

## 0 - CASTLE

## 1 - RAMPART

HEX	BIN	NAME	HEX	BIN	NAME
BYTE 0			BYTE 0		
01	00000001	Mage Guild Level 1	01	00000001	Mage Guild Level 1
02	00000010	Mage Guild Level 2	02	00000010	Mage Guild Level 2
04	00000100	Mage Guild Level 3	04	00000100	Mage Guild Level 3
08	00001000	Mage Guild Level 4	08	00001000	Mage Guild Level 4
10	00010000	-	10	00010000	Mage Guild Level 5
20	00100000	Tavern	20	00100000	Tavern
40	01000000	Shipyard	40	01000000	-
80	10000000	Fort	80	10000000	Fort
BYTE 1			BYTE 1		
01	00000001	Citadel	01	00000001	Citadel
02	00000010	Castle	02	00000010	Castle
04	00000100	Village Hall	04	00000100	Village Hall
08	00001000	Town Hall	08	00001000	Town Hall
10	00010000	City Hall	10	00010000	City Hall
20	00100000	Capitol	20	00100000	Capitol
40	01000000	Marketplace	40	01000000	Marketplace
80	10000000	Resource Silo	80	10000000	Resource Silo
BYTE 2			BYTE 2		
01	00000001	Blacksmith	01	00000001	Blacksmith
02	00000010	Lighthouse	02	00000010	Mystic Pond
04	00000100	Griffin Bastion	04	00000100	Miner' Guild
08	00001000	Griffin Bastion (Upg.)	08	00001000	Miner' Guild (Upg.)
10	00010000	-	10	00010000	-
20	00100000	Stables	20	00100000	Fountain of Fortune
40	01000000	Brotherhood of the Sword	40	01000000	Treasury
80	10000000	<just add anyway>	80	10000000	<just add anyway>
BYTE 3			BYTE 3		
01	00000001	-	01	00000001	Dendroid Saplings
02	00000010	-	02	00000010	Dendroid Saplings (Upg.)
04	00000100	Colossus	04	00000100	Spirit Guardian
08	00001000	-	08	00001000	Town Hall (Decorative)
10	00010000	-	10	00010000	City Hall (Decorative)
20	00100000	-	20	00100000	Capitol (Decorative)
40	01000000	Guardhouse	40	01000000	Centaur Stables
80	10000000	Archers' Tower	80	10000000	Dwarf Cottage
BYTE 4			BYTE 4		
01	00000001	Griffin Tower	01	00000001	Homestead
02	00000010	Barracks	02	00000010	Enchanted Spring
04	00000100	Monastery	04	00000100	Dendroid Arches
08	00001000	Training Grounds	08	00001000	Unicorn Glade
10	00010000	Portal of Glory	10	00010000	Dragon Cliffs
20	00100000	Upg. Guardhouse	20	00100000	Upg. Centaur Stables
40	01000000	Upg. Archers' Tower	40	01000000	Upg. Dwarf Cottage
80	10000000	Upg. Griffin Tower	80	10000000	Upg. Homestead
BYTE 5			BYTE 5		
01	00000001	Upg. Barracks	01	00000001	Upg. Enchanted Spring
02	00000010	Upg. Monastery	02	00000010	Upg. Dendroid Arches
04	00000100	Upg. Training Grounds	04	00000100	Upg. Unicorn Glade
08	00001000	Upg. Portal of Glory	08	00001000	Upg. Dragon Cliffs

## 2 – TOWER

## 3 – INFERNO

HEX	BIN	NAME	HEX	BIN	NAME
BYTE 0			BYTE 0		
01	00000001	Mage Guild Level 1	01	00000001	Mage Guild Level 1
02	00000010	Mage Guild Level 2	02	00000010	Mage Guild Level 2
04	00000100	Mage Guild Level 3	04	00000100	Mage Guild Level 3
08	00001000	Mage Guild Level 4	08	00001000	Mage Guild Level 4
10	00010000	Mage Guild Level 5	10	00010000	Mage Guild Level 5
20	00100000	Tavern	20	00100000	Tavern
40	01000000	–	40	01000000	–
80	10000000	Fort	80	10000000	Fort
BYTE 1			BYTE 1		
01	00000001	Citadel	01	00000001	Citadel
02	00000010	Castle	02	00000010	Castle
04	00000100	Village Hall	04	00000100	Village Hall
08	00001000	Town Hall	08	00001000	Town Hall
10	00010000	City Hall	10	00010000	City Hall
20	00100000	Capitol	20	00100000	Capitol
40	01000000	Marketplace	40	01000000	Marketplace
80	10000000	Resource Silo	80	10000000	Resource Silo
BYTE 2			BYTE 2		
01	00000001	Blacksmith	01	00000001	Blacksmith
02	00000010	Artifact Merchants	02	00000010	–
04	00000100	Sculptor's Wings	04	00000100	Birthing Pools
08	00001000	Sculptor's Wings (Upg.)	08	00001000	Birthing Pools (Upg.)
10	00010000	–	10	00010000	–
20	00100000	Lookout Tower	20	00100000	Brimstone Stormclouds
40	01000000	Library	40	01000000	Castle Gate
80	10000000	Wall of Knowledge	80	10000000	Order of Fire
BYTE 3			BYTE 3		
01	00000001	–	01	00000001	Cages
02	00000010	–	02	00000010	Cages (Upg.)
04	00000100	Skyship	04	00000100	Deity of Fire
08	00001000	–	08	00001000	–
10	00010000	–	10	00010000	–
20	00100000	–	20	00100000	–
40	01000000	Workshop	40	01000000	Imp Crucible
80	10000000	Parapet	80	10000000	Hall of Sins
BYTE 4			BYTE 4		
01	00000001	Golem Factory	01	00000001	Kennels
02	00000010	Mage Tower	02	00000010	Demon Gate
04	00000100	Altar of Wishes	04	00000100	Hell Hole
08	00001000	Golden Pavilion	08	00001000	Fire Lake
10	00010000	Cloud Temple	10	00010000	Forsaken Palace
20	00100000	Upg. Workshop	20	00100000	Upg. Imp Crucible
40	01000000	Upg. Parapet	40	01000000	Upg. Hall of Sins
80	10000000	Upg. Golem Factory	80	10000000	Upg. Kennels
BYTE 5			BYTE 5		
01	00000001	Upg. Mage Tower	01	00000001	Upg. Demon Gate
02	00000010	Upg. Altar of Wishes	02	00000010	Upg. Hell Hole
04	00000100	Upg. Golden Pavilion	04	00000100	Upg. Fire Lake
08	00001000	Upg. Cloud Temple	08	00001000	Upg. Forsaken Palace

## 4 – NECROPOLIS

## 5 – DUNGEON

HEX	BIN	NAME	HEX	BIN	NAME
BYTE 0			BYTE 0		
01	00000001	Mage Guild Level 1	01	00000001	Mage Guild Level 1
02	00000010	Mage Guild Level 2	02	00000010	Mage Guild Level 2
04	00000100	Mage Guild Level 3	04	00000100	Mage Guild Level 3
08	00001000	Mage Guild Level 4	08	00001000	Mage Guild Level 4
10	00010000	Mage Guild Level 5	10	00010000	Mage Guild Level 5
20	00100000	Tavern	20	00100000	Tavern
40	01000000	Shipyard	40	01000000	-
80	10000000	Fort	80	10000000	Fort
BYTE 1			BYTE 1		
01	00000001	Citadel	01	00000001	Citadel
02	00000010	Castle	02	00000010	Castle
04	00000100	Village Hall	04	00000100	Village Hall
08	00001000	Town Hall	08	00001000	Town Hall
10	00010000	City Hall	10	00010000	City Hall
20	00100000	Capitol	20	00100000	Capitol
40	01000000	Marketplace	40	01000000	Marketplace
80	10000000	Resource Silo	80	10000000	Resource Silo
BYTE 2			BYTE 2		
01	00000001	Blacksmith	01	00000001	Blacksmith
02	00000010	Cover of Darkness	02	00000010	Artifact Merchants
04	00000100	Unearthed Graves	04	00000100	Mushroom Rings
08	00001000	Unearthed Graves (Upg.)	08	00001000	Mushroom Rings (Upg.)
10	00010000	-	10	00010000	-
20	00100000	Necromancy Amplifier	20	00100000	Mana Vortex
40	01000000	Skeleton Transformer	40	01000000	Portal of Summoning
80	10000000	<just add anyway>	80	10000000	Battle Scholar Academy
BYTE 3			BYTE 3		
01	00000001	-	01	00000001	-
02	00000010	-	02	00000010	-
04	00000100	Soul Prison	04	00000100	Guardian of Earth
08	00001000	Town Hall (Decorative)	08	00001000	-
10	00010000	City Hall (Decorative)	10	00010000	-
20	00100000	Capitol (Decorative)	20	00100000	-
40	01000000	Cursed Temple	40	01000000	Warren
80	10000000	Graveyard	80	10000000	Harpy Loft
BYTE 4			BYTE 4		
01	00000001	Tomb of Souls	01	00000001	Pillar of Eyes
02	00000010	Estate	02	00000010	Chapel of Stilled Voices
04	00000100	Mausoleum	04	00000100	Labyrinth
08	00001000	Hall of Darkness	08	00001000	Manticore Lair
10	00010000	Dragon Vault	10	00010000	Dragon Cave
20	00100000	Upg. Cursed Temple	20	00100000	Upg. Warren
40	01000000	Upg. Graveyard	40	01000000	Upg. Harpy Loft
80	10000000	Upg. Tomb of Souls	80	10000000	Upg. Pillar of Eyes
BYTE 5			BYTE 5		
01	00000001	Upg. Estate	01	00000001	Upg. Chapel of Stilled Voices
02	00000010	Upg. Mausoleum	02	00000010	Upg. Labyrinth
04	00000100	Upg. Hall of Darkness	04	00000100	Upg. Manticore Lair
08	00001000	Upg. Dragon Vault	08	00001000	Upg. Dragon Cave

## 6 – STRONGHOLD

## 7 – FORTRESS

HEX	BIN	NAME	HEX	BIN	NAME
BYTE 0			BYTE 0		
01	00000001	Mage Guild Level 1	01	00000001	Mage Guild Level 1
02	00000010	Mage Guild Level 2	02	00000010	Mage Guild Level 2
04	00000100	Mage Guild Level 3	04	00000100	Mage Guild Level 3
08	00001000	–	08	00001000	–
10	00010000	–	10	00010000	–
20	00100000	Tavern	20	00100000	Tavern
40	01000000	–	40	01000000	Shipyard
80	10000000	Fort	80	10000000	Fort
BYTE 1			BYTE 1		
01	00000001	Citadel	01	00000001	Citadel
02	00000010	Castle	02	00000010	Castle
04	00000100	Village Hall	04	00000100	Village Hall
08	00001000	Town Hall	08	00001000	Town Hall
10	00010000	City Hall	10	00010000	City Hall
20	00100000	Capitol	20	00100000	Capitol
40	01000000	Marketplace	40	01000000	Marketplace
80	10000000	Resource Silo	80	10000000	Resource Silo
BYTE 2			BYTE 2		
01	00000001	Blacksmith	01	00000001	Blacksmith
02	00000010	Escape Tunnel	02	00000010	Cage of Warlords
04	00000100	Mess Hall	04	00000100	Captain's Quarters
08	00001000	Mess Hall (Upg.)	08	00001000	Captain's Quarters (Upg.)
10	00010000	–	10	00010000	–
20	00100000	Freelancer's Guild	20	00100000	Glyphs of Fear
40	01000000	Ballista Yard	40	01000000	Blood Obelisk
80	10000000	Hall of Valhalla	80	10000000	<just add anyway>
BYTE 3			BYTE 3		
01	00000001	–	01	00000001	–
02	00000010	–	02	00000010	–
04	00000100	Warlords' Monument	04	00000100	Carnivorous Plant
08	00001000	–	08	00001000	–
10	00010000	–	10	00010000	–
20	00100000	–	20	00100000	–
40	01000000	Goblin Barracks	40	01000000	Gnoll Hut
80	10000000	Wolf Pen	80	10000000	Lizard Den
BYTE 4			BYTE 4		
01	00000001	Orc Tower	01	00000001	Serpent Fly Hive
02	00000010	Ogre Fort	02	00000010	Basilisk Pit
04	00000100	Cliff Nest	04	00000100	Gorgon Lair
08	00001000	Cyclops Cave	08	00001000	Wyvern Nest
10	00010000	Behemoth Lair	10	00010000	Hydra Pond
20	00100000	Upg. Goblin Barracks	20	00100000	Upg. Gnoll Hut
40	01000000	Upg. Wolf Pen	40	01000000	Upg. Lizard Den
80	10000000	Upg. Orc Tower	80	10000000	Upg. Serpent Fly Hive
BYTE 5			BYTE 5		
01	00000001	Upg. Ogre Fort	01	00000001	Upg. Basilisk Pit
02	00000010	Upg. Cliff Nest	02	00000010	Upg. Gorgon Lair
04	00000100	Upg. Cyclops Cave	04	00000100	Upg. Wyvern Nest
08	00001000	Upg. Behemoth Lair	08	00001000	Upg. Hydra Pond

## 8 – CONFLUX

## 9 – COVE\*

HEX	BIN	NAME	HEX	BIN	NAME
BYTE 0			BYTE 0		
01	00000001	Mage Guild Level 1	01	00000001	Mage Guild Level 1
02	00000010	Mage Guild Level 2	02	00000010	Mage Guild Level 2
04	00000100	Mage Guild Level 3	04	00000100	Mage Guild Level 3
08	00001000	Mage Guild Level 4	08	00001000	Mage Guild Level 4
10	00010000	Mage Guild Level 5	10	00010000	–
20	00100000	Tavern	20	00100000	Tavern
40	01000000	Shipyard	40	01000000	Shipyard
80	10000000	Fort	80	10000000	Fort
BYTE 1			BYTE 1		
01	00000001	Citadel	01	00000001	Citadel
02	00000010	Castle	02	00000010	Castle
04	00000100	Village Hall	04	00000100	Village Hall
08	00001000	Town Hall	08	00001000	Town Hall
10	00010000	City Hall	10	00010000	City Hall
20	00100000	Capitol	20	00100000	Capitol
40	01000000	Marketplace	40	01000000	Marketplace
80	10000000	Resource Silo	80	10000000	Resource Silo
BYTE 2			BYTE 2		
01	00000001	Blacksmith	01	00000001	Blacksmith
02	00000010	Artifact Merchants	02	00000010	–
04	00000100	Garden of Life	04	00000100	Pub
08	00001000	Garden of Life (Upg.)	08	00001000	Pub (Upg.)
10	00010000	–	10	00010000	–
20	00100000	Magic University	20	00100000	Gunpowder Warehouse
40	01000000	<just add anyway>	40	01000000	Thieves' Guild
80	10000000	<just add anyway>	80	10000000	Grotto
BYTE 3			BYTE 3		
01	00000001	Vault of Ashes*	01	00000001	Roost
02	00000010	Vault of Ashes* (Upg.)	02	00000010	Roost (Upg.)
04	00000100	Aurora Borealias	04	00000100	Lodestar
08	00001000	Town Hall (Decorative)	08	00001000	–
10	00010000	City Hall (Decorative)	10	00010000	–
20	00100000	Capitol (Decorative)	20	00100000	–
40	01000000	Magic Lantern	40	01000000	Nymph Waterfall
80	10000000	Altar of Air	80	10000000	Shack
BYTE 4			BYTE 4		
01	00000001	Altar of Water	01	00000001	Frigate
02	00000010	Altar of Fire	02	00000010	Nest
04	00000100	Altar of Earth	04	00000100	Tower of the Seas
08	00001000	Altar of Thought	08	00001000	Nix Fort
10	00010000	Pyre	10	00010000	Maelstrom
20	00100000	Upg. Magic Lantern	20	00100000	Upg. Nymph Waterfall
40	01000000	Upg. Altar of Air	40	01000000	Upg. Shack
80	10000000	Upg. Altar of Water	80	10000000	Upg. Frigate
BYTE 5			BYTE 5		
01	00000001	Upg. Altar of Fire	01	00000001	Upg. Nest
02	00000010	Upg. Altar of Earth	02	00000010	Upg. Tower of the Seas
04	00000100	Upg. Altar of Thought	04	00000100	Upg. Nix Fort
08	00001000	Upg. Pyre	08	00001000	Upg. Maelstrom

\* Only in the Horn of the Abyss