

## Some questions.

Posted by Bar - 10 Feb 2020 22:45

---

Hey, so I'm new here but been playing the game for some time. Recently discovered the forum so was wondering about some things.

So first of all, I was wondering if in certain maps you have increased chances in getting a certain quest/item. Because as I said, I've been playing for a while, but it seems like I almost never encounter certain items (Armor of Etheria, Crown of Etheria, Titan's Maul, just to name a few). So I was wondering that maybe some are specific to a certain map/campaign.

Also, I just saw that for the Amthor campaign you're supposed to have a specific Warlord, but I don't have it. Is there a way to get it? I already have the scenario.

=====

## Re: Some questions.

Posted by KGB - 10 Feb 2020 22:55

---

There are quite a few Artifacts that you can't get by quest (there are fewer quests than artifacts). So you have to get them in a campaign or by selecting the 'Uber Retinue' option and collecting them by defeating the AI's Uber Retinue. Or you can use the editor and give them to your characters 🍌

Do you remember the name of the Warlord? I can check and see if it was accidentally left out of the campaign zip archive. If it was, I can send you a copy.

KGB

=====

## Re: Some questions.

Posted by Bar - 11 Feb 2020 14:23

---

I see. So first of all, is there any specific campaigns or certain maps in a campaign that gives you a certain item or artifacts in general? And how does it go? Is it a specific/special quest or?

As for the Warlord, I think it's Amthor. I've read somewhere here that in patch 1.5 you got the Amthor campaign but the Warlord is missing. I got the Amthor campaign via patch not download.

=====

## Re: Some questions.

Posted by KGB - 11 Feb 2020 23:42

---

The quests in the scenarios/campaigns are the same as the ones in the random maps. It selects one of the quests at random from the list of quests the game has.

So if the artifact is awarded it has to be from a trigger. A trigger is something unique to a scenario map that does something (awards gold, items, armies, XP, casts a spell) when you do something. It's different than the 4 part quest in that the trigger might be to occupy a certain city or open a specific ruin or just be purely random chance that X happens per turn where X can be pretty much anything (free gold, items, armies etc). There are a lot of different triggers. If you've played any of the campaigns you'll have encountered them.

OK, I found the warlord and have attached him here.

KGB

=====

**Re: Some questions.**

Posted by Bar - 12 Feb 2020 01:13

---

Yea, that's what I kinda meant. That there might be certain maps that either have certain quests attached to them or at least a highest percentage of them happening on that map (which now I know it's not the case) or that there might be certain maps where, as you put it, there's a higher chance that a certain trigger will happen. Like first thing that would come to mind is King's Ransom. I believe there's both a map and an item with that name. So obviously 1st thought I have is that on that map there's a trigger that can occur for you to get the item.

So my curiosity would be if that's the case, which specific map can trigger a specific item for example. Or better said, let's say on map X there's higher chances for item A to be triggered than on other maps. And obviously this is a question for the playerbase as a whole, maybe someone noticed such things happening.

Edit: And btw, the Amthor warlord. Where should I paste it? In the folder with custom made warlords or somewhere else?

=====

**Re: Some questions.**

Posted by KGB - 13 Feb 2020 02:06

---

To be honest I didn't even know there was a map called Kings Ransom when I created that item.

There is no ability to increase the chance that one item over another is available. Technically every item is available on every map so it may take a while for a specific item to appear. At least now there are Merchants that can offer items on occasion and will come more often if you have more gold. You can of course place specific items via a trigger (ie item X always appears at location Y on map Z).

Maybe you can create a map or two with triggers for items you want and I'll make it available. Or edit one of the existing maps and add a trigger for the items.

Just put the Warlord in the directory with all your other Warlords. When you start the campaign you are meant to select and use that Warlord throughout the campaign. It's really just so you have the right race as your favorite and what the author thought would make a good Warlord in terms of major/minor skills.

KGB

=====

**Re: Some questions.**

Posted by Bar - 13 Feb 2020 23:36

---

Ok, thanks!

Actually I just came across an old issue I keep having. So I put my map scroll settings on "very fast", when I enter in a game the settings say "very fast" on map scroll speed, but the actual speed is "very slow". And I always have to change it at the start of every game. Basically I just change it to any other speed then back to "very fast" and it works. But it's annoying to change it every time.

=====