Diplo_Race

Availible Skills: Diplomacy, All Magics
Availible Artifacts: Diplomat's Cloak
Spells are limited. Your level 2 Mage Guild will have Visions for sure.
Spells that anyone starts with plus Fly, Town Portal, Disguise and Summon Elementals are banned from Guilds.
Red meets AIs in ascending Color Id order (Tan, Green, Orange, Purple, Teal, Pink).
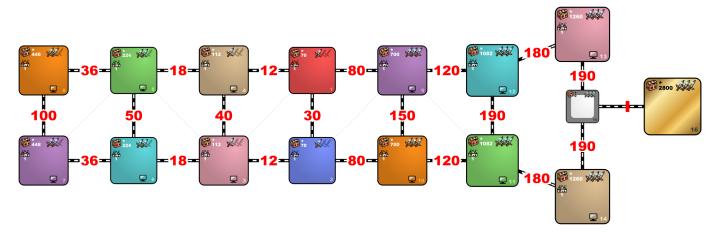Blue meets AIs in descending Color Id order (Pink, Teal, Purple, Orange, Green, Tan).
By Warzyw
Special thanks to Figorix/Legith for helping me check the effects of changes and also to him and Tyranuxus for suggesting improvements!
Last update: 16.11.2024

Diplo_Race

Settings

- Size: XL

- Human Players: 2

- Computer Players: 6

- Teams: no

- Roads: Fast

- Water: no

- Monsters: Strong

- Tournament Rules: off

- PvP Neutral Combat: off

- Simultaneous Turns: until meeting

- Timer: 8:00-3:00-01:00

- Trade: Roll a pair of Towns. Then trade for Color and Faction.

Select AI factions like on Mini-Nostalgia.

- Difficulty: 160%

- Starting Bonus: Artifact

- Starting Hero: Unrestricted Choice

- Handicaps: no

- Restarts: 1x111 for each player

- Technical Restarts: Only in case of 80k guard in starting zone blocking the way out or blocking some neutrals, leaving a player unable to exit starting zone. Shouldn't happen and haven't seen it happen but theoretically it is possible.

Technical datails that you can get from the Template Editor

- Enabled heroes: Everyone

- Starting towns: All allowed

- Max Battle Rounds: 42

- Hero Hiring is Enabled

- Enabled artifacts:Diplomat's Cloak

- Disabled artifacts:All others

- Enabled spells:Visions, View Air, Dimension Door, Quicksand, Land Mine, Force Field, Earthquake, Lightning Bolt, Implosion, Destroy Undead, Armageddon, Fire Shield, Prot. from Water, Prot. from Earth, Anti-Magic, Magic Mirror, Sacrifice, Mirth, Sorrow, Misfortune, Frenzy, Counterstrike, Berserk, Blind, Teleport

- Disabled spells:Summon Boat, Scuttle Boat, View Earth, Disguise, Fly, Water Walk, Town Portal, Fire Wall, Magic Arrow, Ice Bolt, Chain Lightning, Frost Ring, Fireball, Inferno, Meteor Shower, Death Ripple, Shield, Air Shield, Protection from Air, Protection from Fire, Dispel, Cure, Resurrection, Animate Dead, Bless, Curse, Bloodlust, Precision, Weakness, Stone Skin, Disrupting Ray, Prayer, Fortune, Haste, Slow, Slayer, Hypnotize, Forgetfulness, Remove Obstacle, Clone, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental

- Enabled secondary skills: Diplomacy, Fire Magic, Air Magic, Water Magic, Earth Magic

- Disabled secondary skills: All others

- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
0	White zones									
70	Human zones	5000	5000	2	7500	7500	4	10000	10000	3
112	3, 4	8000	8000	2	12000	12000	4	16000	16000	3
224	5, 6	16000	16000	2	24000	24000	4	32000	32000	3
448	7, 8	32000	32000	2	48000	48000	4	64000	64000	3
700	9, 10	50000	50000	2	75000	75000	4	100000	100000	3

1082	11, 12	78000	78000	2	116000	116000	4	154000	154000	3
1260	13, 14	90000	90000	2	135000	135000	4	180000	180000	3
2800	Golden zones	200000	200000	2	300000	300000	4	400000	400000	3

- Terrain

Zone	Terrain
Starting zones	Same as Town
Neutral zones	Sand

- No terrain rules

- Town types allowed: All

- No town rules

- Monsters disposition: Hostile (4–10)

- Monsters joining percent: 100%

- Monsters join only for money: No

- Monster / Plague weeks: Enabled

- Object Rules

  - No Global Rules

  - White zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			

  - Golden zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	100000	default	no limit

  - Zones 7, 8

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	16000	default	no limit

  - Human zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	2500	default	no limit

  - Zones 9, 10

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	25000	default	no limit

  - Zones 11, 12

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	39000	default	no limit

- Zones 3, 4

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	4000	default	no limit

- Zones 13, 14

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	45000	default	no limit

- Zones 5, 6

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Treasure Chest	8000	default	no limit