



IMPORTANT: [{{{This map was made for playing with Quantomas' H5.5 A.I.}}}](#)

Additionally this is an EPIC-map; meaning it is was created with the intent of: Creating a rich world to adventure through; while pursuing a Quest that will NOT be completed in an afternoon.

Map size = {Huge} with underground

Players = 1 or 2 Human of 4 Factions {Plays in HotSeat}, {LAN? Not-tested}

Story:

The argument in the Shady Elf Tavern between Wyngaal and Sinitar has become more than chalices of wasted mead; War is at hand in the land! The beautiful landscapes of the Sylvan realm, while yet still having many pretty areas, the Elves of Light have seen convulsions that has brought many nasty sights. Vistas that before now, were only seen in the caverns of the underground. However, the earth has changed both up and down, for the underground is no longer the typical abode of Dark Elves. Pretty flowers, shrubs & trees and all sorts of un-welcome ground has altered the passageways and labyrinths of the Dungeon realm.

Objective:

You are entering a world in crisis; nature is in serious turmoil and you must choose which faction-leader you will command. Your victorious dragons will not be enough; you must gather the famous set of artifacts called the "Power of Dragons" and prove that you are strongest faction and become "The Dragon Lord" and set the World right again.

IMPORTANT: IT MUST BE EITHER WYNGAAL OR SINITAR THAT HOLDS ALL 8 TO WIN.

The "**Power of Dragons**" includes the following:

**Dragon Bone Greaves, Dragon Eye Ring, Dragon Flame Tongue
Dragon Scale Armor, Dragon Scale Shield, Dragon Talon Crown
Dragon Teeth Necklace, Dragon Wing Mantle**

Not available on PoD:

Spells N/A = Instant Travel, Summon IIm-Hijra, Vampirism, Divine Vengeance.

Artifacts N/A = Amulet of the Necromancer, Freida, Mask of Equity, Princess Aelina, Sandro's Cloak, Skull of Markal.

Artifacts present on map but not random. Boots of Levitation, All 4 Tomes, The 8 Dragon Artifacts, and the Angel Wings.

Instructions/Comments: (Don't look at it first...go on an Adventure!)

Minor bugs = Since this map IS playable both as a Single-Player and MultiPlayer-Hotseat, there are some bugs with message scripts. The first one is after visiting a sign you will not be able to "click inside a Hero, to see inventory etc." until the next turn. Tip= If you go inside your town, then you can navigate through all of your Heroes. Second, when Yellow(Player1) visits a sign, it will be displayed to Purple Player2 also, or when purple's turn comes-up, his "Hero will be opened-up". These very minor bugs are all that I found in testing and no big deal, when you consider the important objective is running perfectly.

1. Game -start. A Cartographer (water) has been placed near your starting town...go there, it only costs 1 gold and will reveal the water and the lay-out of the land.
- 2.. Visit all signs "most are for fun" and I would advise making a map-sketch to help you keep track of portals. There are many one-ways. Save, save save, if you're not on auto-save.
3. There are 4 different sets of "Eyes of the Magi" as you progress to gaining more towns. They will reveal certain map sites. Before triggering a "Hut"; zoom-out first...for better viewing. There are also land cartographers on the map but try not to use them.
4. The tear of Asha is on the map. "Visit all obelisks", they are not just for show.
5. As a back-up only; there is a *second set of Power of Dragons*. So, Victory is assured AND it also adds the "possibility" of a 'Race to the Finish'.

One last thing; there are a "few" objects on the map that are not easy to see. So use your cursor as a guide when you are in a new area.

A huge HoMM5 TY to Quantomas for E.E H5.5. His work is what made PoD possible.

Kudos and credits to NaadirSlo for his awesome scripting on this map.

{An Impossible-sized appreciation, to my wonderful wife LeAnna for putting up with me, while lost in this world for hours and making it "Ours" And in addition; all of the hours we have battled, re-started, battled, re-started and battled again :> }

Map by Markkur, September, 2011

Note: Please direct all feedback by HCM or E-mail to me at HC

Enjoy the adventure and claim the **Power of Dragons!**

Testing:

My A.I. settings; All to "normal", w/o Artifact guards and "equal starting resources". I won the map right @ 4 months.

Comment: One thing became clear while testing PoD; it will be a great map to play two very different strategies and record the time that each required.

1. Trying to set the best record in acquiring the artifact victory.
2. Playing the map in FFA style. Note; I hope to make this a "win" on a future version.

<<<*****Spoiler-Alert*****>>>

Hints:

PoD has many portals; remember to use the "single-click" method for possible Hero-trails.

Playing as Wyngaal you will pretty much rule the day. To shorten the game and achieve victory faster, I made 2 powerful Heroes. Wyngaal held my first 2 towns while my second Hero went to the star islands. I had another medium Hero along with Wyngaal stationed at "DragonTooth" to open the Border-guards and collect the artifacts. If you use Wyngaal to visit the tents it's best if he is a level 20 and knows "Town-Portal" to "zip back after visiting the last Key-Tent".

Playing as Sinitar , is more of a challenge. You have a "back door" that leads to the sea above and near the needed islands. Use the same strategy I wrote for Wyngaal. However you also have another albiet easier way to aquire the artifacts. The great fog at the northern edge of the map in the snowy region has a portal within. I added this in case an artifact was lost with a defeated Hero. If you have acquired all keys; you can go through a chamber and collect the artifacts there for victory. I chose the harder route and went into the teeth of the dragon.

{{{Reminder: It must be either Wyngaal or Sinitar that holds all 8 artifacts for Victory to trigger.}}}

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