

Heroes IV Scenario

Spleen v1.11



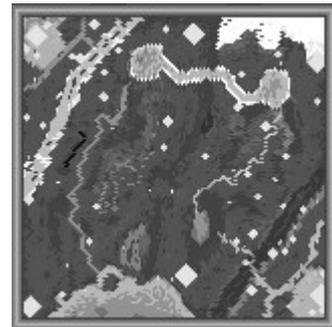
Version: 1.11
Map Maker: Oxygen (Dmitry Shirokov)
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Map Type: Multiplayer (2 human)
Map Size: M (with underground)
Game Version: HOMM IV Winds of War v3.0,
Equilibris mod v3.51
Language: English

Special Win: None.
Special Loss: None.

Difficulty: Expert.

Testers: **Chameleon, Shnurov,
CTPAHHuK, Pacobac.**
Great thanks for help and ideas.



“The war is at hand. You are standing near your castle. Something wrong. Hey! Stop! This castle isn’t mine! It’s enemy’s side! How could I get here? Strange..You see the Amulet of Oppression behind mountains... Years of war, spleen and low spirits have began!”

Notes: “Spleen” was designed especially for the multiplayer games. It was balanced as much as possible. But you should know, starting areas are really different. Players are separated by 4 garrisons. 2 of them are in the middle of map, and 2 of them are in the middle of the underground. These garrisons will achieve 1 or 2 level ups for their heroes every day. So this guards will be always new. The main idea of this map: your starting position doesn’t depends on your color. You can exchange your starting areas with your opponent. Fate decides it ☺ And also you can hire any heroes and any creatures in your army without worrying about your morale. There is Amulet of Oppression on each side.

Changelog

Version 1.11

Town Gate spell blocked on the map. Tome of Order, Guilmaster's Compendium blocked too.
Underground life bonus (3 catapults + town gate scroll) replaced with 3 catapults + teleport scroll.

Version 1.1

New underground water area added for both players (for treasures access balancing). Angel's Blade and Ring of Lesser Negation disabled. Water passageways to the opponent are blocked.
Changelog added to the pdf description.

Versions 1.01 — 1.03

Minor bugs fixed. Tavern malfunction corrected.

Script Reference v1.1

1. RANDOM STARTING AREAS

You can be randomly replaced with your opponent. So you will play for his alignment, and he takes control of yours. For example: you choose **Red** color and **Chaotic** alignment, and your opponent chooses **Blue** color and **Academy** alignment. You can play for your settings but also you can play at **Blue** starting area, but your color will be **Red** and your alignment will be **Academy** after starting this map. It depends on random variable. So, be careful.

2. BARBARIAN STARTING BONUS

If you are **Might** aligned you'll get additional altar of magic (random) close to your starting castle and one additional Cyclops dwelling on your starting area. By the way, there is an amulet of Oppression, so you can make your army different. Use your mind.

3. OLD-CLOTHES MAN (SCRIPT HUT)



This house is located in the middle of map close to the Dragon City. There you can sell all junk from your backpack. It's really hard to list here all arties that you can sell. There are 136 artifacts. Only minors, majors and treasures. You can't sell items or potions.

Possible bonuses:

- 1) **Money**
- 2) **Experience for weakest hero**
- 3) **Extra level for strongest hero**

4. MERCENARY CAMP (SCRIPT HUT)



This house is located in the middle of underground. There you can buy a specific reinforcements for your alignment. Full list of reinforcements:

Stronghold:

- 1) 5 Cyclops + Bow of the Elf King
- 2) 1 Behemoth + scroll of teleport
- 3) 2 Thunderbirds + Winged Sandals
- 4) 5 Frenzied gnashers

Asylum:

- 1) 1 Blackie + Ring of Speed
- 2) 1 Megadragon + scroll of cat reflexes
- 3) 2 hydras + Cape of Resistance + 5 potions of endurance

Preserve:

- 1) 2 Mantiss
- 2) 1 Gargantuan + Snipers Crossbow
- 3) 1 Phoenix

Haven:

- 1) 3 Catapults + scroll of teleport
- 2) 4 Champions + Winged Sandals
- 3) 1 Angel

Necropolis:

- 1) 1 Bone Dragon + Ring of speed
- 2) 1 Devil + Mind shield
- 3) 1 Dark champion + Magic amplifier

Academy:

- 1) 1 Titan + Snipers Crossbow
- 2) 1 Evil sorceress
- 3) 2 Dragon golems + Ring of Speed

You can explore prices for this bonuses by yourself. It was done to make rare monsters more useful and interesting.

5. *CENTRAL GUARDS (HEROES)*

You can be really surprised with that army. There are four heroes standing in the passageways. On day 1 they are 1 level heroes. But every day they will gain 1 or 2 levels up (depends on random variable). So you can see 15 - 29 level heroes on day 1 of third week. By the way... they aren't alone. Reinforcements come during you are attacking them. All 4 empty slots will be filled with monsters. Be careful. And you can see that these armies will be really different every time you play this map.

6. *MORALE ARTIFACTS*

There is a Maranthea's Mug on each side. But you can choose to use it or not. There is a script that opens they way to they Amulet of Oppression. So you can use any troops without worrying about your morale.



Have fun.

p.s. Sorry for my poor english.

p.s.2 Use c_e_mod.exe (Open file) to open this map.