Grond

Are you strong enough to walk the path to the other human?
There's 1 path between Red and Blue and if you don't hurry, strong AI armies will get in your way.
Named after a certain fight in one WoG map ("Gauntlet of the Grond" in "Swords of Night and Day"),
which was probably named after Morgoth's hammer from Tolkien's Silmarillion.
Fire and Water are banned, but you can buy them in your Conflux village if you want.
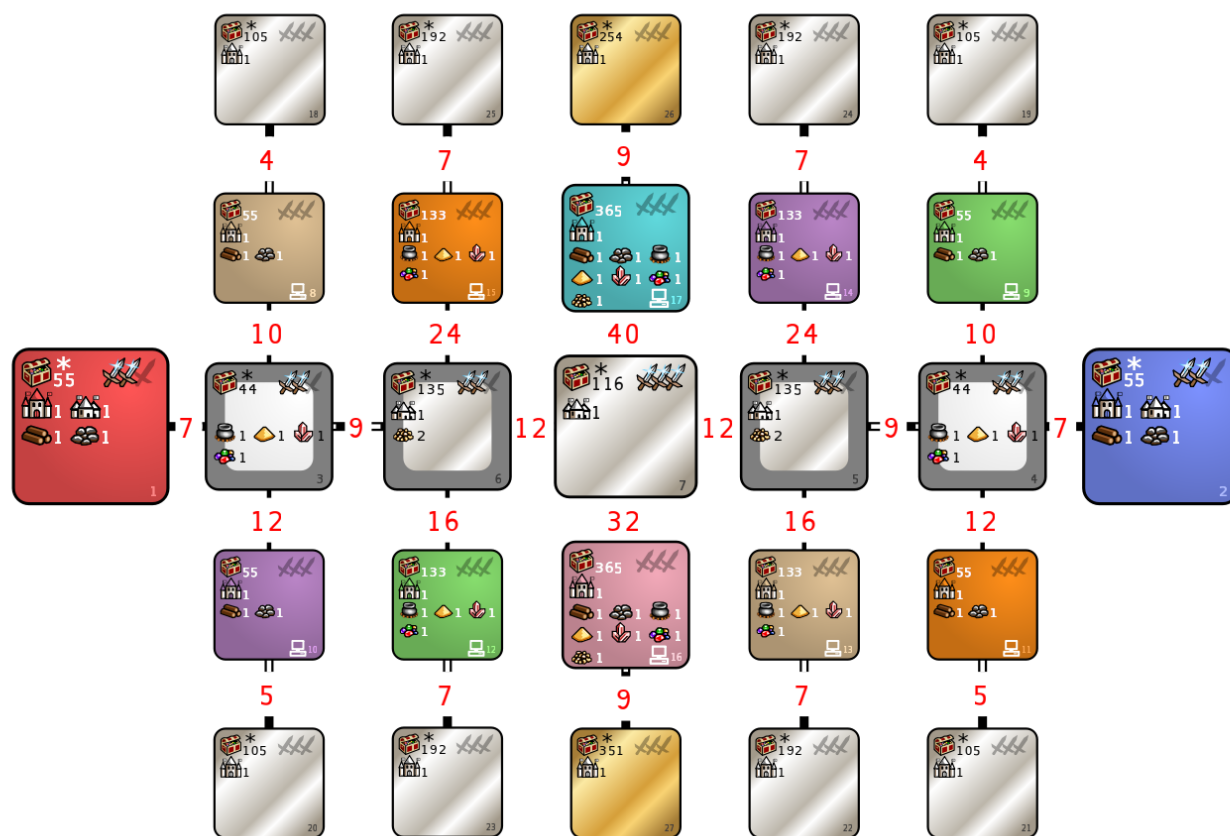By Warzyw

Grond

Settings

- Size: L

- Human Players: 2

- Computer Players: 6

- Teams: no

- Roads: Average

- Water: no

- Monsters: Strong

- Tournament Rules: on

- PvP Neutral Combat: off

- Simultaneous Turns: At least 113, but can be longer depending on how you play.

- Timer: 12:00-5:00-02:00

- Trade: Roll a pair of Towns, then separate Barters for Town and Color. Leave AI Towns as Random.

- Difficulty: 160%

- Starting Bonus: Unrestricted Choice

- Starting Hero: Unrestricted Choice

- Handicaps: no

- Restarts: 1x111

- Technical Restarts: If passage to one of the AIs generates as a guarded portal on the road, you

can't beat that guard without big losses and can't go around it.

Grond

Technical datails that you can get from the Template Editor

- Heroes allowed: standard

- Starting towns: All allowed

- Max Battle Rounds: 100

- Treasure

Value	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
44	White zones	2000	3500	5	1500	2500	8	1000	2000	10
55	1, 2, 8, 9, 10, 11	10000	15000	1	3000	6000	6	500	3000	9
105	18, 19, 20, 21	11000	15200	2	15200	18900	2	18900	25900	2
116	7	7000	11900	5	3000	8000	8	1000	4000	10
133	12, 13, 14, 15	15000	20000	1	10000	15000	6	3000	6000	9

135	5, 6	7000	15000	6	3000	8000	8	1000	4000	10
192	22, 23, 24, 25	18900	25900	2	25900	36800	2	36800	47700	2
254	26	25900	36800	2	36800	47700	2	47700	59500	2
351	27	36800	47700	2	47700	59500	2	59500	100000	2
365	16, 17	20000	30000	4	15000	20000	8	10000	15000	10

- Terrain

Zone	Terrain
Human zones	Same as Town
3, 4, 8, 9, 10, 11	Grass
5, 6, 12, 13, 14, 15	Highlands
7, 16, 17	Swamp
18, 19, 20, 21, 22, 23, 24, 25, 26, 27	Sand

- Town types allowed

Zone	Town types
7	Only Cove
27	Only Conflux

- Town rules

Zone	Town rules
Human zones	neutral town 1 has same type as neutral town 1 of zone 27
6	All towns have same type as neutral town 1 of zone 5
18	All towns have same type as player towns of zone 8
19	All towns have same type as player towns of zone 9
20	All towns have same type as player towns of zone 10
21	All towns have same type as player towns of zone 11
22	All towns have same type as player towns of zone 13
23	All towns have same type as player towns of zone 12
24	All towns have same type as player towns of zone 14
25	All towns have same type as player towns of zone 15
26	All towns have same type as player towns of zone 17

- Monsters disposition: Hostile (4–10)

- Monsters joining percent: 50%

- 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	Town Gate				

- ○ Zone 5

Rule Type	Object	Value	Frequency	Max per Zone
Enable / Edit	Dwellings of level 2	default	200	2
Enable / Edit	Dwellings of level 3	default	200	2
Enable / Edit	Dwellings of level 4	default	200	2
Enable / Edit	Dwellings of level 5	default	200	1
Enable / Edit	Dwellings of level 6	default	200	1
Disable	Pandora's Box with creatures of any kind			
Disable	any creature bank			
Enable / Edit	Ruins	default	default	default
Enable / Edit	Black Tower	default	default	default
Enable / Edit	Medusa Stores	default	default	default
Disable	Campfire			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	any of Wood/Ore/Mercury/Sulfur/ Crystal/Gem/Gold			

- ○ Zone 6

Rule Type	Object	Value	Frequency	Max per Zone
Enable / Edit	Dwellings of level 2	default	200	2
Enable / Edit	Dwellings of level 3	default	200	2
Enable / Edit	Dwellings of level 4	default	200	2
Enable / Edit	Dwellings of level 5	default	200	1
Enable / Edit	Dwellings of level 6	default	200	1

Disable	Pandora's Box with creatures of any kind			
Disable	any creature bank			
Enable / Edit	Ruins	default	default	default
Enable / Edit	Black Tower	default	default	default
Enable / Edit	Medusa Stores	default	default	default
Disable	any of Wood/Ore/Mercury/Sulfur/ Crystal/Gem/Gold			
Disable	Random Resource			
Disable	Treasure Chest			
Disable	Campfire			

○ Zone 2

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Griffin Conservatory			
Disable	Dragon Fly Hive			
Disable	Pirate Cavern			
Disable	Red Tower			
Disable	Ivory Tower			
Disable	Experimental Shop			
Disable	Wolf Raider Picket			
Disable	Dragon Utopia			
Enable / Edit	Dwellings of level 1	default	200	2
Enable / Edit	Dwellings of level 2	default	200	2
Enable / Edit	Dwellings of level 3	default	200	2
Enable / Edit	Dwellings of level 4	default	200	1
Enable / Edit	Dwellings of level 5	default	200	1
Disable	Pandora's Box with creatures of any kind			
Disable	Dwarven Treasury			
Disable	Naga Bank			
Disable	Mansion			
Disable	Spit			

Rule Type	Object	Value	Frequency	Max per Zone
Enable / Edit	Cyclops Stockpile	default	200	default
Enable / Edit	Imp Cache	default	200	default
Enable / Edit	Churchyard	default	200	default
Disable	Black Tower			
Disable	Ruins			
Disable	Medusa Stores			
Disable	Crypt			
Disable	any of Wood/Ore/Mercury/Sulfur/ Crystal/Gem/Gold			
Disable	Random Resource			
Disable	Treasure Chest			
Disable	Campfire			

- Zone 1

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Griffin Conservatory			
Disable	Dragon Fly Hive			
Disable	Pirate Cavern			
Disable	Red Tower			
Disable	Ivory Tower			
Disable	Experimental Shop			
Disable	Wolf Raider Picket			
Disable	Dragon Utopia			
Enable / Edit	Dwellings of level 1	default	200	2
Enable / Edit	Dwellings of level 2	default	200	2
Enable / Edit	Dwellings of level 3	default	200	2
Enable / Edit	Dwellings of level 4	default	200	1
Enable / Edit	Dwellings of level 5	default	200	1
Disable	Pandora's Box with creatures of any kind			
Disable	Naga Bank			
Disable	Mansion			
Disable	Dwarven Treasury			

Disable	Spit			
Enable / Edit	Cyclops Stockpile	default	200	default
Enable / Edit	Imp Cache	default	200	default
Enable / Edit	Churchyard	default	200	default
Disable	Black Tower			
Disable	Ruins			
Disable	Medusa Stores			
Disable	Crypt			
Disable	any of Wood/Ore/Mercury/Sulfur/ Crystal/Gem/Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Campfire			

- ○ Zone 7

Rule Type	Object	Value	Frequency	Max per Zone
Disable	any creature bank			
Enable / Edit	Naga Bank	default	default	default
Enable / Edit	Dwarven Treasury	default	default	default
Enable / Edit	Spit	default	default	default
Enable / Edit	Mansion	default	default	default
Disable	any warehouse			
Disable	Windmill			
Disable	Mystical Garden			
Disable	Wagon			
Disable	Lean To			
Enable / Edit	Warehouse of Gold	default	200	default
Disable	any of Wood/Ore/Mercury/Sulfur/ Crystal/Gem/Gold			
Disable	Random Resource			
Disable	Treasure Chest			
Disable	Campfire			
Disable	Spell Scroll — any level			

Rule Type	Object	Value	Frequency	Max per Zone
Disable	Pandora's Box with spells — any kind			
Disable	Pandora's Box with experience — any amount			
Disable	Random Treasure Artifact			
Disable	Random Minor Artifact			
Disable	Random Major Artifact			
Disable	Random Relic			
Disable	Hovel (Peasant Dwelling)			
Disable	Thatched Hut (Halfling Dwelling)			
Disable	Alehouse (Leprechaun dwelling)			
Disable	Boar Glen (Boar Dwelling)			
Disable	Hidden Cavern (Rogue Dwelling)			
Disable	Nomad Tent (Nomad Dwelling)			
Disable	Tomb of Curses (Mummy Dwelling)			
Enable / Edit	Troll Bridge (Troll Dwelling)	default	200	no limit
Enable / Edit	Wineyard (Satyr dwelling)	default	200	no limit
Enable / Edit	Ziggurat (Fangarm dwelling)	default	200	no limit
Enable / Edit	Treetop Tower (Sharpshooter Dwelling)	default	100	default
Disable	Enchanter's Hollow (Enchanter Dwelling)			
Enable / Edit	Pandora's Box with spells, level 1 to 5, school(s): fire	10000	200	3
Disable	Pandora's Box with gold — any amount			

- Zones 18, 19, 20, 21

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Pandora's Box with creatures of level 1	default	default	default
Enable / Edit	Pandora's Box with creatures of level 2	default	default	default
Enable / Edit	Pandora's Box with creatures of level 3	default	default	default
Enable / Edit	Pandora's Box with creatures of level 4	default	default	default

- Zones 22, 23, 24, 25

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Pandora's Box with creatures of level 1	default	default	default
Enable / Edit	Pandora's Box with creatures of level 2	default	default	default
Enable / Edit	Pandora's Box with creatures of level 3	default	default	default
Enable / Edit	Pandora's Box with creatures of level 4	default	default	default
Enable / Edit	Pandora's Box with creatures of level 5	default	default	default
Enable / Edit	Pandora's Box with creatures of level 6	default	default	default

○ Zone 26

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Pandora's Box with creatures of level 1	default	default	default
Enable / Edit	Pandora's Box with creatures of level 2	default	default	default
Enable / Edit	Pandora's Box with creatures of level 3	default	default	default
Enable / Edit	Pandora's Box with creatures of level 4	default	default	default
Enable / Edit	Pandora's Box with creatures of level 5	default	default	default
Enable / Edit	Pandora's Box with creatures of level 6	default	default	default
Enable / Edit	Pandora's Box with creatures of level 7	default	default	default

○ Zone 27

Rule Type	Object	Value	Frequency	Max per Zone
Disable	every object			
Enable / Edit	Pandora's Box with creatures of level 1	default	default	default
Enable / Edit	Pandora's Box with creatures of level 2	default	default	default

Enable / Edit	Pandora's Box with creatures of level 3	default	default	default
Enable / Edit	Pandora's Box with creatures of level 4	default	default	default
Enable / Edit	Pandora's Box with creatures of level 5	default	default	default
Enable / Edit	Pandora's Box with creatures of level 6	default	default	default
Enable / Edit	Pandora's Box with creatures of level 7	default	default	default
Enable / Edit	Pandora's Box with creatures: Faerie Dragons	default	default	default
Enable / Edit	Pandora's Box with creatures: Crystal Dragons	default	default	default
Enable / Edit	Pandora's Box with creatures: Rust Dragons	default	default	default
Enable / Edit	Pandora's Box with creatures: Azure Dragons	default	default	default