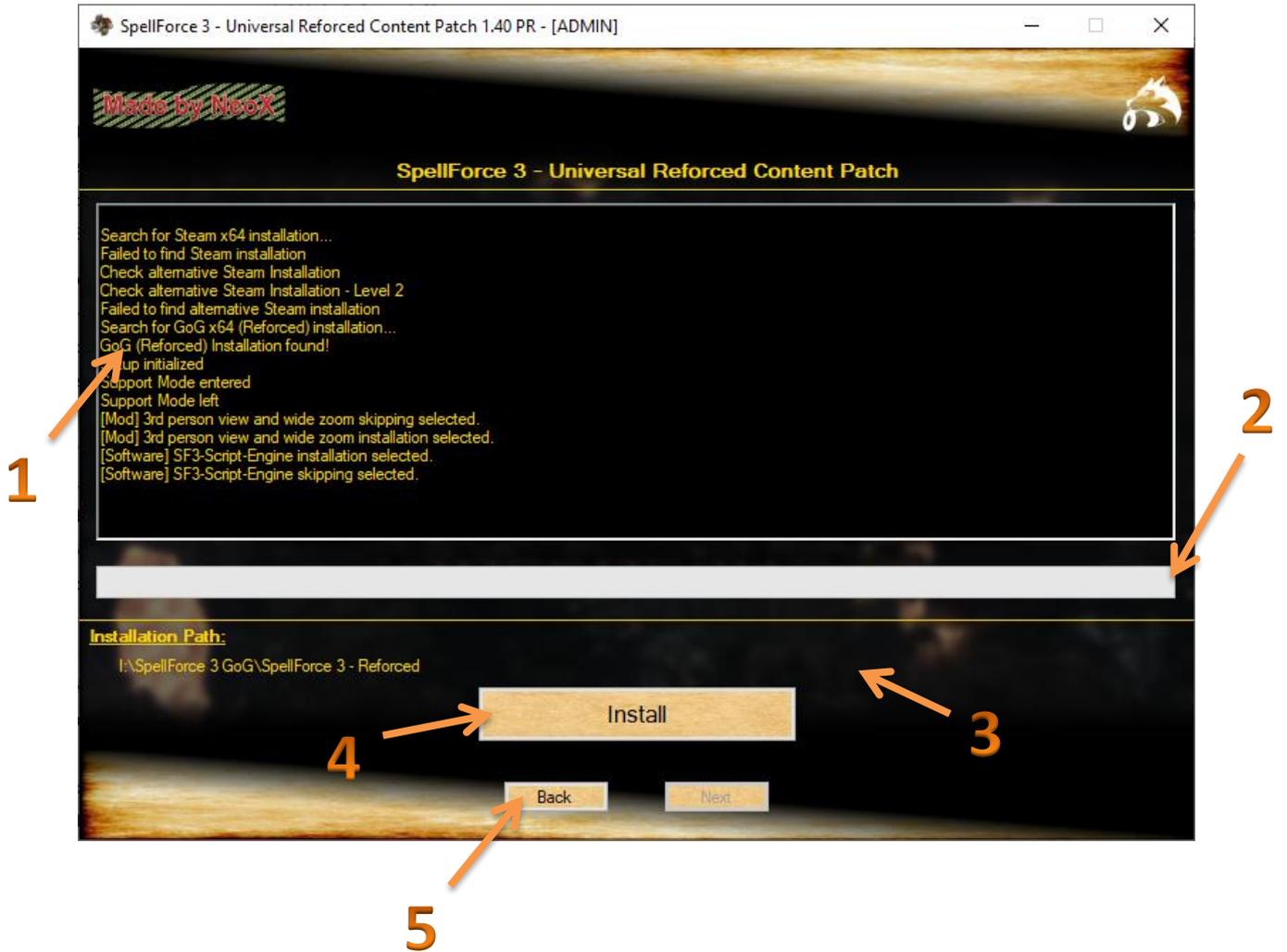
1 = Installation and Event-Log of the SF3-URCP

2 = progress-bar of the setup

3 = Installation Patch that is auto located by the Setup

4 = Start the installation/apply the changes depending on the configuration

5 = switches back to the setup-menu of the SF3-Script-Engine

3.1 Setup finished

1 = shows the options to open NexusMods or ModDB of SpellForce 3 Fallen God

2 = opens the facebook page of the SpellForce series

3 = Calls the invite link of the official SpellForce-Discord-Server (main Community-Hub of the SpellForce community and the developers)

4 = opens the SpellForce wikia

5 = open the SpellForce 3 Fallen God Forums of Steam or GoG

6 = switches back to the Main-Setup

7 = closes the SF3-URCP

4.0 Support-Mode
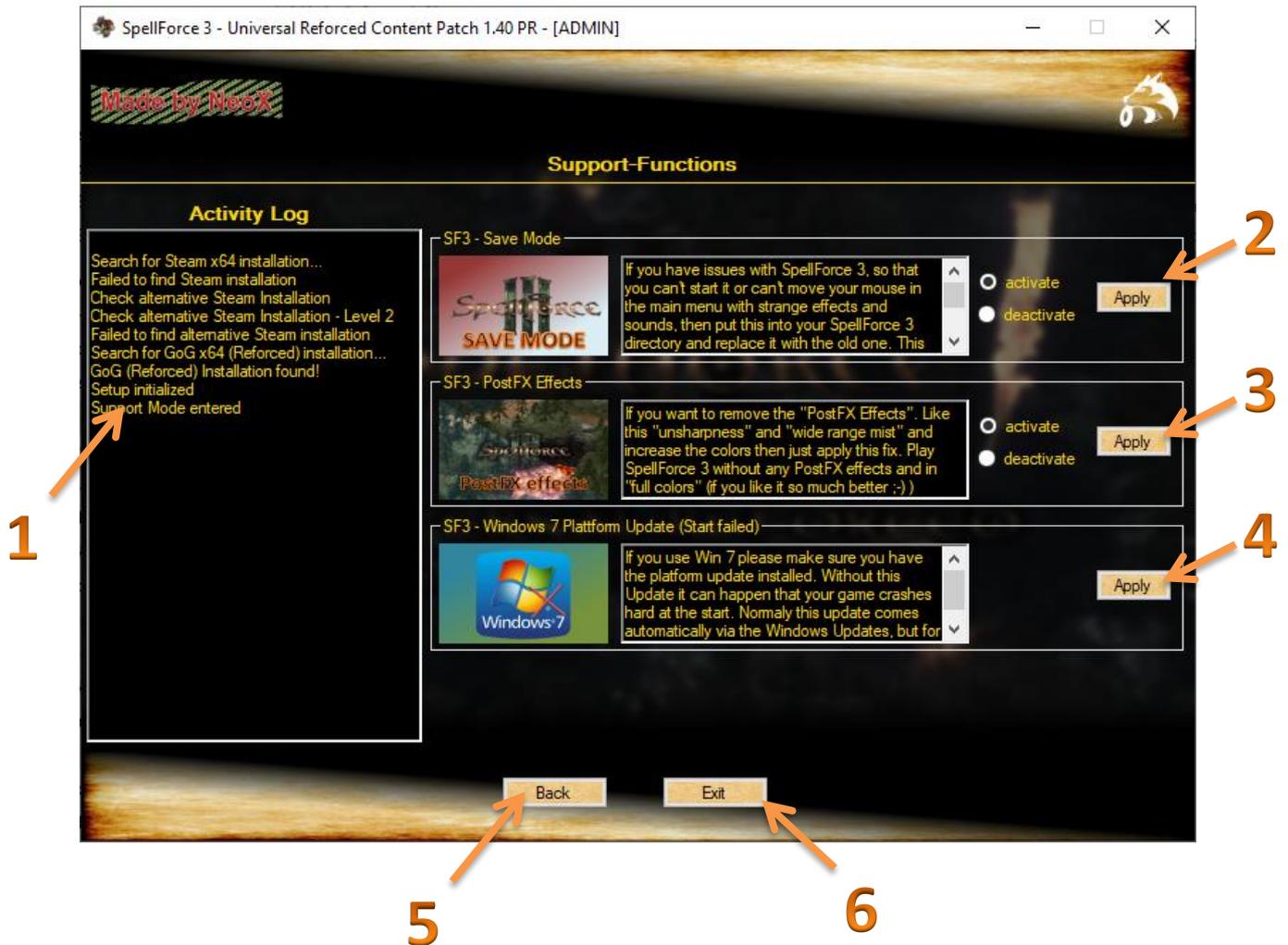
1 = Activity-Log of the SF3-URCP and the Support Mode

2 = If you have issues with SpellForce 3 Fallen God, so that you can't start it or can't move your mouse in the main menu with strange effects and sounds, then put this into your SpellForce 3 directory and replace it with the old one. This will start the game in "savemode" with 800 x 600 resolutions and all settings max lowered when it starts, you just need to make these settings you want to use and it should work again.

3 = If you want to remove the "PostFX Effects". Like this "unsharpness" and "wide range mist" and increase the colors then just apply this fix. Play SpellForce 3 without any PostFX effects and in "full colors" (if you like it so much better)

4 = If you use Win 7 please make sure you have the platform update installed. Without this Update it can happen that your game crashes hard at the start. Normaly this update comes automatically via the Windows Updates, but for some Users it didn't get through.

5 = switches back to the main Intro-Page

6 = closes the SF3-URCP