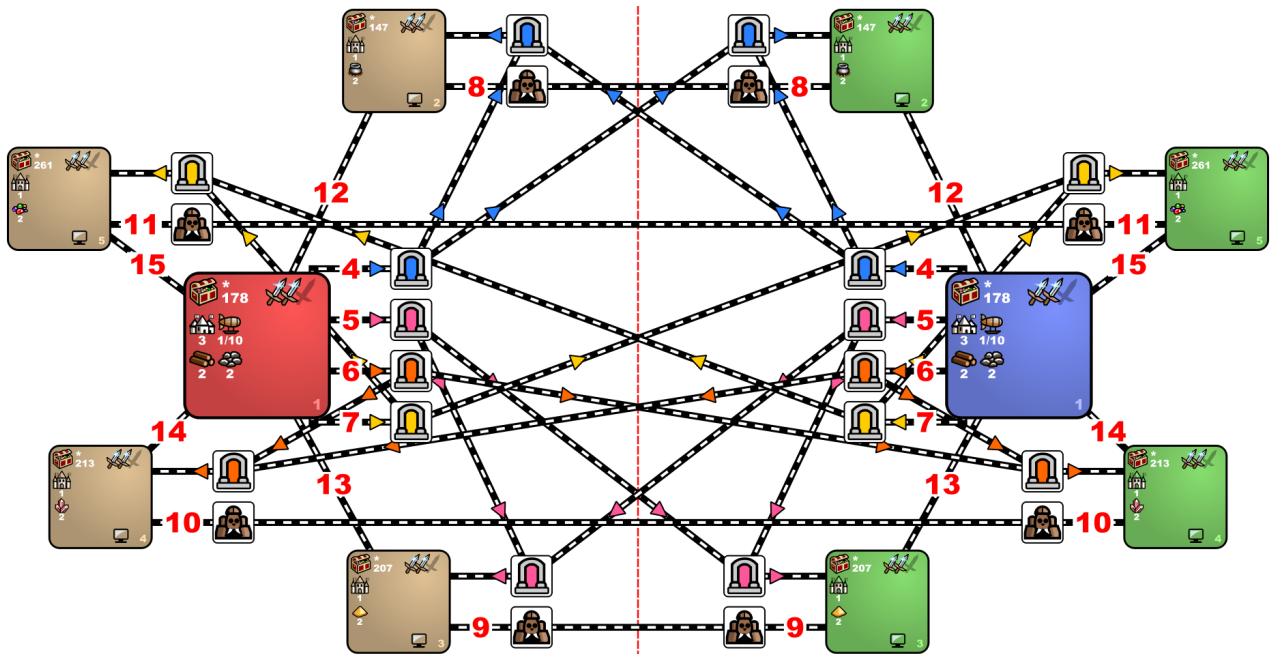# mt_Exile

Small mirror with portals that work as one-way for host and two-way for guest player. No Resurrect, Animate, Air and Earth, but TP and DD are enabled. By Warzyw Max battle turns: 42 Last update: 11.01.2024

mt_Exile

Features

- Size: M

- Enabled heroes: Orrin (Archery), Valeska (Archers), Edric (Griffins), Lord Haart (Estates), Christian (Ballista), Tyris (Cavaliers), Adela (Bless), Cuthbert (Weakness), Adelaide (Frost Ring), Ingham (Monks), Loynis (Prayer), Caitlin (+350 Gold), Mephala (Armorer), Ufretin (Dwarves), Jenova (+350 Gold), Ryland (Dendroids), Thorgrim (Resistance), Ivor (Elves), Clancy (Unicorns), Kyrre (Logistics), Coronius (Slayer), Uland (Cure), Elleshar (Intelligence), Malcom (Eagle Eye), Melodia (Fortune), Alagar (Ice Bolt), Aeris (Pegasi), Piquedram (Gargoyles), Thane (Genies), Josephine (Golems), Neela (Armorer), Torosar (Ballista), Fafner (Nagas), Rissa (+1 Mercury), Iona (Genies), Astral (Hypnotize), Halon (Mysticism), Serena (Eagle Eye), Daremyth (Fortune), Theodorus (Magi), Solmyr (Chain Lightning), Cyra (Haste), Aine (+350 Gold), Fiona (Hell Hounds), Rashka (Efreet), Marius (Demons), Ignatius (Imps), Octavia (+350 Gold), Calh (Gogs), Pyre (Ballista), Nymus (Pit Fiends), Ayden (Intelligence), Xyron (Inferno), Axsis (Mysticism), Olema (Weakness), Calid (+1 Sulfur), Zydar (Sorcery), Xarfax (Fireball), Vokial (Vampires), Moandor (Liches), Charna (Wights), Tamika (Black Knights), Isra (Necromancy), Clavius (+350 Gold), Galthran (Skeletons), Septienna (Death

Ripple), Aislinn (Meteor Shower), Sandro (Sorcery), Nimbus (Eagle Eye), Xsi (Stone Skin), Vidomina (Necromancy), Nagash (+350 Gold), Lorelei (Harpies), Arlach (Ballista), Dace (Minotaurs), Ajit (Beholders), Damacon (+350 Gold), Gunnar (Logistics), Synca (Manticores), Shakti (Troglodytes), Jaegar (Mysticism), Malekith (Sorcery), Geon (Eagle Eye), Deemer (Meteor Shower), Sephinroth (+1 Crystal), Darkstorn (Stone Skin), Yog (Cyclopes), Gurnisson (Ballista), Jabarkas (Orcs), Shiva (Rocs), Gretchin (Goblins), Krellion (Ogres), Crag Hack (Offense), Tyraxor (Wolf Riders), Vey (Ogres), Dessa (Logistics), Terek (Haste), Zubin (Precision), Gundula (Offense), Saurug (+1 Gems), Bron (Basilisks), Drakon (Gnolls), Wystan (Lizardmen), Tazar (Armorer), Alkin (Gorgons), Korbac (Serpent Flies), Gerwulf (Ballista), Broghild (Wyverns), Mirlanda (Weakness), Rosic (Mysticism), Merist (Stone Skin), Styg (Sorcery), Andra (Intelligence), Tiva (Eagle Eye), Pasis (Psychic Elementals), Thunar (Earth Elementals), Ignissa (Fire Elementals), Lacus (Water Elementals), Monere (Psychic Elementals), Erdamon (Earth Elementals), Fiur (Fire Elementals), Kalt (Water Elementals), Luna (Fire Wall), Ciele (Magic Arrow), Inteus (Bloodlust), Gelare (+350 Gold), Sir Mullich (Speed), Adrienne (Fire Magic), Catherine (Swordsmen), Kilgor (Behemoths), Haart Lich (Black Knights), Mutare (Dragons), Roland (Swordsmen), Mutare Drake (Dragons), Boragus (Ogres), Xeron (Devils), Corkes (Offense), Jeremy (Cannon), Illor (Stormbirds), Derek (Crew Mates), Leena (+350 Gold), Anabel (Pirates), Cassiopeia (Nymphs), Miriam (Scouting), Casmetra (Sea Witches), Eovacius (Clone), Spint (Sorcery), Andal (+1 Crystal), Zilare (Forgetfulness), Dargem (Air Shield), Bidley (Sea Dogs), Tark (Nix), Beatrice (Scouting), Kinkeria (Learning), Ranloo (Ballista), Giselle (Interference), Henrietta (Halflings), Sam (Mechanics), Melchior (Diplomacy), Floribert (First Aid), Wynona (Scouting), Dury (Armorer), Morton (Ballista), Celestine (Armadillos), Todd (Automatons), Bertram (+350 Gold), Wrathmont (Frenzy), Ziph (Lightning), Victoria (Land Mine), Eanswythe (Weakness), Tavin (Offense), Murdoch (Archery)

- Disabled heroes: Sylvia (Navigation), Sorsha (Swordsmen), Rion (First Aid), Sanya (Eagle Eye), Gem (First Aid), Ash (Bloodlust), Straker (Walking Dead), Thant (Animate Dead), Alamar (Resurrection), Jeddite (Resurrection), Gird (Sorcery), Oris (Eagle Eye), Voy (Navigation), Verdish (First Aid), Brissa (Haste), Labetha (Stone Skin), Aenain (Disrupting Ray), Grindan (+350 Gold), Dracon (Enchanters), Gelu (Sharpshooters), Manfred (Fireball), Astra (Cure), Elmore (Navigation), Tancred (Gunslingers), Agar (Sandworms), Frederick (Automatons)
- Starting towns: All allowed
- Max Battle Rounds: 42

- Hero Hiring is Enabled

- Enabled artifacts:Centaur's Axe, Blackshard of the Dead Knight, Greater Gnoll's Flail, Ogre's Club of Havoc, Sword of Hellfire, Shield of the Dwarven Lords, Shield of the Yawning Dead, Buckler of the Gnoll King, Targ of the Rampaging Ogre, Shield of the Damned, Helm of the Alabaster Unicorn, Skull Helmet, Helm of Chaos, Crown of the Supreme Magi, Hellstorm Helmet, Breastplate of Petrified Wood, Rib Cage, Scales of the Greater Basilisk, Tunic of the Cyclops King, Breastplate of Brimstone, Armor of Wonder, Quiet Eye of the Dragon, Red Dragon Flame Tongue, Dragon Scale Shield, Dragonbone Greaves, Dragon Wing Tabard, Necklace of Dragonteeth, Still Eye of the Dragon, Clover of Fortune, Cards of Prophecy, Ladybird of Luck, Badge of Courage, Crest of Valor, Glyph of Gallantry, Speculum, Spyglass, Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Garniture of Interference, Surcoat of Counterpoise, Bow of Elven Cherrywood, Bowstring of the Unicorn's Mane, Angel Feather Arrows, Bird of Perception, Stoic Watchman, Emblem of Cognizance, Statesman's Medal, Diplomat's Ring, Ambassador's Sash, Ring of the Wayfarer, Equestrian's Gloves, Charm of Mana, Talisman of Mana, Mystic Orb of Mana, Collar of Conjuring, Ring of Conjuring, Cape of Conjuring, Orb of the Firmament, Orb of Silt, Orb of Tempestuous Fire, Orb of Driving Rain, Recanter's Cloak, Spirit of Oppression, Hourglass of the Evil Hour, Golden Bow, Sphere of Permanence, Orb of Vulnerability, Ring of Vitality, Ring of Life, Vial of Lifeblood, Necklace of Swiftness, Cape of Velocity, Pendant of Dispassion, Pendant of Second Sight, Pendant of Holiness, Pendant of Life, Pendant of Death, Pendant of Free Will, Pendant of Negativity, Pendant of Total Recall, Pendant of Courage, Everflowing Crystal Cloak, Ring of Infinite Gems, Everpouring Vial of Mercury, Inexhaustible Cart of Ore, Eversmoking Ring of Sulfur, Inexhaustible Cart of Lumber, Endless Sack of Gold, Endless Bag of Gold, Endless Purse of Gold, Legs of Legion, Loins of Legion, Torso of Legion, Arms of Legion, Head of Legion, Shackles of War, Vial of Dragon Blood, Armageddon's Blade, Angelic Alliance, Cloak of the Undead King, Elixir of Life, Armor of the Damned, Statue of Legion, Power of the Dragon Father, Titan's Thunder, Bow of the Sharpshooter, Wizard's Well, Ring of the Magi, Cornucopia, Diplomat's Cloak, Pendant of Reflection, Ironfist of the Ogre, Trident of Dominion, Shield of Naval Glory, Royal Armor of Nix, Crown of the Five Seas, Wayfarer's Boots, Runes of Imminency, Demon's Horseshoe, Shaman's Puppet, Hideous Mask, Ring of Suppression, Pendant of Downfall, Ring of Oblivion, Cape of Silence, Golden Goose, Horn of the Abyss, Charm of Eclipse, Seal of Sunset, Plate of Dying Light, Sleepkeeper

- Disabled artifacts:Titan's Gladius, Sentinel's Shield, Thunder Helmet, Titan's Cuirass, Sandals

of the Saint, Celestial Necklace of Bliss, Lion's Shield of Courage, Sword of Judgement, Helm of Heavenly Enlightenment, Dragon Scale Armor, Crown of Dragontooth, Boots of Polarity, Necklace of Ocean Guidance, Angel Wings, Tome of Fire Magic, Tome of Air Magic, Tome of Water Magic, Tome of Earth Magic, Boots of Levitation, Boots of Speed, Sea Captain's Hat, Spellbinder's Hat, Orb of Inhibition, Admiral's Hat

- Enabled spells:Visions, View Earth, Disguise, View Air, Fly, Dimension Door, Town Portal, Quicksand, Land Mine, Force Field, Fire Wall, Earthquake, Magic Arrow, Ice Bolt, Lightning Bolt, Implosion, Chain Lightning, Frost Ring, Fireball, Inferno, Meteor Shower, Death Ripple, Destroy Undead, Armageddon, Shield, Air Shield, Fire Shield, Protection from Air, Protection from Fire, Prot. from Water, Prot. from Earth, Anti-Magic, Dispel, Cure, Sacrifice, Bless, Curse, Bloodlust, Precision, Weakness, Stone Skin, Disrupting Ray, Prayer, Mirth, Sorrow, Fortune, Misfortune, Haste, Slow, Slayer, Frenzy, Counterstrike, Berserk, Hypnotize, Forgetfulness, Blind, Teleport, Remove Obstacle, Clone

- Disabled spells:Summon Boat, Scuttle Boat, Water Walk, Magic Mirror, Resurrection, Animate Dead, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental

- Enabled secondary skills: Pathfinding, Archery, Logistics, Scouting, Diplomacy, Leadership, Wisdom, Mysticism, Luck, Ballistics, Eagle Eye, Necromancy, Estates, Fire Magic, Water Magic, Scholar, Tactics, Artillery, Offense, Armorer, Intelligence, Sorcery, Resistance, First Aid, Interference

- Disabled secondary skills: Navigation, Air Magic, Earth Magic, Learning

- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
147	2	2000	6000	12	13000	16000	6	100	3000	8
178	Human zones	2000	3500	8	4100	8500	8	12500	14000	8
207	3	2000	8000	12	20000	25000	6	100	3000	8
213	4	2000	10000	12	18000	25000	6	100	3000	8
261	5	2000	12000	12	23000	32000	6	100	3000	8

- Terrain: Same as Town

- No terrain rules

- All town types allowed

- Town rules

Zone	Town rules
3, 4, 5	towns have same type as player towns of zone 2

- Monsters disposition: Hostile (4–10)

- Monsters joining percent

Zone	Percentage of monsters joining
Human zones	100%
Computer zones	25%

- Monsters join only for money: Yes

- Monster / Plague weeks: Enabled

- Object Rules

  - Global Rules

Rule Type	Object	Value	Frequency	Max per Zone	Max on Map
Disable	Sanctuary				
Disable	Random Resource				
Disable	Treasure Chest				
Disable	Campfire				
Disable	Hill Fort — any kind				
Disable	Trading Post				
Disable	Town Gate				
Enable / Edit	Eye of the Magi	default	1500	1	no limit
Disable	Prison — any amount of hero xp				
Enable / Edit	Prison — hero with 500000 xp	default	60	10	no limit
Disable	Windmill				
Disable	Water Wheel				
Disable	Mystical Garden				
Disable	Wagon				
Disable	Lean To				
Disable	Corpse				
Disable	Warrior's Tomb				
Disable	Scholar				
Enable / Edit	Pandora's Box with experience: 5000	default	10	2	default
Enable / Edit	Pandora's Box with experience: 10000	default	10	1	default
Enable / Edit	Pandora's Box with gold: 5000	default	10	2	default

Enable / Edit	Pandora's Box with gold: 10000	default	10	1	default

- Human zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	any warehouse			
Enable / Edit	Warehouse of Wood	default	default	default
Enable / Edit	Warehouse of Ore	default	default	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Enable / Edit	Wood	default	default	default
Enable / Edit	Ore	default	default	default
Disable	Sanctuary			
Disable	any dwelling			
Enable / Edit	Dwellings of level 1	default	200	default
Enable / Edit	Dwellings of level 3	default	150	default
Enable / Edit	Golem Factory (Stone, Iron, Gold, and Diamond Golem dwelling)	default	150	default
Disable	any creature bank			
Enable / Edit	Crypt	default	default	default
Enable / Edit	Churchyard	default	default	default
Enable / Edit	Black Tower	default	default	default
Enable / Edit	Hut of the Magi	1500	5000	1
Disable	Eye of the Magi			
Disable	Quest artifact for Seer's Hut of any kind			
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	40	5
Enable / Edit	Pandora's Box with creatures of level 3	default	40	5

Rule Type	Object			
Enable / Edit	Ivory Tower	default	default	default
Disable	Warlock's Lab			
Enable / Edit	Refugee Camp	4000	100	no limit
Enable / Edit	Spit	default	default	default
Enable / Edit	Ruins	default	default	default
Enable / Edit	Quest artifact for Seer's Hut with creatures of level 1	default	5	1
Enable / Edit	Quest artifact for Seer's Hut with creatures of level 3	default	5	1
Enable / Edit	Keymaster's Tent	5000	10	1
Enable / Edit	Keymaster's Tent	7500	10	1
Enable / Edit	Keymaster's Tent	10000	10	1
Enable / Edit	Ancient Altar	10000	40	1
Enable / Edit	Dragon Utopia	default	40	2

- Zone 2

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Dragon Utopia			
Disable	any dwelling			
Enable / Edit	Dwellings of level 2	default	200	6
Disable	any warehouse			
Enable / Edit	Warehouse of Mercury	default	40	3
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Enable / Edit	Mercury	default	default	default
Disable	any creature bank			
Enable / Edit	Imp Cache	default	default	4

Rule Type	Object			
Enable / Edit	Red Tower	4000	100	3
Enable / Edit	Mansion	default	default	3
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Spell Scroll — any level			
Disable	Quest artifact for Seer's Hut of any kind			
Disable	Pandora's Box with creatures of any kind			
Enable / Edit	Pandora's Box with creatures of level 2	default	40	5
Enable / Edit	Quest artifact for Seer's Hut with creatures of level 2	default	40	3

- ○ Zone 3

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Dragon Utopia			
Disable	any dwelling			
Enable / Edit	Dwellings of level 4	default	200	5
Enable / Edit	Elemental Conflux (Dwelling for Air, Earth, Fire and Water elementals)	default	200	5
Disable	any warehouse			
Enable / Edit	Warehouse of Sulfur	default	40	3
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Enable / Edit	Sulfur	default	default	default
Disable	any creature bank			
Enable / Edit	Medusa Stores	2500	default	4
Enable / Edit	Dragon Fly Hive	6500	default	4
Enable / Edit	Pirate Cavern	default	default	3
Disable	Spell Scroll — any level			

Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Pandora's Box with spells — any kind			
Disable	Quest artifact for Seer's Hut of any kind			
Disable	Pandora's Box with creatures of any kind			
Enable / Edit	Pandora's Box with creatures of level 4	default	40	5
Enable / Edit	Quest artifact for Seer's Hut with creatures of level 4	default	40	3

○ Zone 4

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Dragon Utopia			
Disable	any dwelling			
Enable / Edit	Dwellings of level 5	default	200	4
Disable	any warehouse			
Enable / Edit	Warehouse of Crystal	default	40	3
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Enable / Edit	Crystal	default	default	default
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Pandora's Box with spells — any kind			
Disable	any creature bank			
Enable / Edit	Dwarven Treasury	default	default	4
Enable / Edit	Wolf Raider Picket	default	60	4
Enable / Edit	Cyclops Stockpile	default	80	4
Disable	Quest artifact for Seer's Hut of any kind			

Rule Type	Object			
Disable	Pandora's Box with creatures of any kind			
Enable / Edit	Quest artifact for Seer's Hut with creatures of level 5	default	40	5
Enable / Edit	Ancient Lamp	default	default	default

○ Zone 5

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Dragon Utopia			
Disable	any dwelling			
Enable / Edit	Dwellings of level 6	default	200	3
Disable	any warehouse			
Enable / Edit	Warehouse of Gem	default	40	3
Enable / Edit	Mystical Garden	default	default	7
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Enable / Edit	Gems	default	default	default
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Pandora's Box with spells — any kind			
Disable	any creature bank			
Enable / Edit	Naga Bank	default	90	3
Enable / Edit	Griffin Conservatory	3500	90	3
Enable / Edit	Experimental Shop	default	90	3
Disable	Quest artifact for Seer's Hut of any kind			
Disable	Pandora's Box with creatures of any kind			
Enable / Edit	Quest artifact for Seer's Hut with creatures of level 6	default	40	5