

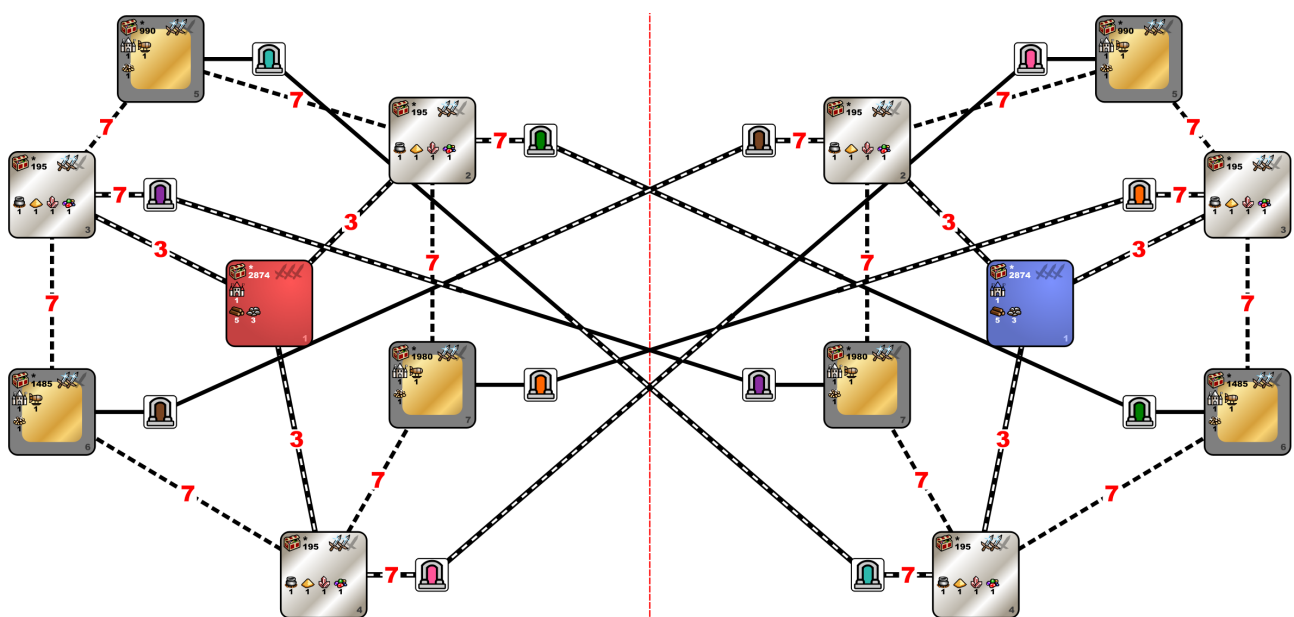
mt_Skeletents

Necro for everyone! Slow Roads, no Water, 130 Difficulty No Tournament Rules by Warzyw647

Pack Options

- Heroes allowed: Standard
- Starting towns: All allowed
- Max Battle Rounds: 21
- Hero Hiring is Enabled

mt_Skeletents_Mage



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Necromancy, Fire Magic, Air Magic, Water Magic, Earth Magic
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

2874	Starting zones	9680	9680	99	9680	9680	99	9680	9680	99
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- Terrain

Zone	Terrain
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules
- All town types allowed
- Town rules

Zone	Town rules
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 25%
- Monsters join only for money: Yes
- Monster / Plague weeks: Enabled
- Object Rules
 - No Global Rules
 - Silver zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit

Enable / Edit	Keymaster's Tent	18000	100	no limit
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○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

○ Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

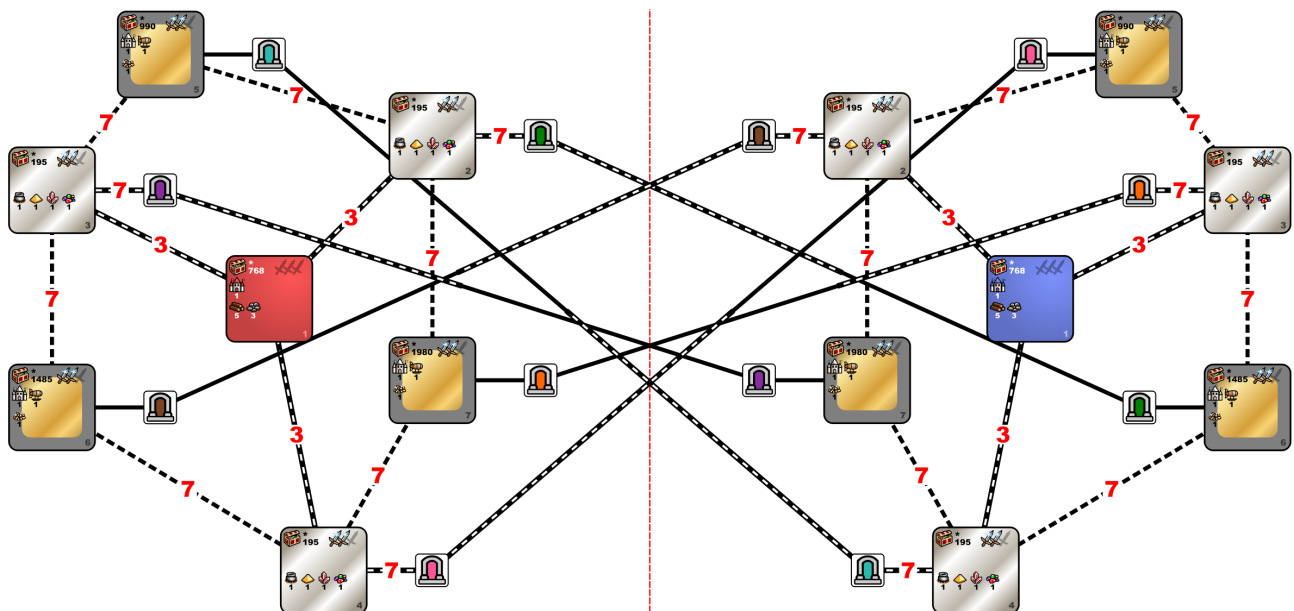
○ Zone 7

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Scholar	2420	default	no limit
Enable / Edit	Enchanter's Hollow (Enchanter Dwelling)	default	9999	1
Enable / Edit	Redwood Observatory	2420	9999	1

mt_Skeletents_Scout



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Pathfinding, Logistics, Scouting, Necromancy
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

Zone	Terrain
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules
- All town types allowed
- Town rules

Zone	Town rules
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 25%
- Monsters join only for money: Yes
- Monster / Plague weeks: Enabled
- Object Rules
 - No Global Rules
 - Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

- Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

- Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

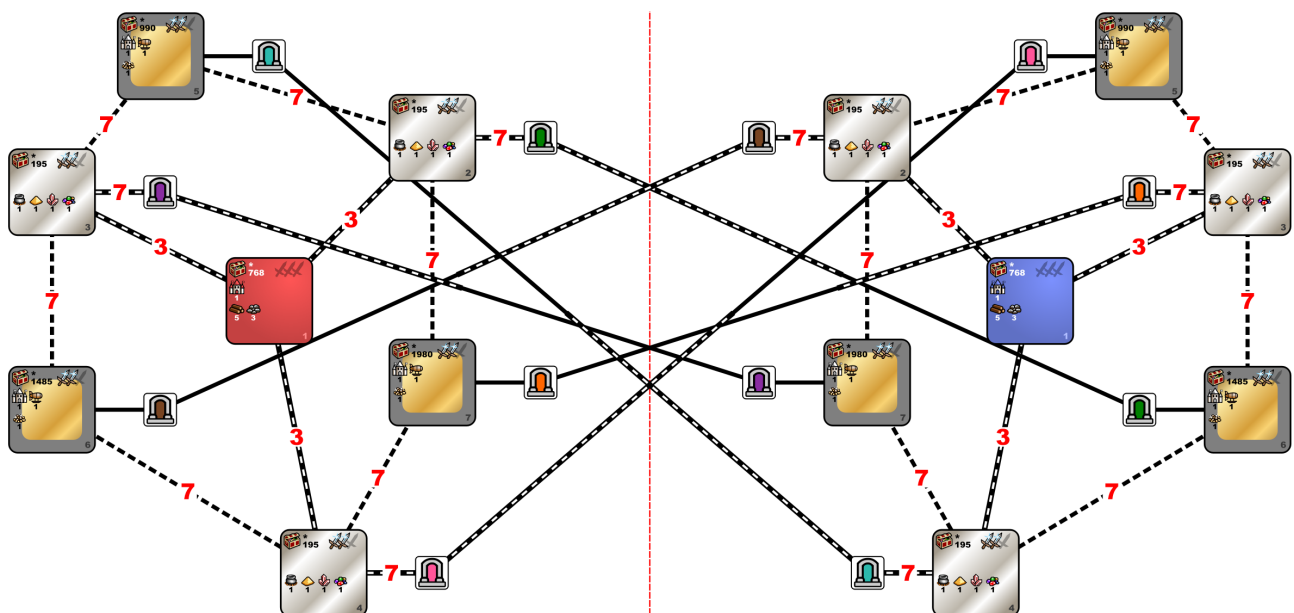
○ Zone 7

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Scholar	647	default	no limit
Enable / Edit	Redwood Observatory	647	9999	1
Enable / Edit	Stables	647	9999	1
Enable / Edit	Trailblazer	647	9999	1
Enable / Edit	Den of Thieves	647	9999	1

mt_Skeletents_Knight



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Archery, Necromancy, Offense, Armorer
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10

768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

<i>Zone</i>	<i>Terrain</i>
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules

- All town types allowed

- Town rules

<i>Zone</i>	<i>Town rules</i>
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Hostile (4–10)

- Monsters joining percent: 25%

- Monsters join only for money: Yes

- Monster / Plague weeks: Enabled

- Object Rules

- No Global Rules

- Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit

Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

○ Zone 5

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

○ Zone 6

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

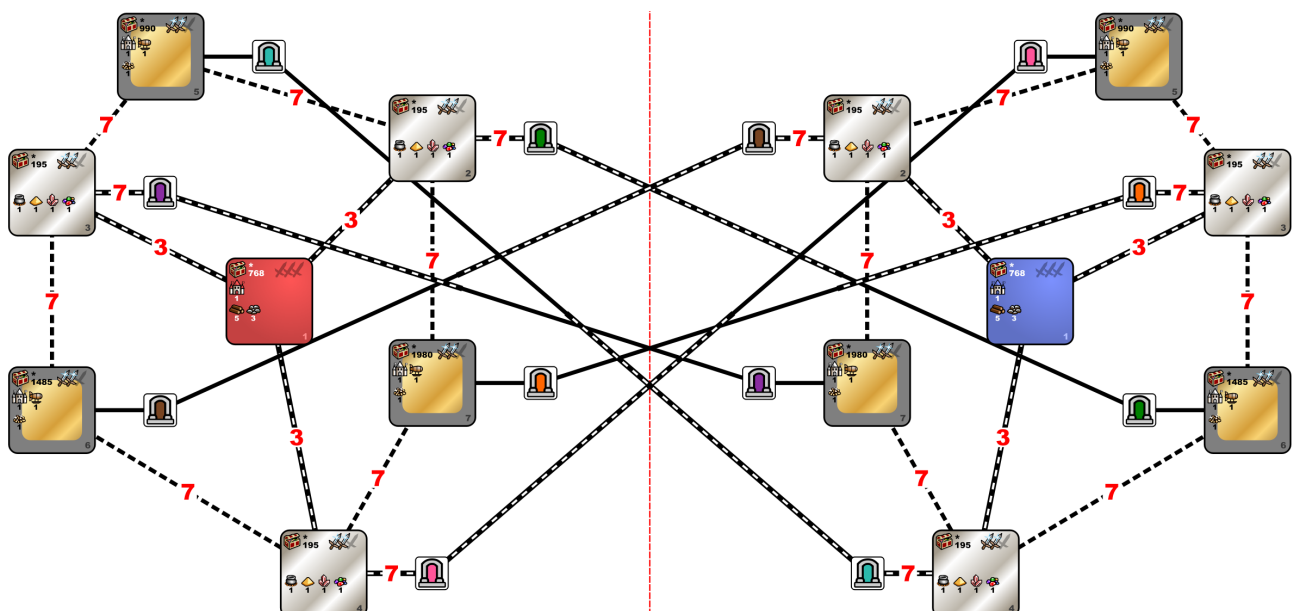
○ Zone 7

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Scholar	647	default	no limit
Enable / Edit	Redwood Observatory	647	9999	1
Enable / Edit	Arena	647	9999	1

mt_Skeletents_Machine



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Ballistics, Necromancy, Artillery, First Aid
- 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>
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

<i>Zone</i>	<i>Terrain</i>
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules
- All town types allowed
- Town rules

<i>Zone</i>	<i>Town rules</i>
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 25%
- Monsters join only for money: Yes
- Monster / Plague weeks: Enabled
- Object Rules

- No Global Rules
- Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit

Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

○ Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

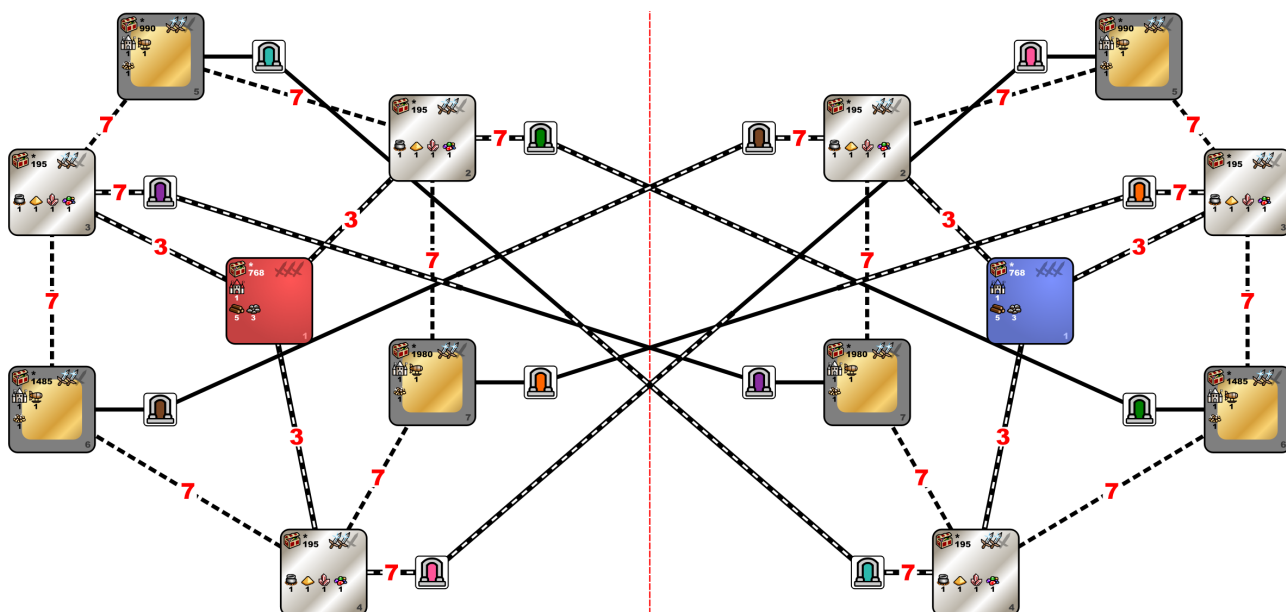
○ Zone 7

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Scholar	647	default	no limit
Enable / Edit	Redwood Observatory	647	9999	1
Enable / Edit	War Machine Factory	647	9999	1
Enable / Edit	Cannon Yard	647	9999	1

mt_Skeletents_Gambler



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Leadership, Luck, Necromancy, Resistance, Interference
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

Zone	Terrain
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules
- All town types allowed
- Town rules

Zone	Town rules
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Golden zones	Towns have same type as player towns of zone 1
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- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 25%
- Monsters join only for money: Yes
- Monster / Plague weeks: Enabled
- Object Rules
 - No Global Rules
 - Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

- Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

- Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit

Enable / Edit	Random Minor Artifact	22500	1	3
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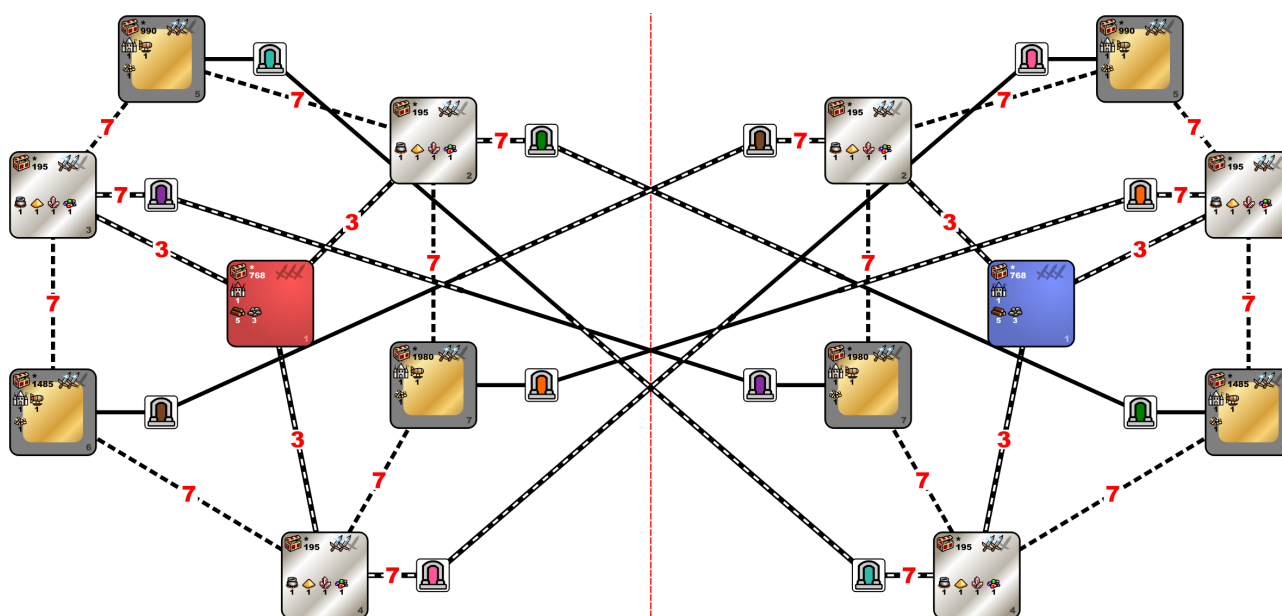
○ Zone 7

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Scholar	647	default	no limit
Enable / Edit	Swan Pond	647	9999	1
Enable / Edit	Temple	647	9999	1
Enable / Edit	Idol of Fortune	647	9999	1
Enable / Edit	Redwood Observatory	647	9999	1

mt_Skeletents_Sorcerer



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Mysticism, Necromancy, Intelligence, Sorcery
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
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195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

<i>Zone</i>	<i>Terrain</i>
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules

- All town types allowed

- Town rules

<i>Zone</i>	<i>Town rules</i>
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Hostile (4–10)

- Monsters joining percent: 25%

- Monsters join only for money: Yes

- Monster / Plague weeks: Enabled

- Object Rules

- No Global Rules

- Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit

Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

○ Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

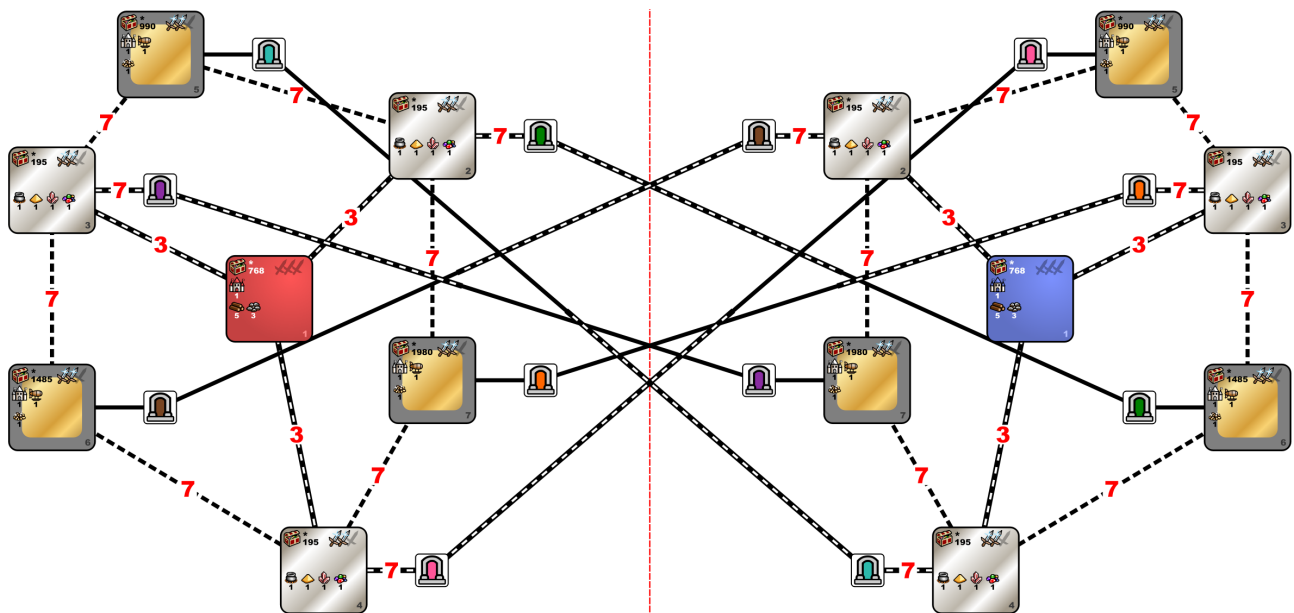
○ Zone 7

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Scholar	647	default	no limit
Enable / Edit	Colosseum of the Magi	647	9999	1
Enable / Edit	Redwood Observatory	647	9999	1

mt_Skeletents_The_Wise



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental
- Enabled secondary skills: Wisdom, Eagle Eye, Necromancy, Scholar, Learning
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99
990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

Zone	Terrain
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules
- All town types allowed
- Town rules

Zone	Town rules
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 25%
- Monsters join only for money: Yes
- Monster / Plague weeks: Enabled
- Object Rules
 - No Global Rules
 - Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit
Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

- Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

- Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

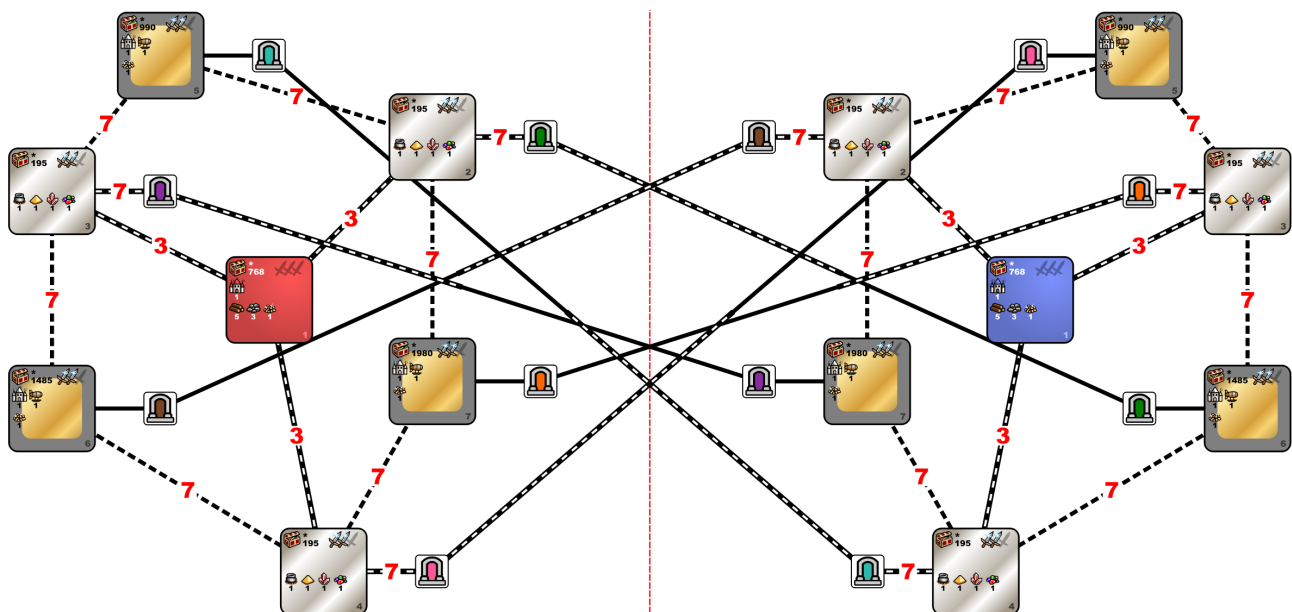
○ Zone 7

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Scholar	647	default	no limit
Enable / Edit	Library of Enlightenment	647	9999	1
Enable / Edit	Redwood Observatory	647	9999	1

mt_Skeletents_Recruit



Features

- Size: M
- Enabled artifacts: Amulet of the Undertaker, Vampire's Cowl, Dead Man's Boots, Cloak of the Undead King
- Disabled spells: Disguise, Dimension Door, Town Portal
- Enabled secondary skills: Diplomacy, Necromancy, Estates, Tactics
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
195	Silver zones	9000	18000	5	4000	9000	15	2000	4000	10
768	Starting zones	2588	2588	99	2588	2588	99	2588	2588	99

990	5							10000	10000	99
1485	6							15000	15000	99
1980	7							20000	20000	99

- Terrain

<i>Zone</i>	<i>Terrain</i>
1, 5, 6, 7	Same as Town
Silver zones	Dirt

- No terrain rules

- All town types allowed

- Town rules

<i>Zone</i>	<i>Town rules</i>
Golden zones	Towns have same type as player towns of zone 1

- Monsters disposition: Aggressive (1–10)

- Monsters joining percent: 50%

- Monsters join only for money: Yes

- Monster / Plague weeks: Enabled

- Object Rules

- No Global Rules

- Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	1000	100	no limit
Enable / Edit	Keymaster's Tent	2000	100	no limit
Enable / Edit	Keymaster's Tent	3000	100	no limit
Enable / Edit	Keymaster's Tent	4000	100	no limit
Enable / Edit	Keymaster's Tent	5000	100	no limit
Enable / Edit	Keymaster's Tent	6000	100	no limit
Enable / Edit	Keymaster's Tent	7000	100	no limit
Enable / Edit	Keymaster's Tent	8000	100	no limit
Enable / Edit	Keymaster's Tent	9000	100	no limit
Enable / Edit	Keymaster's Tent	10000	100	no limit
Enable / Edit	Keymaster's Tent	11000	100	no limit
Enable / Edit	Keymaster's Tent	12000	100	no limit
Enable / Edit	Keymaster's Tent	13000	100	no limit
Enable / Edit	Keymaster's Tent	14000	100	no limit
Enable / Edit	Keymaster's Tent	15000	100	no limit
Enable / Edit	Keymaster's Tent	16000	100	no limit

Enable / Edit	Keymaster's Tent	17000	100	no limit
Enable / Edit	Keymaster's Tent	18000	100	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	10000	9999	no limit
Enable / Edit	Random Treasure Artifact	15000	1	2

○ Zone 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	15000	9999	no limit
Enable / Edit	Random Minor Artifact	22500	1	3

○ Zone 7

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Keymaster's Tent	20000	9999	no limit
Enable / Edit	Random Major Artifact	30000	1	3

○ Starting zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	every object			
Enable / Edit	Scholar	647	default	no limit