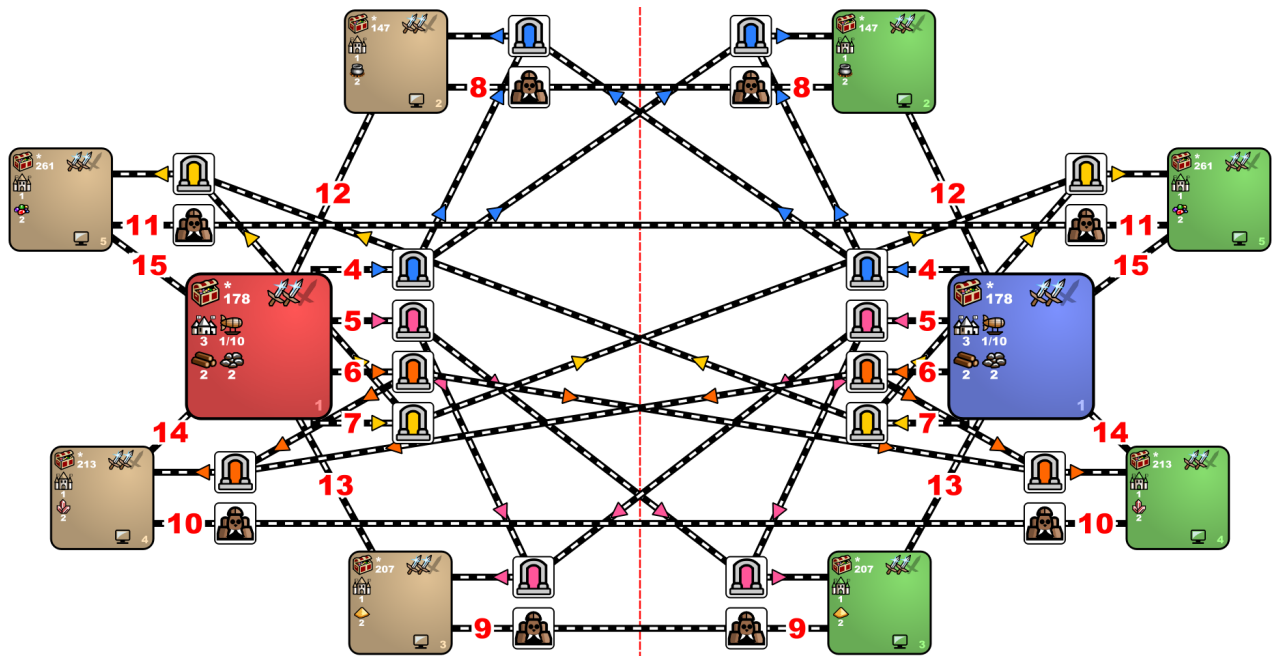


mt_Exile

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: 13.01.2024

mt_Exile



Settings

- Size: M
- Difficulty: 160%
- Roads: Slow
- Monsters: Average
- Human players: 2
- AI players: 2
- Water: None
- Tournament Rules: Yes
- Simultaneous Turns: No
- PvP Neutral Combat: No
- Timer: 6-3-1
- Restart HotA before playing
- Trade: Roll 3 towns, then 2 trades, one for the choice of Color and one for the choice of the Host player
- Then Guest picks a Hero from one faction, then Host picks a Hero from one of the other factions and the last faction is given to the AI. Red picks the starting bonus.

- For Host, one-way portals are one-way portals to the AI
- For Guest, one way portals are actually two-way portals to the opponent, unless an opponent's hero stands on a portal exit, in which case you can attack him or her.
- Restarts in game: 1x111
- Technical restart in case a two-way portal with guard blocks the road on the starting zone and you can't kill it without big losses. Normally there should be no two-way portals, but theoretically they could happen.
- First tavern hero will be from Red's faction. Starting town will be random type, not connected to your Faction choices.
- Do not press space right after the start

Features

- 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)
- Enabled heroes: The rest
- Starting towns: All allowed
- Max Battle Rounds: 42
- Hero Hiring is Enabled
- 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, Horn of the Abyss
- Enabled artifacts: The rest
- Disabled spells: Summon Boat, Scuttle Boat, Water Walk, Magic Mirror, Resurrection, Animate Dead, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental
- Enabled spells: The rest
- Disabled secondary skills: Navigation, Air Magic, Earth Magic, Learning
- Enabled secondary skills: The rest

- Treasure

<i>Index</i>	<i>Zones</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>
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

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

- Monsters disposition: Hostile (4–10)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
Human zones	100%
Computer zones	25%

- Monsters join only for money: Yes

- Monster / Plague weeks: Enabled

- Object Rules

- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
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

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
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
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

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
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
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

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
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

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
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			
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

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
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