

Kaylor's Totally Unofficial Guide to M/MU

Revision 1.5

Incorporating Soiram's M/MU Introductory Reference Guide



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DISCLAIMER

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Anyone with suggestions/comments for future revisions of this guide should email them to mmuguide@faelord.net

CREDITS

My thanks go to Jean-Yves for creating M/MU in the first place and casting his eyes over early editions of this guide.
To Soiram for his comprehensive comments on the first draft of this guide and for permission to include his M/MU Introductory Reference Guide.
To Chris Wild for converting the Midnight games to the PC thus enabling me to continue my addiction and for his Icemark site without which this guide would be considerably deprived of graphics.
To Celebaglar and Natmus for assisting me with larger versions of shield graphics
To Ranadd for letting me feature her shield, and mention her numerous times, for chasing around Sun's End for 54 days whilst I took numerous screenshots, for being everything in the world to me and for fantastic sex



The stranger, clad in green cloth, steps out from behind a tree and looks at you enigmatically, tilting his head. When he speaks his voice is clear and lilting but curiously aggressive.

“They say that life is a game... Perhaps the time has come for you to finally find out if you are a player. I wonder if you are worthy of the challenge? You don’t look like you will be but one who has lived as long as I is not necessarily fooled by outer appearance.

Circumstances have a habit of bringing out the best in people. Maybe a hero does lurk inside. If so, we will soon find out. I can take you to a place beyond your pitiful little imagination ... Others will look to you as their salvation, their leader. Have you got the strength to command them, to send them to their deaths in a greater cause? Bloodshed cannot be avoided but perhaps you can minimise it if you are swift in decision and deed. Be swift and bold.

If you act fast and your deeds are impressive others may rally to your banner. Indeed maybe you will find allies, though it would be wise to ask yourself whether or not you can trust them? Do they really share your goals or is this is a short-term arrangement for convenience and they will turn on you the moment that other opposition is removed? Anyone who allies with an icelord should learn to look over their shoulder constantly and those who join with dwarves should not be surprised to feel the pain of an axe in their legs. Yes, I did say dwarves. There are ferocious dragons, awesome giants, psychotic dwarves, hairy barbarians and many other things you have encountered previously only in nightmares. Time however runs out... A hero is needed now not next month. Follow if you have the courage.”

He disappears back into the trees. You hesitate for a moment.. And then ...

What is the Lords of Midnight?

Lords of Midnight (LOM) was a British computer game that came out in the mid 1980s. Many (well me) regard it as the most addictive game of all time. Essentially it was a strategy game, to do with the recruiting and moving of armies, however it had enough atmosphere and RPG elements that readers of Crash magazine voted it their adventure game of the year. In Lords of Midnight you took the part of Luxor the Moonprince and his troops in trying to defeat the evil Doomdark the Witchking. There were two ways to do this, one was a quest, involving stealing the Ice Crown from the Tower of Despair using Luxor's son Morkin, and the other was military, conquering the citadel of Ushgarak. The first route (the quest) was the quickest and easiest, however the military option was definitely the most rewarding.

The sequel to Lords of Midnight was called Doomdark's Revenge (DDR) and featured a much larger map, a new villainess Shareth the Heartstealer and multiple races to recruit from. A final game in the trilogy, The Eye of the Moon, was never produced and came out many years later on the PC as The Citadel. Sadly it is often viewed as a disappointment and is regarded as the least successful game in the series despite having by far and away the best graphics.

Though the ZX Spectrum is long dead, many of its games have not followed it into the graveyard thanks to Amstrad releasing copyright on its ROM, enabling the creation of legal emulators. Hence people who never had a chance to try the original games can often do so quite legally downloading an emulator plus the spectrum save game files (I say legally, however as with much in life the situation is a little more complex, it is legal to write, own or run an emulator, it is legal to run an emulated copy of a game if you owned the original or if the author/publisher of the original has given their permission, which a great many have now done including Mike Singleton, author of LOM). A very small minority of spectrum games, were so good that rather than emulating them people have gone to all the trouble of writing their own PC conversions from scratch. DDR and LOM are in this group. Hence they have been brought to a whole new generation and in many ways are as current as if released today. Thus the use of present tense in the title of this page.

Chris Wild wrote the first conversions of LOM/DDR and they have all the features of the originals, plus a few small enhancements which no-one could object to, and which in many cases we spent hours wishing had been implemented in the originals. Since then he has started work on the Midnight Engine which is a system for writing and running Midnight-like games but not limited to the original worlds or characters. Though this is only available as alpha software it is at least as stable as the Windows system it runs under and a full version of Lords of Midnight is available to download with it. Many others though than just Chris have been inspired to write their own versions and on the M/MU links page you will find versions of LOM to run under just about every operating system, It is worth downloading and trying a version of the original LOM in order to get a feel for the game world and the type of commands. However LOM is not the same as M/MU.



What is M/MU?

Jean-Yves Rouffiac has written his own system for playing Midnight-style games on-line using multiple players via the web. In the original games it was just you against the computer. The original LOM and DDR have been converted to run under M/MU however both have been enhanced for the on-line system, with new characters and some new features. Opportunities for interaction between players have been exploited.

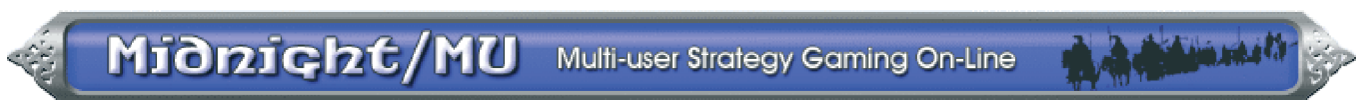
Advantages of M/MU

- Multi-player games
- New features and maps of differing sizes including a training scenario
- Constant development
- Very basic requirements which will run on most systems (no need for Java etc)
- Loyal and friendly cohort of players who are happy to help newcomers
- Gives opportunity to enter the world of Midnight for those in other countries who never saw the original programs

Disadvantages

- Reliance on other players (you cannot even view the game world until you have recruited other players)
- Buggy (the frequent changes mean a fair number of bugs enter the system but this is common to all software and a lot of work is put into fixing them)
- It is very poorly documented (hopefully this guide helps partially rectify this)

M/MU Site: <http://www.midnightmu.icemark.com>



Registering to Play M/MU

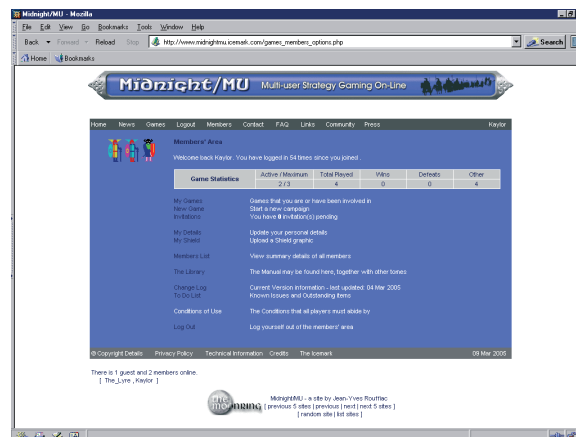
Before you can play M/MU you need to register. This is a little more complex than it would ideally be, so we will take you through it step by step.

Firstly go the main M/MU site and create yourself an account. You will be asked for some very basic information but you won't have to pledge the soul of your first born or made to provide your credit card numbers etc. It is fairly painless. Think carefully about the name of your account. This will be the name of your in-game character so aim for something that can fit the atmosphere of a fantasy world and be a credible name for a military leader, ie avoid things like ED274 and SexToy.

Having completed this you will have an account and a login for the main M/MU site. However it is vital to also create an account for the forums. This is because:

- 1 The forums contain valuable information you will need as a player
- 2 Players who do not have a forum account and have not posted at least once will periodically find their accounts **deleted**, losing any record of battles and the opportunity to play further games.

Login to your main account and click the tab on the top of the screen marked "Community" which will take you to the forums.



There are then two links. Take the top one (as anyone who needs this guide can definitely not have been a beta tester!).

You will see a register for the forums link. Take this again. Please note you **MUST** use the same name for the forums as you have for the account you created above. Hence when you are asked for an account name, type in exactly the same name you used for your main account. Yes, it is a little irritating to have to create two accounts but really it is only a minor inconvenience, the game will be worth it.

Finally when your forum account is created click on the Personal Details forum and click Create a New Topic (if you are not used to this kind of forum/board see the section on the M/MU Forums in this very guide). Enter your account name as a topic and your Greenwich Mean Time offset (ie how many hours ahead or behind GMT you are), eg Kaylor GMT +2. Then enter a short introduction. Give as much detail or as little as you want. At minimum say you are a new player with little experience. An example of such an introductory post is shown on the next page.



This topic in the Personal Details forum is where others will initially welcome you but as it will remain open throughout your M/MU existence you may use it for other things, such as making personal announcements you want to share with others such as marriage, or asking advice for example on specifications for a new computer, or putting up pics of your holidays. How you use it is up to you. But **you must make this initial post in order to safeguard your account from deletion.**

Okay, finally that's it. You are ready to play!



Scenarios

In M/MU there are a number of different maps on which you can play. These maps mean different characters and difficulties. Maps are called "Scenarios" and there are tools which can be used to create your own scenarios though it is a lot of work to do this. Currently the scenarios available are:

Sun's End

This is a very small map which is intended for the use of new players. The small size means it is very quick to navigate and so you can get used to seeing and experimenting with the different landscape features.

Middlegate

Another player-created scenario which is a good one to try for players who are gaining in experience and confidence.

Lords of Midnight

A new version of the original LOM map. There are considerably more characters than in the original and some other new things, but those who have played the spectrum version will find the world feels familiar

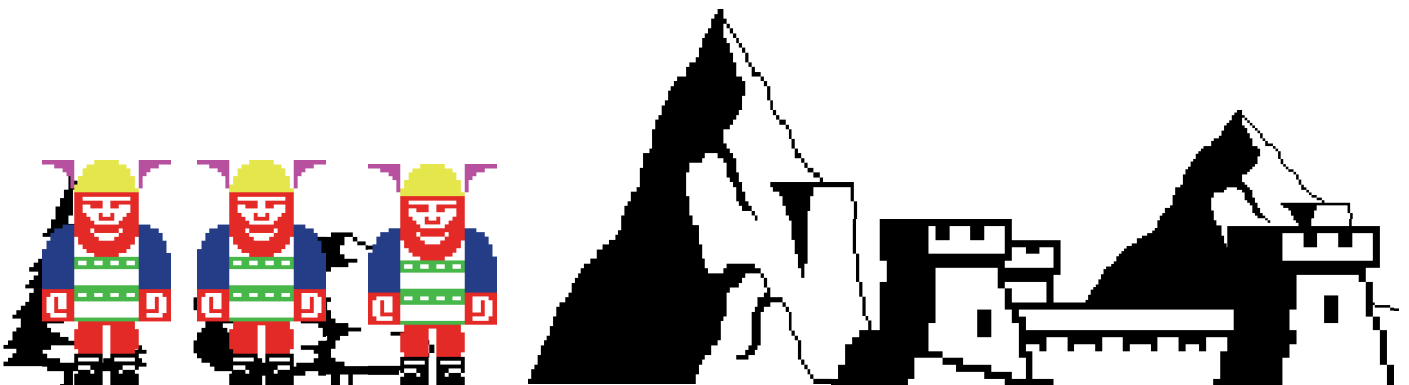
Doomdark's Revenge

Again a modified version of the game map. Beware this is BIG. It is definitely for the more experienced player.

The Lost City

A very difficult and recently introduced scenario intended for the more experienced players. Currently no maps of this scenario are available.

Note that particular scenarios may have constraints on the number of players. The DDR scenario cannot be played with less than four players for example.



The World of M/MU

The Landscape

In M/MU the precise nature of what you find ahead of you in the land will very much depend upon which scenario you choose to play. There may well one day be scenarios with new graphics and locations of a type that cannot yet be predicted. However it is possible to group the type of features that you are likely to encounter. Both the graphics and the names used here are indicative only as not everything shown has currently been implemented and some things may never be. These graphics are taken from the original game(s) and so will better help you to also understand their game world too.

Major Military Strongholds



Includes Citadels and Cities. These are large fortifications which can hold thousands of troops and provide an excellent defence against attack. They generate troops and can create caravans. An ally may well find protection and shelter here.

Minor Military Strongholds



Includes Keeps and Fortresses. These are smaller fortifications which can hold fewer troops than those above. They will offer some limited defence against attack. Once again allies may be refreshed here.

Settlements



Includes Villages and Palaces. These are structures which can hold multiple people but have no real military significance. Generally shelter can be found here though Palaces can bring even greater rewards.

Individual Dwellings



These are small buildings/places which can provide limited shelter to weary travellers. Includes Snowhalls, Halls, Huts and Caverns. In the last of these however many things can be found besides just a place to rest.

Ruins



All that remains of ancient buildings they offer almost no shelter, however who knows what else may be found there. They can also be a good place to find other travellers.

Towers



No chance whatsoever of accessing these stand-alone structures. These are the homes of the isolationist Wise who do not receive visitors though they may offer a little information in an effort to be rid of those who would bother them.

Water Features



Includes Lakes and Fountains. In Midnight-style games water is the symbol of life and so drinking of it will normally completely revitalise an exhausted person. However a small number of places have poisoned water which has the reverse effect. Generally though water is good.

Holy Places



This category includes Henges and Temples. These are locations that are sacred to the people of the land. Consequently those who enter these places have access to divine powers. Both good and bad things may be found here though the tendency is towards the latter with henges and towards the former with temples.

Magical Places



Includes Liths, Pits and Stones. These locations themselves provide direct access to ancient powers. There is as strong a likelihood of being impeded as there is of being helped though. Liths are generally good, whilst stones and pits are usually the opposite.

Once again this is only a general guide to the type of things which you may encounter as you journey the lands of M/MU. There will still be surprises for you. However understanding the landscape and how to use its many features can turn the tide of a campaign. For example you wish to advance on a citadel before your enemy gets there and you currently are standing at a lith more than a day's travel away. Seeking at the lith could conceivably find you the Cup of Dreams giving you extra time in which to reach the citadel, it could however also produce the Claws of Night meaning a premature end to your turn, or even worse the Thorns of Despair which will lower your courage and so leave you more vulnerable to your enemy when he arrives. Do you take the risk? The potential rewards are great but so too are the risks.

Terrain

Having seen the structures you will encounter as you travel across the land, it is worth also knowing that the landscape itself is a key feature of the game, directly affecting the speed of movement and bestowing bonuses or penalties on individual characters and their armies. In M/MU there are five main types of terrain, namely plains, forests, downs, mountains and frozen wastes.

Plains

Simple flat ground ideal for riding a horse over at high speed. This is the default terrain.

Forests



The forests of M/MU are dark overgrown places which are slow and difficult to negotiate one's way through, so they slow the traveller who wanders into them. They can also prove extremely scary places particularly for the superstitious who can prove very wary of forest spirits.

Hills (Downs)



Slightly elevated ground whose gently rolling hills prove a mild inconvenience for the traveller, slowing their progress.

Mountains



Majorly elevated ground, these fearsome peaks prove a major hindrance to the casual traveller, greatly slowing their progress and draining their strength as they attempt to cross them. In many cases mountains can prove impassable.

Frozen Wastes



Terrifying jagged peaks of ice have proved the last resting place of many foolish people who sought to cross them. These mark the boundaries of the land and it is not possible currently to journey beyond their limits.

The type of terrain that you are about to cross is indicated in the description of the land ahead of you "Mountains of Garg", "Plains of the Targ" etc. Learn to pick up on visual clues and plan the best route across the land avoiding terrain which can severely delay you. Of course things are not entirely simple since different races are able to travel across the terrain types at different speeds. It therefore makes sense to now introduce the main races to be found in M/MU's world.

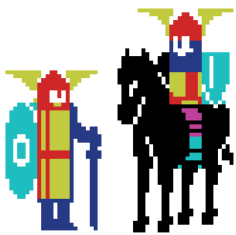
Races

A great deal of the atmosphere of the Midnight games came from the sense of different cultures interacting in the game world. Races had their own allegiances and ambitions and hence there was a political dimension to the games with recruitment providing a chance for diplomacy. The nature of M/MU, with multiple scenarios, means that some of the rigid racial distrusts/rivalries have had to be somewhat watered down. Any normal race can recruit a member of any other normal race. It is to be hoped that at some future stage in the games development some of the rivalry of the original games can be restored, for example with Free facing an additional penalty in trying to recruit Foul for example in the LOM scenario.

Within M/MU you will find a diverse range of characters and races. M/MU takes the races and creatures of the Midnight games and builds upon them. The exact races you will encounter varies from scenario to scenario and hence the choice of the race you decide to play can have a significant impact on your success in the games and the problems you will face. For example, since there are no dwarf Lords in the Sun's End scenario if you decide to be a dwarf you will have no way to replenish your troops unless you manage to conquer a citadel. Note that it is not only your racial choice that will influence the game, but those of your opponents. For example you spot a citadel on the other side of a forest and send your Targ lord off through the trees to recruit the commander there. However one of your rivals with a Fey, scoots through the forest and by the time you arrive said lord has already joined the other side.

One problem faced in copying the original game scenarios is that though the same graphics were used in both games, some races were known by different names in each game. M/MU takes the sensible approach and normalises this so a Targ is the same as a Barbarian and they can freely exchange troops.

Descriptions of Individual Races

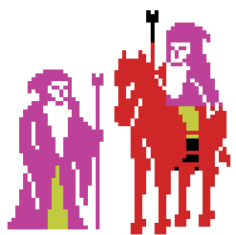


The Free

A race of knightly humans who formed the majority of the heroes in the original Lords of Midnight game. Free are basically good in character though sometimes prone to darker emotions such as anger and cowardice. Their natural enemy is the Foul. They are generally friendly with the Fey and neutral towards the Targ.

Advantages: None

Disadvantages: None

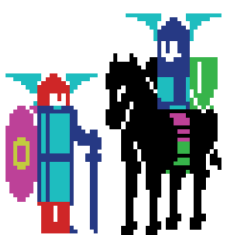


The Wise

Another humanoid race who possess great knowledge and wield great power. They live a life of almost total isolation, presumably to protect their secrets. Generally they maintain a strict neutrality towards all other races though they are probably slightly antagonistic towards Foul as they serve their renegade member, Doomdark.

Advantages: Fastest movement. Combat bonus. Ability to heal and to see shades

Disadvantages: Cannot be player-lords though can be recruited

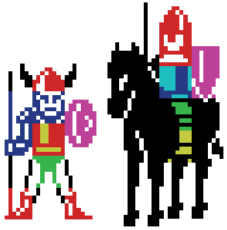


The Fey

Dwelling deep in the forests are to be found the mysterious and magical Fey. They tend to be good in character and relish song and music. It is sometimes said that they are the guardians of the land and hence they maintain a neutrality towards most races provided they do not bother them. However they are friendly towards the Free

Advantages: Fast movement through forests

Disadvantages: None other than relative scarcity in most scenarios



The Targ

A warrior-race who have a particularly adeptness at riding. They can be temperamental but are loyal and dependable for those lucky enough to make them allies. Generally though they maintain a neutrality with other races but are antagonistic towards Foul and not on particularly good relations with Giants either.

Advantages: Fast movement across plains with just riders

Disadvantages: relative scarcity in most scenarios and highest penalty in forests



The Foul

Also known as Ice-Lords these are a strong roughly-humanoid warrior race. They are prone towards cruelty and cowardice and generally are much mistrusted by the other races, especially as they tend to have expansionist tendencies. Enemies of the Free, Fey and Targ and antagonistic towards all other races.

Advantages: None

Disadvantages: Pretty much universally despised by other races



The Giants

Their sheer size does not encourage integration and so the only interaction they tend to have with other races is conquest. They are not found in Midnight itself and so the Free tend to treat them with particular mistrust, as do the Targ. Giants are enemies of the dwarves with who they often compete for mountain territory but neutral towards other races

Advantages: Highest combat bonus

Disadvantages: Slower movement than riders (though faster than other race's warriors), cannot ride horses, and rare in most scenarios

The Dwarves



A secretive race with a liking for difficult to reach places to build their dwellings. They generally don't incline towards expansionism but they are fiercely protective of what they already have. Dwarves are often treacherous in nature and frequently argue amongst themselves. They are enemies of the Giants and Foul, distrustful towards Fey and neutral towards other races.

Advantages: Can cross downs/mountains without penalty and have combat bonus

Disadvantages: Slow movement, cannot ride horses, and rare in most scenarios

These are general descriptions and your personal experiences with the races may well vary. Despite the hundreds of battles between Foul and Free you could probably find an example of these races who have fallen in love with each other. Don't make the mistake of falling into easy racial stereotyping in M/MU any more than you would in the real world. Circumstances can often make unlikely allies and you should happily embrace the richness of the game world.

Note these are not the only races you will encounter in M/MU but they are the main ones and most importantly they are the power brokers. Other races function mainly as their servants.

Minor Races

These are the known other races which feature in current scenarios. None of these can be selected to be a player-lord (ie to be your main character) however all of them are recruitable if found. All are fairly rare however.

Skulkrin



Carnivorous vaguely-humanoid race with long tongues who are happy to eat human flesh. They are not necessarily evil themselves but have a tendency to be used by powerful evil figures like Doomdark and the Foul, particularly as spies. Fairly untrustworthy and quite cowardly normally.

Advantages: Can see shades and no penalty when moving through forests

Disadvantages: Slow at recruitment, can't have armies or ride horses, and not good fighters



Dragons

Fearsome winged animals which have mighty appetites and can do great damage. For a long time they were regarded as just animals and hunted though they are now recognised as a race in their own right. Cunning with a tendency not to get involved with other races unless it is to their advantage.

Advantages: Can fly fast over any terrain, good in combat

Disadvantages: Cannot have armies, or ride horses, and cannot recruit



Werewolves

Mysterious race of man-wolf hybrids of which there is currently only one known example. Strong and good fighters.

Advantages: good in combat, can cross impassable mountains

Disadvantages: Cannot have armies, or ride horses

Finding A Game

You probably can't wait to rush into the realms of Midnight and start exploring, but there is bad news. Until you find a game there is not a thing that you can do. This is frustrating and hopefully something they will address in future, because it really discourages those who are either shy, or dislike reliance on others, however for now you have to go in search of other players.

There are three different ways in which you can proceed:

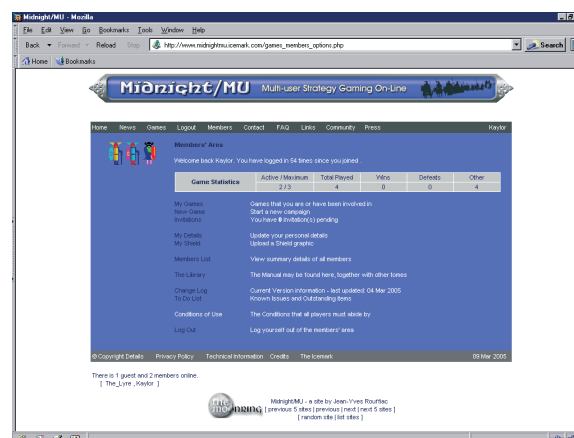
- Sit back and wait in the hope someone sends you an invite
- Ask for an invite to someone else's game
- Create your own game and invite others to play

Unless you have a friend you can drag over to play M/MU, in which case creating your own game is probably a good idea, the second option is quicker and simpler for new players.

Waiting For Invites

After making your introductory post other people will be aware of your existence. You can then just sit back and wait for the game invites to flood in. Sorry! I hate to disillusion you. Some people will send total strangers an invite but these are few and far between. Moreover since these invites tend to be sent randomly to people there is a much higher chance of someone declining the invitation and the game coming to nothing.

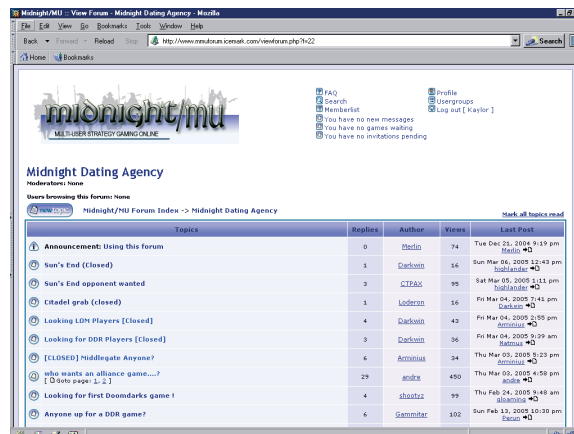
You will receive notification of any waiting invites when you log into the Members Area of the M/MU site. In the screen shot below you will see under Invitations that I currently don't have any awaiting me.



If you decide to rely on the waiting tactic then you will probably spend a few weeks playing games and many months waiting. Even the most shy/anti-social of us have to go against the grain and communicate with others.

Asking for Invites

In the Forums you will find one called the Midnight Dating Agency which is shown below. This is used to post requests to participate in new games.



Simply say that you would like to play, the scenario(s) you would prefer, and any game options you feel strongly about (see more about these in the creating a game section below). Then wait and see who replies. An example of an games request post is shown below. Note the use of the word “CLOSED” in the subject heading. This means no more players can be accepted into this game. Once you have filled your game you should edit the topic subject line to include the word “closed”. This stops people wasting their time offering to join games that are already full.



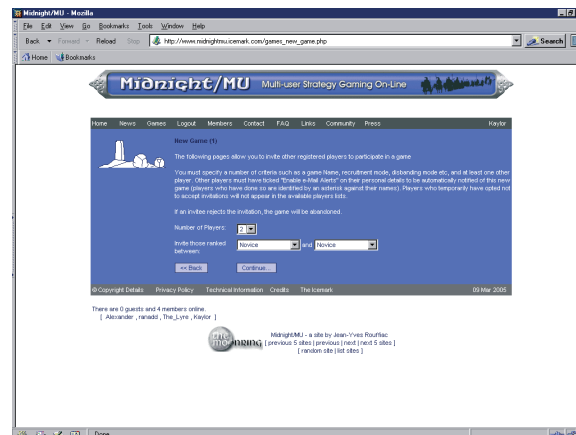
Generally you will find within a day enough people will have come forward that you will have a viable game. A more experienced player can then create the game and send you the invite. Indeed in many cases you will be able to play several games. In M/MU you can play at least 3 games simultaneously.

I freely admit I hate advertising for others so I normally take the final option.

Creating a Game

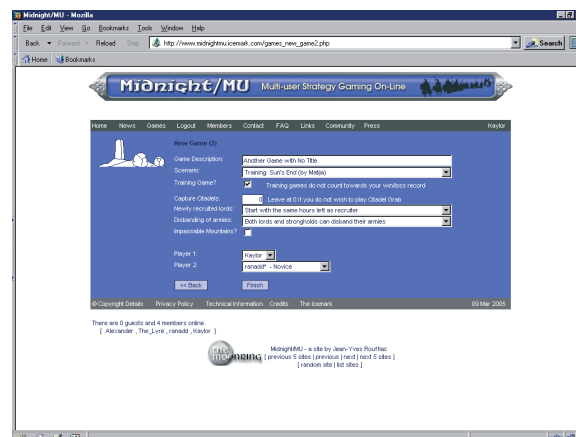
This is very quick and easy to do. However there is no guarantee you will find the players to fill it, so if you have friends the best thing is to get them to create accounts at M/MU and then send them invites. Please note that while games can have up to 4 players, for a first game I would recommend only 2 players. This will keep action fast-paced, it can be frustrating waiting around for several days for multiple people to make their moves. You will learn more quickly if its only two of you.

Games are created through the New Games option on the main menu of the Members area of the M/MU site. Click this option and a form appears to help you create your game.



As a first stage you are asked how many players the game will have. The number of players specified will determine which scenarios are available to you. Some scenarios cannot be played with less than four players.

A second form will appear that includes all the options to enable you to shape the game to your individual tastes:



The options you choose can have a major effect on game mechanics, however for a totally new player I would recommend-

Scenario: Sun's End
Training Game: Yes
Capture Citadels: 0
Impassable Mountains: No
Hours for Recruited Lords: Same as Recruiter
Disbanding Armies: Both Lords and Strongholds

This makes it easiest to move around the map without impediment and will ensure you maximise what you can do each turn.

Full details of just what each of these options means will be found on the Games Options section of this guide. Note that whilst “0” should be left in the citadels to capture box if you want a Regicide game, should you want a “Citadel Grab” game you need to change this zero to the number of citadels to be captured to ensure victory. Do not make the mistake I once did and think in binary (0=off, 1=on) otherwise it is likely to be a very short game!!!!!!

One other option which needs a little more explanation is “Game Description” which is a little misleading. This is in fact “Game Title” and is what will appear on lists to identify the game and how it will be referred to in the forums. You can call a game anything you like, avoiding obscenities.

You are then asked who you want to invite. Again it is easiest if you already know another player, If you don't you can try sending out invites to other people at the same level.

The game uses a self-rating system with players assigning the level they think best reflects their experience. Generally as a new player you will choose to rate yourself as novice and be primarily interested in playing your first game with other novices. That's not to say games with “M/MU veteran”s can't be very rewarding, but its generally best to use your first game to learn the mechanics. After a couple of games you will generally choose to raise yourself to “some experience”.

A list of people at the level you want will be provided by clicking on the pull down dialog box, however one caveat:

Choose carefully as if only one player declines an invitation the game is cancelled. This is deeply irritating but that's the way it is. The game dies, you cannot send out alternative invites instead.

Once everyone has replied the game can begin.

If someone declines the invitation the game will be abandoned. However don't lose heart. Try again.

How Many Games Should I Play?

When you start at M/MU you can play three games simultaneously however this doesn't necessarily mean that you should. While theoretically more games will help you learn more, in practice you may well find that it also means that you have less time to devote to each. Keeping a journal is a very good idea and you probably won't have time to write one properly if you are flicking between multiple games as a new player. Indeed unless you have Campaign Manager (more of this later) then you will probably struggle keeping track of several games and I would strongly advise you not to play more than two games until you get a bit more experienced.

There is also an advantage to keeping a slot free at all times. It means you have a vacancy if someone sends you an invite for a game that sounds really good. One of the really good things about M/MU is that the best and most experienced players are not standofish and you never know when out of the blue a legendary player like Ringthane or Merlin will send you an invite if they suddenly find themselves with a slot free.

Game Options

Whether you create a game yourself or join someone else's there are various options which are used to tweak the gameplay. As a M/MU player you need to know what each of these means and the effect that it has on the game. These are:

Training Game

- Yes or No. Normally when you win or lose a game this is recorded on your full profile for all other players to see. With a training game the outcome, whether win or lose, is not recorded. Hence players can afford to take greater risks because there are no consequences.

Objectives

There are two options here

- Regicide - Basically you have to kill the main character of all the other players (ie the character that shares their account name). Please note that even if you chose citadel capture as an option any time there is only one player character left alive that game is automatically won.
- Citadel Capture - Victory is obtained by capturing a set number of citadels (you choose how many). Note that capture means either conquer militarily or recruit the lord to your cause who owns that citadel. In one of my early games I thought it meant only the first of these and found it came to a sudden and unexpected end.

These two options can produce a very different style of game. Opinions vary about which is the quicker however while citadel capture (or "grab" as it is often referred to) generally seems to be less popular it does have the advantage that games tend to be more dynamic, being fought on several fronts, rather than being centred on the location of a player-lord (King). There is also less chance of a stalemate or of one player sitting back and letting the others fight each other and then moving in for the kill when there is only one other player left - the so called "King-making" strategy. Once the main armies are defeated in a citadel game it can be a lot quicker to capture the remaining number of citadels than it is trying to track down and kill a fleeing King in a regicide game. Citadel grab games also give people a reason to take enemy citadels and to defend their own, whereas in regicide games they can be reluctant to do this because of the soldiers who will be lost in battle. Which option suits you better will very much depend on personality and individual taste however it is worth getting experience of both.

Mountains

- These can be either impassable or passable. Most players prefer the first of these. If mountains are passable then anyone can walk across them (though they will always become tired more quickly than crossing other areas). If they are impassable then only dwarves and dragons can cross them and players from all other races must go around them. With impassable mountains keeps take on a greater importance as they can be used to block other players moving in particular directions through mountain passes. The game therefore becomes more strategic.

Hours

When you recruit another character to your side there are a number of possibilities for which hour of the day it can be:

- Dawn - This is how it was in the original LOM game. Every character receives a full day's worth of moves, however this is not terribly realistic. Think about this, someone spends a day walking

through a forest, spots a Fey lord by a tree, spends a couple of further hours talking to them and persuading them to join their cause. It is now dusk for the recruiter but the recruited lord believes it is dawn and has 7 or more hours they can walk before night falls for them. No that is not exactly plausible is it? However this option does allow you to really maximise what you can do with your characters.

- Same as Recruiter - Much more realistic and tends to be favoured by most players.
- Night - This means that the recruited character cannot move until the next turn. Can make games more challenging.

Disbanding Armies

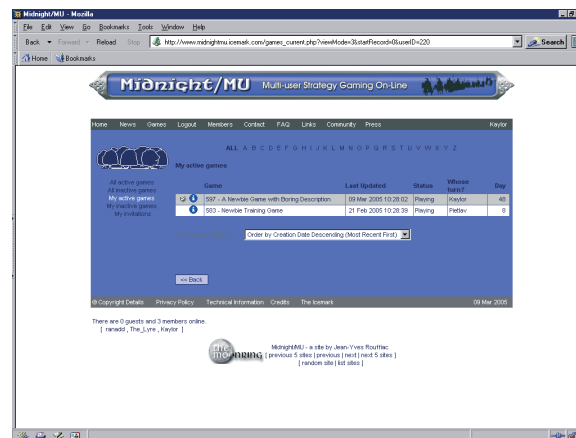
Sometimes there are strategic advantages to shedding oneself of an army, particularly due to a rather irritating bug which means that an army composed of both warriors and riders takes higher casualties than an army composed of one of these would. Again there are two options:

- Strongholds only
- Both Lords and Strongholds

If the first is selected then only armies which are garrisoned at a citadel or keep can be disbanded. However most people prefer the latter option which also allows individual lords to also choose to discard troops. This is much easier but the first option provides a more serious challenge. When a lord has an army they can be seen from some distance due to the banners the troops hold aloft. This applies whether they have 5 troops or 5,000 (though the banner graphic will vary slightly depending on army size). Hence a lord with just 5 warriors who is aware of an enemy army of 5000 warriors coming towards them, might decide that the increased speed from losing the warriors and the chance of “invisibility” are more than adequate compensation for the weakening they will suffer. With a bit of luck the lone lord will be able to get away from their enemy, perhaps losing them in a forest. Only allowing strongholds to disband armies removes this escape option and hence is ideal for more experienced players.

Active Games

The Active Games option of the Members area menu on the M/MU site is used to keep track of the games which you are currently playing. When you click on the option you should see something similar to that shown below.



Every game has a number which is assigned to it automatically. However most people find it easier to refer to it by the game description (title) which is also listed.

Active games can have one of two statuses:

- Pending - which means invites have been sent out but not all replied to yet
- Playing - which means pretty much as it sounds however, don't get confused. "Playing" refers to the game itself and not the name of the player listed to its right. This does not mean that the person listed there is currently logged onto the site taking their turn.

However when you look at other games using the Inactive Games options you may see extra statuses such as DELETED which usually means either someone refused the game invite or for some reason the players started the game and then ended it prematurely without reaching a resolution. This might occur if someone lost net access for example and the others decided not to continue without them, for example.

Every player gets one turn per game day. The "Whose Turn?" column shows who will be next player to make a move. However not everyone logs in regularly so it may be days or sometimes weeks real time before they actually take their turn.

In the first column you will notice several icons. The first of these is shaped like a little white letter "i" inside a circle and stands for information. If you click on this you will be given details of the game (note this applies wherever you see this symbol including when you are looking at lists of other player's games). The screen that comes up should look something like this:



As you can see this game has 3 players. You also will see a full list of the game options that were chosen.

The graphics used for players characters enables you to identify their particular races (see the Races section of this guide for more information on what the graphics mean).

Every character is also shown with a shield or a large black shield shape if none has been selected. Shields were used in the original LOM to give some individuality to the characters but regrettably the idea was dropped in DDR. In M/MU shields are used in all scenarios for both player and non-player characters. You can find more information about choosing/designing your own shield in a later section of this guide.



If you are a player in the game you are looking at, and if it is your particular turn, then you will see an additional “PLAY” button appear which if you click on it will let you begin playing. If you look back to the screen shot of the Active Games list you will see a tick appears in the first column for game 597. This tells the person viewing the list that it is their turn and clicking on this tick is the other way to begin playing.

Game Intro Screen

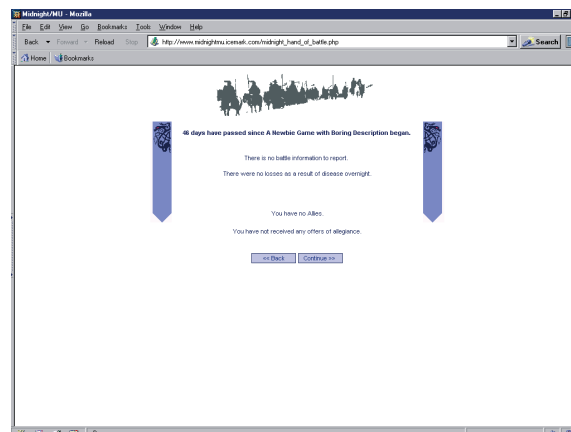
Each time you start a game up comes a short intro screen which you may sometimes hear M/MU veterans refer to as “The Bloody Hand of Battle” page. While the temptation is to click through it to move into the game, don't be too hasty. This screen gives you four useful pieces of information

What day it is - Days are numbered from the start of the game (Day 1). This helps to give you some idea of time passing though it currently doesn't serve any in-game purpose [no seasons etc].

Rumors of Battle - When battles have been fought a hint to the general area is given though not the precise location. Hence it is possible to guess at the progress of other players and so get advance warning of their arrival as they fight their way towards you particularly if you have left lots of keeps garrisoned with small armies. It can also help you plan where to direct your armies. Note that you are only told here about battles in which your troops have participated.

Diseases - If large numbers of people gather together in the same location then there is a chance of an outbreak of disease. When this occurs you will lose troops. Notification of any disease outbreaks will be given here.

Alliances - You will receive notification of any offers of an alliance you have been made and also any alliances which you currently have.

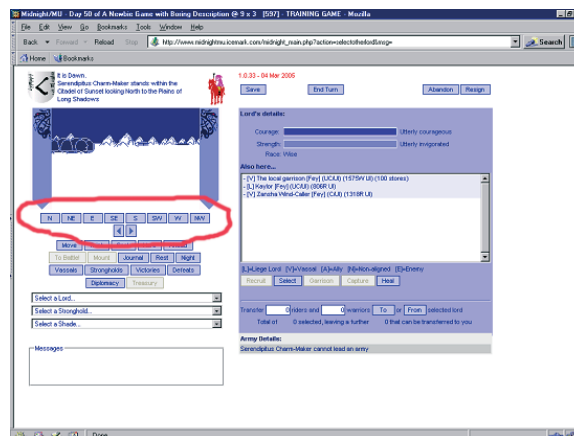


Power of Vision

Two of the things that made Lords of Midnight so exciting were the powers conferred on Luxor by his Moonring. These were the Power of Vision and the Power of Command. When he put on the ring he could see through the eyes of his followers and send them orders telepathically.

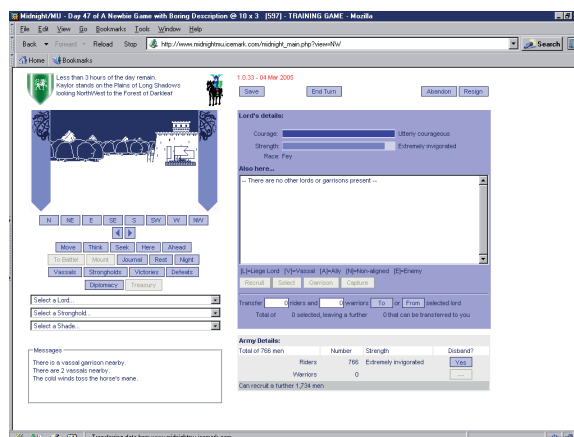
In game terms this means rather than being an abstract symbol on a map, as in most strategy games, Luxor's armies were commanded by real characters, with (limited) personalities and you saw exactly where they were in pseudo 3D using a then revolutionary technique called landscaping. These graphics though basic by today's standards are still perfectly adequate and so are used by M/MU (though some scenarios let you use the higher quality graphics of the Midnight Engine)

When the normal game screen appears you will notice a series of buttons with directions upon them (these are ringed in red in the screen shot below) If you click on these buttons your selected character will look in the chosen direction, giving them the option of 360 degree rotation. This facility can be used to spot advancing armies or features of possible use on the landscape. Looking in different directions doesn't use up any time so you can do as much of it as you like. This will help you plan your routes.

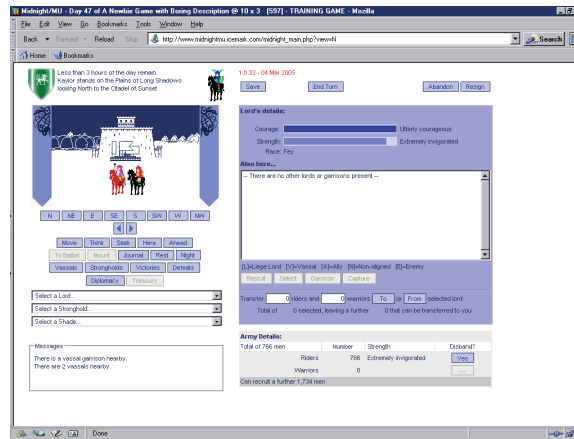


Clicking on the buttons will cause you to look in the different directions. The effect of these in terms of your view of your surroundings is indicated through the three screen shots below which are all recorded in the same spot but looking in slightly different directions, NE, N and NW.

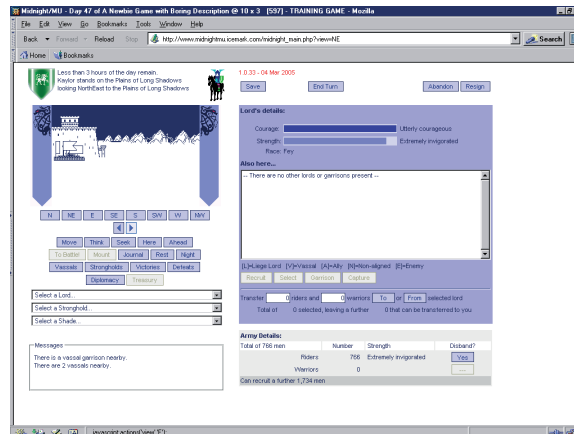
Looking Northwest



Looking North



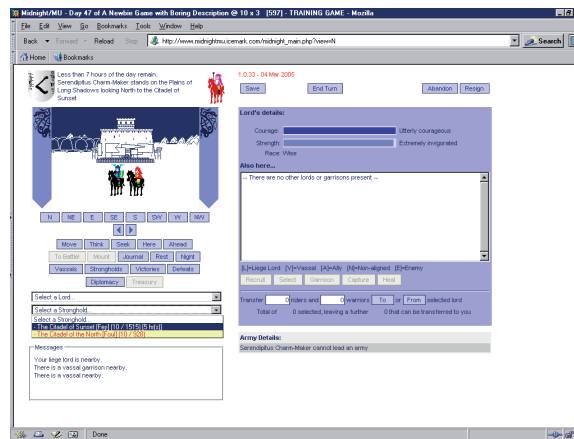
Looking North-East



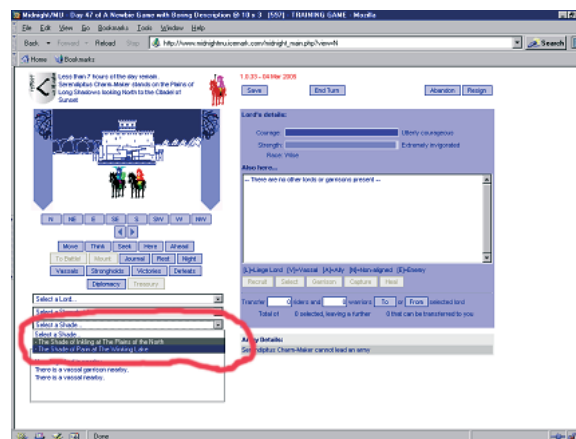
Of course while initially you start with just your player character it will not be long before others are recruited and you can then look through their eyes by selecting their name from the appropriate pull down menu. This option (which is ringed in red in the screen shot below) will not appear until you have persuaded others to join you.



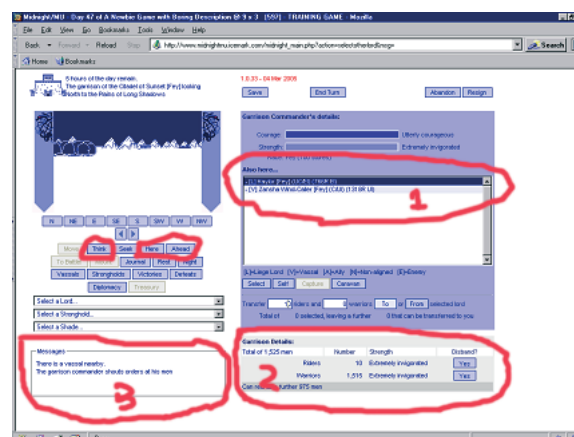
Whilst in the original games Power of Vision (POV) was limited to your recruited Lords in M/MU this has been extended. In addition to all your recruited characters you also have automatic POV on citadels, and any keep in which you have placed a garrison of at least 250 troops. You switch to your citadels and keeps using the second pull down menu shown ringed in red here. Once again this pull down is only available once you have recruited lords with citadels or have garrisoned enough men in a keep. This addition means you can gain advance warning of approaching armies and monitor attacks upon your strongholds even without a character present.



Finally another new addition to Midnight rules concerns shades. In the original games if a character was killed, that was it. However in M/MU a slain character becomes a shade. You can no longer send them orders or move them but they retain the ability to look around the area they are haunting, though as they exist in a twilight world they can only see other ghosts. Wise and Skulkrin can spot shades but cannot dispel them. Shades are selected using the pull-down menu as shown here.



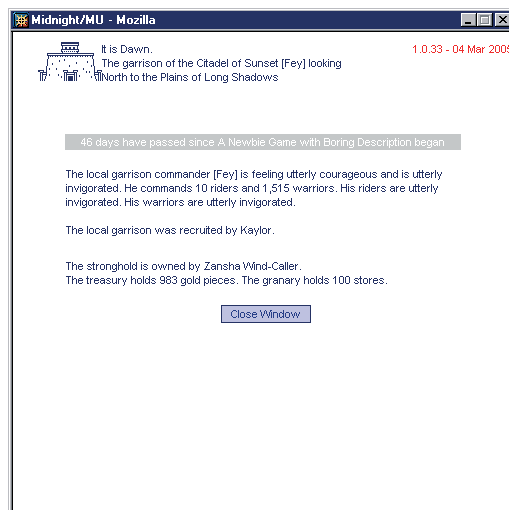
The Power of Vision is the heart of what makes Midnight-style games special and one of the keys to your success is learning to understand and make use of all the information that is available to you. The screen shot below has the key POV areas ringed in red. In area 1 you will see information about other characters in the same location as the character you currently have selected. In area 2 you have information about the armies belonging to the character currently selected and in area 3 you receive messages relating to this character's current location and those adjacent to it. So for example you will be told when friends or enemies are in adjacent locations.



You will notice that there are also three buttons ringed. These are Think, Here and Ahead. Each of these causes another window to pop-up with additional information.

Think

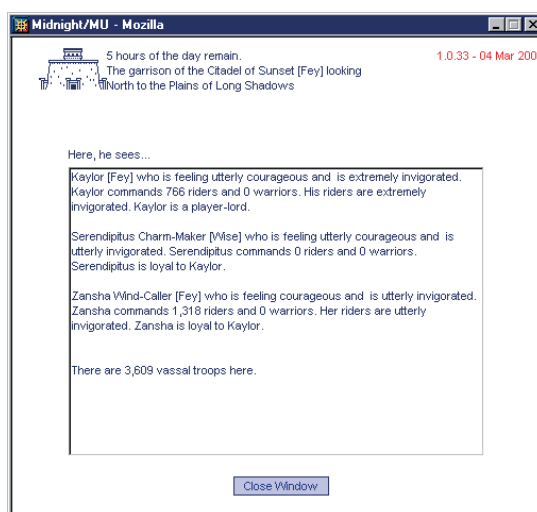
This gives information about your current location, people there and recent events. In this way it is a little like “Here”, though the information is subtly different..



“Think” for example also gives information on garrisons whereas “Here” focuses on characters. Generally “Think” information tends to be more abstract. However the most significant use of the “Think” command is to receive a full report of an over-night battle. Another use is to check what game day it is.

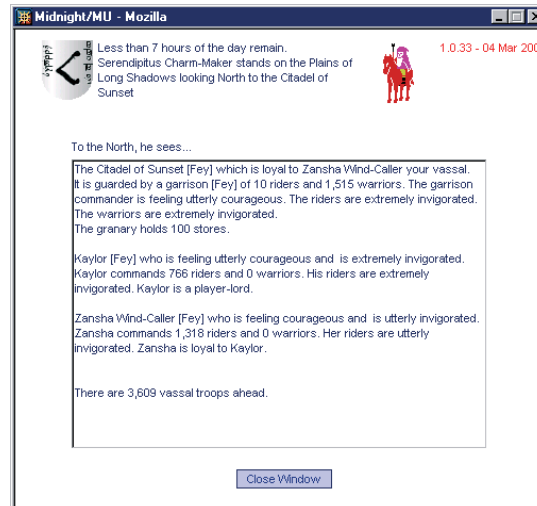
Here

Press this button to receive detailed information about characters in the same location as your currently selected character. You will be told details about size of armies, allegiances and character stats such as race and how tired they are. This is really useful for assessing your current situation and deciding whether or not people are ready for battle etc as they clearly are in the screenshot below. If they were feeling rather more cowardly or were more tired then attacking someone else would probably not be a good idea. Depending on the size of your army you may also receive warning of the threat of disease when you use this command.



Ahead

This is the exact partner of there “Here” command except as the name implies it is used not on someone in the same location as your selected character but rather an adjacent location. Note that you must be facing the location of those you want information on. It is not good enough to just have someone else nearby, you must be looking directly at them. The information received is essentially the same as “Here”, and again this command can give warning of a possible threat from disease.

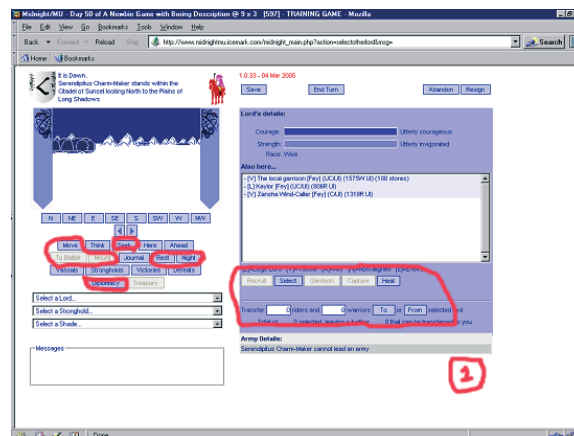


Power of Command

You can send any character, who is still alive, orders through the Power of Command (POC). To Command them you must be looking through their eyes so they must have been selected as already detailed under Power of Vision.

In the original games you could only send orders to characters but once again in M/MU you can command garrison commanders also. Since some of the options in this case are different these will be detailed after the options for characters.

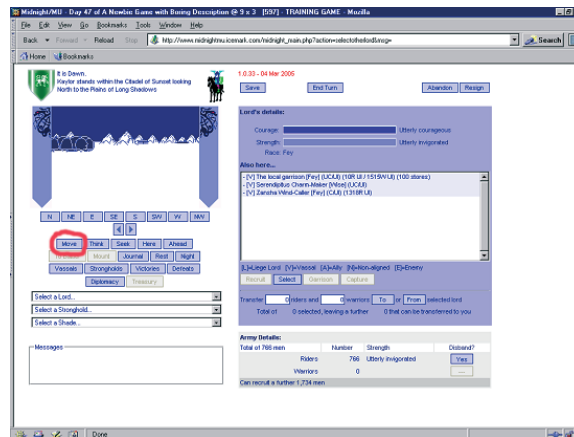
Options available under POC are ringed in red on the screen shot below. These are Move, Seek, To Battle, Mount, Rest, Night, Diplomacy, Transfer, Consume, Disband, Recruit, Heal etc. Note that not all characters will have the same options available. In the screenshot the disband armies command normally found in area 1 is not listed as this character is not able to command an army.



You may notice that there are some buttons which I have neither listed under POV or POC. These do not so much relate to the in-game world represented by these powers as to controlling the game in a *deus ex machina* way. They therefore belong not to the in-game character but rather the real-world player and I have therefore decided to list them separately as Game Information and Game Controls.

Movement

Travelling around the land is actually very easy to do. Simply make sure the character is looking in the direction in which you wish them to go, and then press the “Move” button (ringed here) once. Note that sometimes the M/MU server can be slow and this command will not be processed immediately, after a few seconds the action will be taken. Do not get impatient and press it multiple times.. This will cause you to move further once the commands are finally processed and doing this once caused me accidentally to walk straight into an enemy army!



Moving has two distinct consequences:

- It takes time
- It makes you more tired

Exactly what the effect of these are upon your character is dependent on two factors, namely your race and the type of terrain that you are crossing. Crossing a hill is generally slower and hence more tiring than it is to ride straight across a plain for example. Equally while it is very easy to become lost in the thick foliage of a forest, which makes them slow to navigate, it wouldn't be logical for this to happen to the Fey who make their homes there. You will learn in time just what the full consequences are for your characters but here is a simplified chart to start you off:

Terrain	Normal Movement	Movement Bonus	Movement Penalty
Plains	All Races except Targ	Targ when they have rider only army, Wise and Dragons	None
Downs/Hills	Dwarves	Wise/Dragons	All other races
Woods	Fey	Wise/Dragons	All other races (Targ have greatest penalty)
Mountains	Dwarves	Wise/Dragons	All other races

Locations in M/MU are based around a simple grid system which makes it very easy to find your way around and to map. Each location represents a single square. Hence the location seen in the screenshot above can be represented as follows . The character is in the Citadel marked in yellow -(the arrow shows the direction of sight (north):

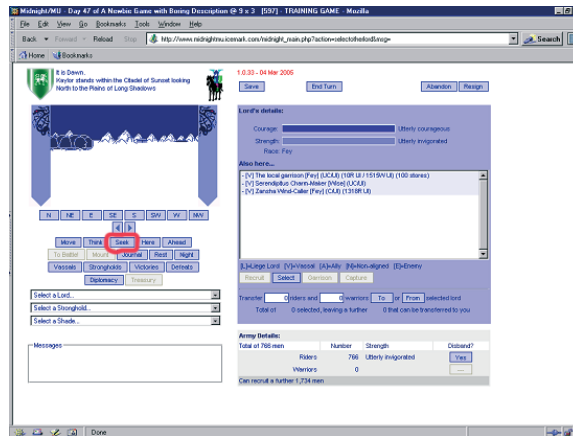


You can then plan how best to reach any given feature. So for instance reaching the tower just to the right of center screen, the way you would go would depend on your race and whether or not mountains are set to be passable or not. In either case a dwarf would go due east, other races would have to go north-east to where there is a break in the mountains and then south-east into the forest.

One of the joys of the Midnight games and of M/MU is exploring a new world, wandering around the map and seeing what, and who, you can find. However M/MU is often a fast-paced game and you cannot afford to waste time. You must get used to choosing optimal routes to get your characters. However to truly succeed you will also have to learn to use landscape features to your advantage.

Seeking

One of the elements that made the original LOM fun was the “seek” function which injected an element of luck into the game. There were certain powers present in locations which could benefit or harm the characters. In the original LOM these were fixed so a player could memorise what particular locations held. M/MU keeps this basic idea but randomises the distribution of these powers at the start of each game. They are then revealed using the seek button which is ringed here.



Pressing this button causes the selected character to conduct a thorough search of their current location, something which will take some time. You will be informed in the messages area of anything that is found.

It should be noted that the vast majority of locations will yield nothing to a search. Your chances of finding something are increased in special locations such as liths. Some things that can be found provide a visual clue in the picture of the location, but the vast majority do not.

After a search, whether or not it was successful, that location will normally be empty for the remainder of the game. All powers are therefore single-use only. This means there can be advantages to not searching too early in the game leaving yourself the chance to find advantages at a later stage. It also means a retreating foe can follow a “scorched earth” policy deliberately using up anything that could aid his pursuers. The one exception to the single-use rule concerns Towers which can provide information an unlimited number of times.

Some of the things which may be revealed through seeking are detailed in the following table::

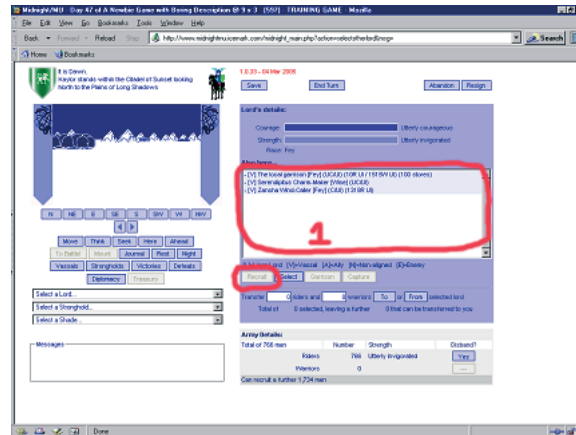
Description	Likely Location	Effect
Guidance	Tower	Player is told a piece of potentially useful information such as the location of a character or caravan
Cup of Dreams		The time is reset to Dawn meaning the character can make extra moves for that turn
Waters of Life	Lake	Character is restored to “fully invigorated”
Stagnant Waters	Lake	Character is reduced to “utterly exhausted”
Claws of Night		The time is advanced to Night meaning the character cannot make any further actions that turn.
Shelter		Boosts strength of character by a random figure
Money		None currently, will come in future revisions of the game
Thorns of Despair		Lowers character’s courage by a random amount
Blood of Courage		Increases the character’s courage by a random figure

The above do not give any visual clues to their presence. However there are two things which can be revealed with seek which can be seen in the picture of the location ahead and so these are considered separately:

Description	Likely Location	Effect
Wild Horses	Plains	Character can convert some of their warriors to riders
Fairies	Forest	Character’s courage is boosted, their strength is restored to maximum and a Cup of Dreams is also executed

Recruitment

Enjoyable as it can be to explore the scenery, the heart of M/MU is the building up of armies to achieve a military conquest. Hence it becomes necessary to rally others to your banner for which you will require the “Recruit” button which is ringed in the screenshot below.



This button is normally greyed out and will only become solid when you are in a position to recruit. To do this you must have an unaligned character in the same location as your character who wishes to recruit them (and sufficient hours to talk them around). This differs from the practice in the original games where recruitment was normally done from an adjacent location. You must select the name of the character you wish to recruit in the appropriate window, (marked as 1 above) and then press recruit. For this to be successful there must be enough hours left in the day for you to be able to talk them around.

In the original games there were quite complex rules on recruitment, for M/MU these have been simplified, perhaps a little too much. The basic rules for M/MU recruitment are:

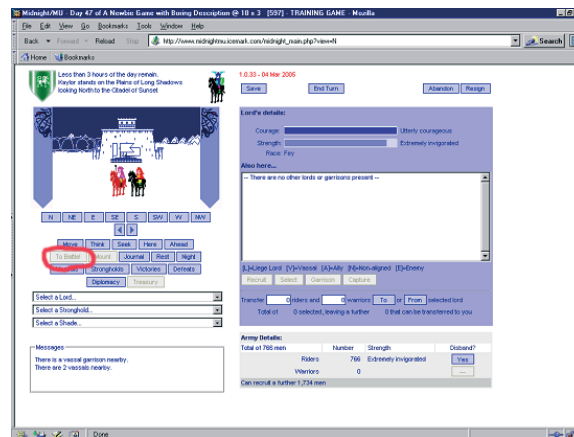
- Anyone can recruit anyone (other than Dragons who can recruit no-one)
- Recruiting a member of the same race as yourself takes one hour
- Recruiting someone from a different race takes two hours
- It takes Skulkrin five hours to recruit anyone

Unlike the original games once someone has been recruited that's it, they are not open to further approaches from anyone else. You can only recruit non-aligned characters.

Once you have created your army, the next thing you will want to do is put it to good use!

Battle

Central to M/MU is the theme of military conquest. Every player needs to be able to build an army and use it successfully to capture military targets such as citadels and keeps. Even in a regicide game you may well find your enemy takes refuge in a citadel so learning how to conduct an effective siege is a key skill for players to acquire. In M/MU you attack another character (and their armies if they have any) using the “To Battle” button which is ringed here.



Again this button is only available when there is an enemy in an adjacent location who you are facing, otherwise it is greyed out. Once such an attack is made it automatically becomes night for the attacking character. The battle algorithm used to determine the outcome is quite complex but influenced by a number of factors:

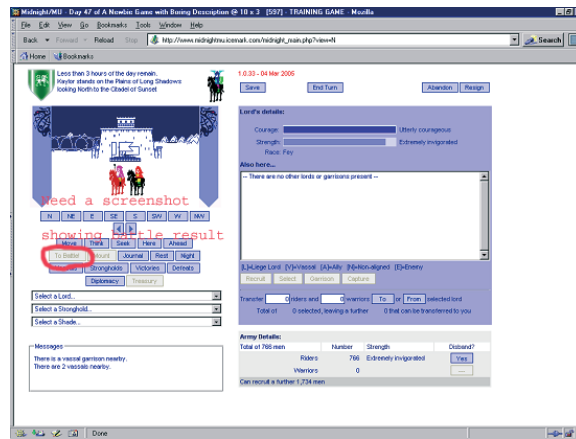
- The number and composition of the troops each side has
- Their relative courages
- How tired the troops are
- The location of the battle
- Any special bonuses characters have, such as racial ones

The first of these perhaps needs some explanation. In M/MU armies (other than dwarf/giant ones) have two components:

- ☐ Warriors
- ☐ Riders

Riders move faster and do more damage in battle. It is possible to change warriors into riders by finding Wild Horses.

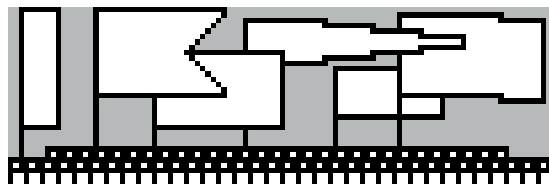
Note: current there is a major bug which severely affects battles. Mixed armies (ie those with both riders and warriors) fight less effectively than those composed of only one of these. While eventually this will be corrected for now you should try to bring yourself down to only one type of troop, by dropping men off at keep/citadels to form garrisons or even simply disbanding armies, as soon as possible. Otherwise you will definitely suffer the consequences.



In M/MU every recruitable character is able to fight, albeit with varying degrees of success. Hence you will receive two battle reports. Firstly for the main character and then for any armies s/he possesses. In the fashion of Heroic Literature single main characters can fight almost as well as a small number of troops can. Dragons in particular perform very well generally.

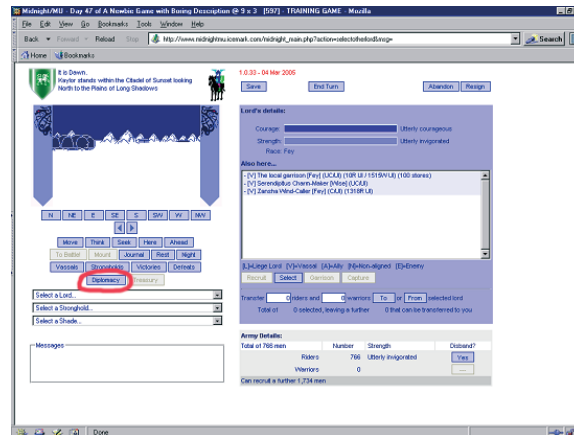
Once the battle report has been read, both sides have the opportunity to fight on or to flee. If they remain where they are then battle will resume that night.

When a character's armies are reduced to zero there is a chance of that character being slain, depending on the strength of the opposition they face. Should a character be slain they will no longer be selectable as normal and their name will have been moved down to the Shades pull-down.



Diplomacy

While there are times when all four players attacking each other simultaneously is the best way to proceed, but not always. There are occasions when a more strategic approach can be beneficial. This is when the swords should be lowered and talking should begin. You have the diplomacy button for this which is ringed here.



Clicking this button opens a new window with a list of the other players and your feelings towards them. Using a pull-down you can change your formal stance to a particular player:



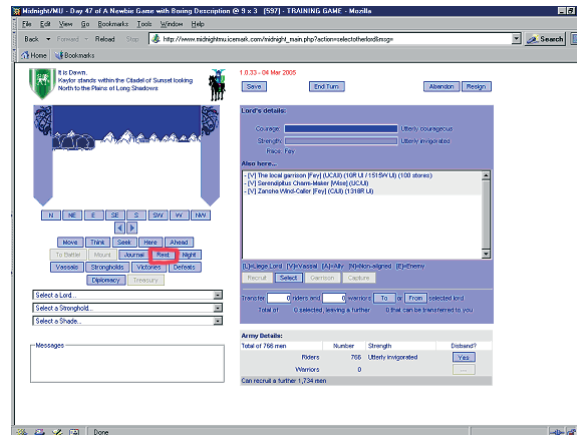
You will notice that here I am changing stance for Carmilla from “Enemy” to “Friendly”. This will cause a message to appear on her game introduction screen notifying her that I am offering her an alliance. If she wishes to accept then she should change the stance for me using her Diplomacy button. Note you cannot form alliances in games that have only two players.

Note that under current rules only one player can win a game which means that either the game must be abandoned when only the partners are left or alternatively the alliance must be broken. This can happen at any time though which makes all sorts of treachery possible.

When you are in alliance with a player your character may cross their citadels/keeps without battle needing to occur, you cannot attack their lords or strongholds however you are not able to eat food from their stores or their caravans.

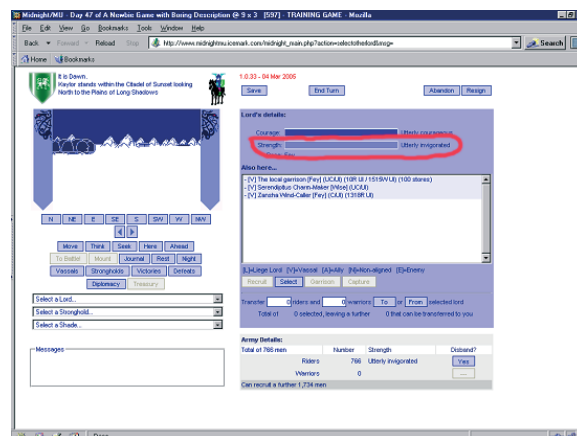
Resting

After moving around and fighting your characters will be getting rather tired which is where the “Rest” button comes in (here ringed in red)

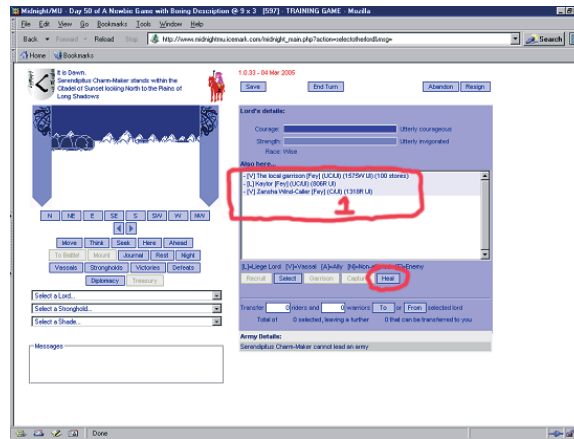


Pressing the button causes the selected character to rest for a period of an hour . This causes them to recover a little of their lost strength. Note you will need to spend a whole day resting for it to have any noticeable effect on the character’s condition. Resting is never as effective as consuming stores, which will be considered shortly, but it is sometimes a necessary short-term measure when the character has done a lot of travelling.

A character’s strength is shown on the second bar on the right of the screen which is ringed in red here. You should always keep a close eye on this. To help you interpret the bar the value is converted to words, shown to the right of the bar, and ranges from utterly exhausted to utterly invigorated.



If you have recruited a member of the Wise then there is an alternative available to resting. The Wise can use their magical powers to heal characters in the same location as themselves. This will tire the Wise but restore some lost strength to the other character. This can come in particularly useful during a prolonged battle especially when food is limited or this and resting is not restoring strength quickly enough. Hence these frail-looking bearded gentlemen can actually turn the tide of a battle. To use them in this way choose the character to be healed by highlighting their name in the list in the area marked 1 and then press the “Heal button” which is ringed here in red.

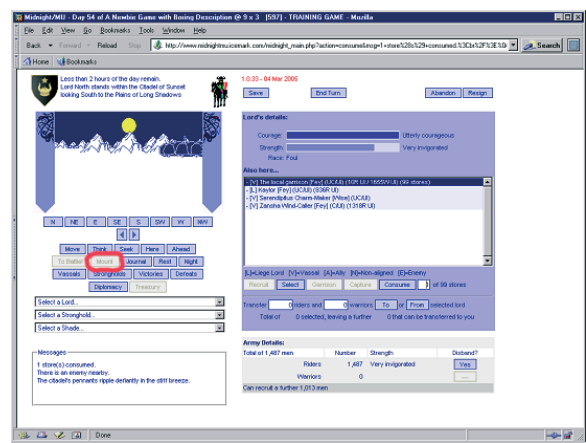


Since healing proves wearing for Wise, and they cannot heal themselves, you will have to use the “Rest” button to restore the strength they have lost as a result.



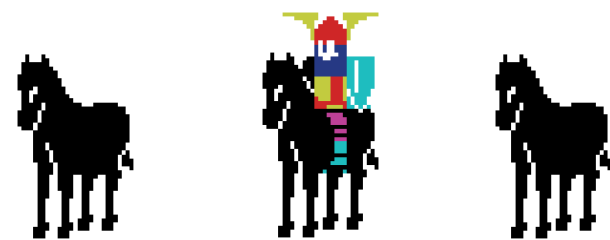
Mounting

The “Mount” button, which is ringed in red below, is used to make your selected character climb onto a horse.



Normally if you find wild horses using “Seek” and that character is not already riding then they will take the first horse before any of their troops take them. However it is possible for a horse to be slain during battle and for your Lord to lose their ride. In these circumstances, they can take one of the horses off their men using the “Mount” key. The “Mount” key will only be available if you have at least one rider.

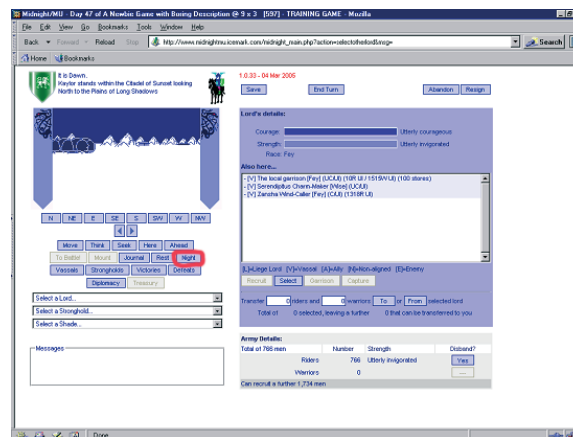
The advantage to this is that the selected character is now classed as a “rider” and hence now receives the combat bonus given to this class of troop. One of the character’s forces will change from “rider” to “warrior” losing the same bonus



Night

The concept of Night was used in the original ZX Spectrum games to overcome a practical problem, the computing power necessary to calculate the movement and actions of hundreds of enemy armies. After their turn was completed a player pressed the “Night” key, the screen turned black and the computer churned away in the background, sometimes for several minutes while it calculated moves and outcomes of battles.

As anyone who has played any of the recent PC conversions of LOM/DDR knows, computing power has increased so dramatically in the intervening period, that in these dawn arrives almost instantaneously after the “Night” key is pressed. It would probably be possible now for enemy armies to move in real-time alongside player moves and for battle results to be instantly known. This would however change the feel of the game. Moreover in M/MU there is good reason for retaining the night system as it nicely divides up player’s individual turns. To signal the arrival of night for a particular character and so to stop them making any further moves during that turn, press the “Night” button which is ringed here.

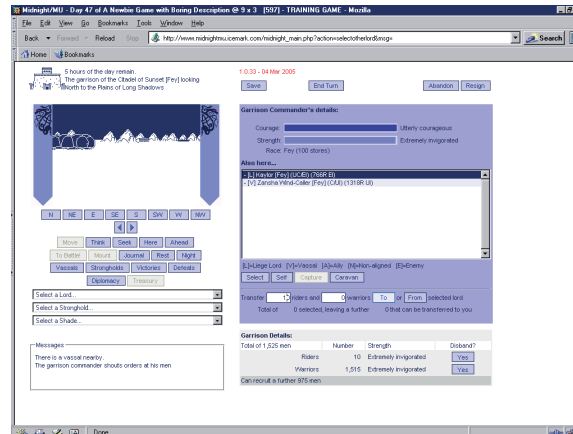


In most cases there is no need for this button, night comes naturally when a character has exhausted all their moves for the day, or even if you don’t want to move any further you will have the character rest for the remainder of the day. There will be occasions though when the “Night” button can be handy. For example when you have a full invigorated character standing guard of a citadel you won’t want to move them away from their present location, so after a couple of glimpses in other directions to check no armies are advancing on them, the only thing left to do is end their day. Of course you could leave them at day, but characters who have reached Night are shown on black background on the character list to help you avoid selecting them again. Hence even if you are not moving a character it makes sense to still Night them, particularly if you have a long list of other characters to play with.

Once a character has reached “Night” there are things which that character can no longer do. Garrisons and other lords can no longer transfer troops to them and they may not consume supplies.

Garrisons

One of the additions M/MU has made to the original Midnight games concerns the concept of garrisons which have been refined. All citadels and any keep with 250 plus troops in it have automatic Power of Vision/Command. These strongholds are selected using the pull-down under the main character one. Your orders are then given to the Garrison commander who behaves like a normal character except that they can not leave the stronghold.



As this screenshot shows not all the normal commands on the left hand side of the screen are available to a Garrison commander. It is those on the right which are more important. The most likely thing you will want to do with a garrison is transfer troops to it, or withdraw some of those it already has to boost your other armies.

Transferring

This is done, firstly by selecting the name of the character that the transfer is being made to/from, in the list on the right of the screen, and then typing in the number of troops transferred into the relevant boxes, one for riders and one for warriors, found on the right hand side of the screen. You can see in the above screen shot Kaylor has been selected and the figure of 10 riders typed into the box. The final thing to do is specify the exactly direction of the transfer which is done by pressing either the "To" or "From" buttons which are found to the right of the number boxes. Pressing "To" in this case means the Garrison Commander will withdraw 10 riders and give them to Kaylor. Note that two characters can transfer armies between themselves in exactly the same way but you are more likely to be transferring troops between a character and a garrison.

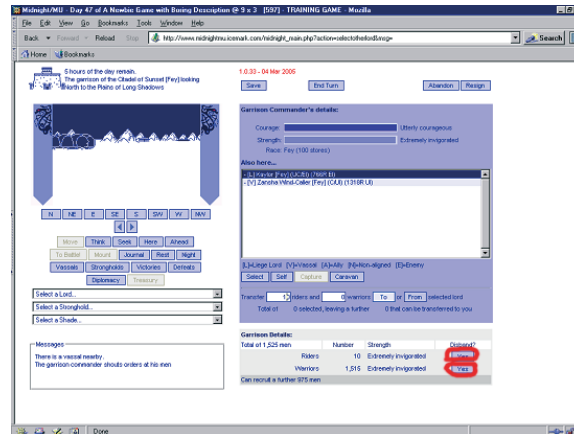
There are certain rules relating to such transfers which are:

- Keeps and Citadels can only hold a set number of troops (both 2500 maximum)
- A commander can only lead a maximum number of troops (2500 - in any combination of riders/warriors)
- The troops transferred must be the same race as the giver/recipient.
- Large numbers of troops in one place may lead to an outbreak of disease
- For a garrison to remain at least 50 troops must be left in a stronghold
- Keeps with less than 250 troops lose the Power of Vision
- Citadels slowly generate more troops (10R,20W per day) whereas Keeps do not
- A Keep can be a good place to dump unwanted troops in order to move faster and avoid having a mixed army

Good use of garrisons can often be a key factor in determining overall victory. A keep can be a good place to dump unwanted troops to overcome the aforementioned mixed army bug. They can be collected again if needed at a later stage of the game. Equally placing troops in a keep (to gain power of Vision) close to a citadel can be a useful technique to both delay an enemy's advance and also give advance warning of approaching armies.

Disbanding Garrison

Occasionally it may be preferable to disband a garrison rather than simply transfer troops to another character. This is likely to be rare but it is worth knowing the option is there. If a garrison is disbanded the troops disappear into the ether never to be seen again. Hence it is an irreversible decision. Depending on the composition of the garrison in question it is disbanded using the (two) “Yes” buttons which are found on the bottom right of the screen when the garrison is selected. These are ringed in red here. There is one button for warriors and one for riders.



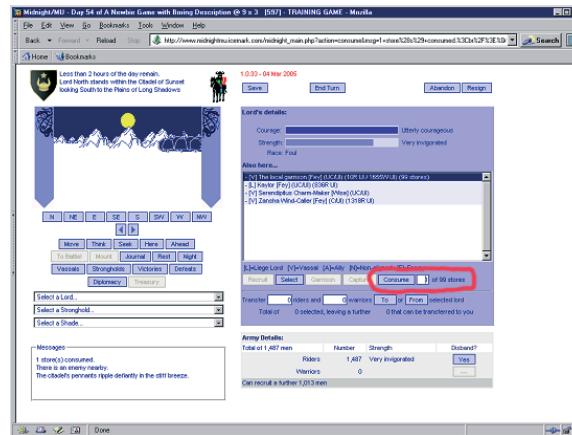
Pressing the “Yes” button by the appropriate line will disband the warriors or riders respectively. So in the above example selecting Yes on the riders line means that the 10 riders in the garrison will disappear however the 1515 warriors will remain until such time as you select the “Yes” on the warriors line. At this point the garrison will no longer exist.

Why might you choose to disband a garrison? Surely this doesn't make any military sense. One circumstance where you might disband a garrison is to change the occupants of a citadel. For example you have an army of eight Free lords and one dwarf lord. You decide that it better suits your plans to turn over the dwarf citadel to the Free. Hence you disband the dwarf garrison so that one of your Free lords can install their own forces there instead. It will now generate additional troops for your Free lords.

Note that whilst this is how to disband a garrison, exactly the same procedure is used to disband a normal lord's armies - selecting the lord and then pressing the appropriate “Yes” button(s) - however this will only be possible if the appropriate option was selected in the setting up of the game.

Consuming

The other key role that a garrison in Citadels can play is the production of grain (ie food). Eating this restores lost strength and is accomplished through the use of the “Consume” button shown below, which only appears when it is ready to be used.



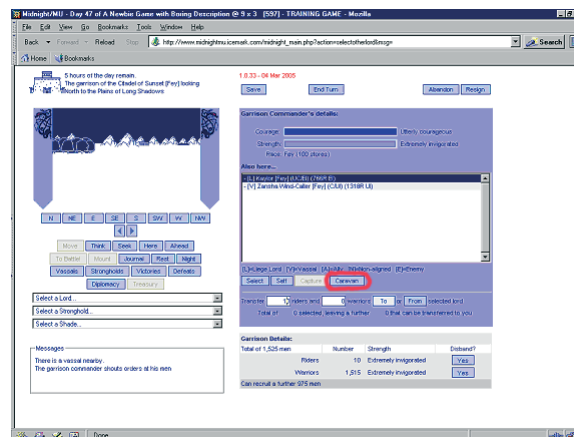
To make the button active select the character who you wish to do the eating, using the normal character pull-down on the left. Then high-light the garrison in the right-hand window list. A button and input box will appear.(which are ringed in red in the screenshot above) In most cases you will want more supplies than the default (one) so change the number 1 in the box to whatever number you need and just click consume.

Each citadel generates supplies each day, up to a maximum of 100. Once this maximum is reached you cannot generate supplies until some of the current ones are eaten, or transferred to a caravan. Keeps with a garrison of over 250 men also generate 3 stores overnight up to a maximum of 20.

Note that consuming one unit from the stores uses up 1/2 hour of the day.

Caravans

These are another addition that M/MU has made to the original game and understanding and using them effectively is a major key to success. To create a caravan you must be at a citadel which has sufficient gold in its treasury (200 gold) you can then withdraw supplies and transfer them to a caravan. You create a caravan using the “Caravan” button which is only shown when it is available and here is ringed in red.



A pop-up will appear asking you to confirm that you do indeed want to create a caravan assuming that you do then the gold will be deducted and the caravan created, as shown below.



Once created the caravan is selected and moved like a normal character. Notice how a new pull-down menu (ringed in red above) has now been added. You can then carry food around with you in the caravan and consume it by highlighting the caravan and clicking “Consume” in a similar way to what you would do with citadels.

To transfer stores to a caravan you first select the caravan then highlight the caravan or garrison (in the right hand window list) which is making the transfer, enter the desired amount and click the “Get” button.

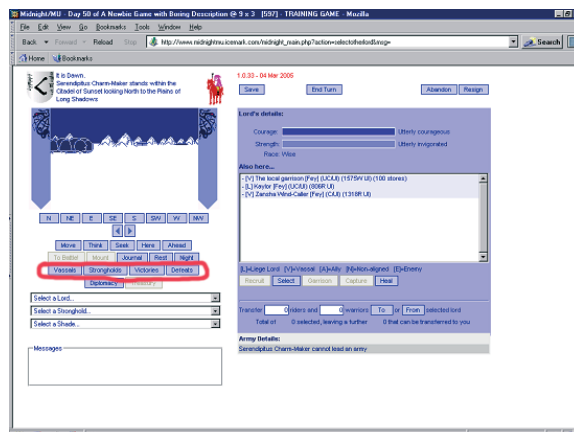
Whilst caravans can move around freely (except over mountains) they are extremely vulnerable unless you keep an armed character with them. Should you find an caravan without guard you can seize it using the “Capture” button which again appears when applicable. Capturing a caravan requires a character with a courage level of above “unsure” and an army of at least 250 men.

Note a caravan can not be moved onto a citadel/keep/lord etc that you are attacking. However it is not a good idea to leave it in an adjacent location as it can be very easily captured by the defenders. Should you conquer a stronghold then all the supplies it held will be transferred to a caravan which will be automatically created.

You may be told of the location of caravans when using “Seek” at Towers.

Game Information Functions

There is an entire row of keys which we have labelled “Game Information” keys and here ringed in red. These are available to all characters you have but the information provided is the same. We therefore take the view that these are intended for the player instead.

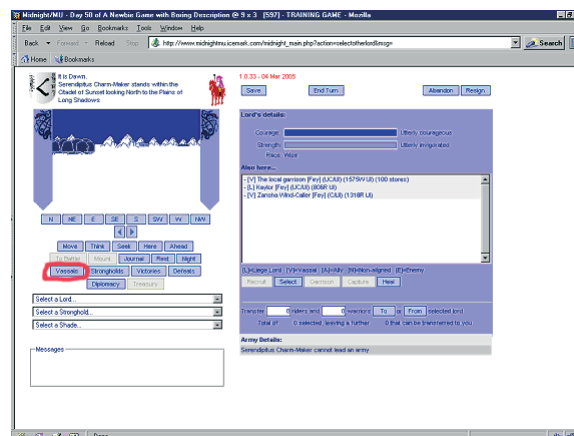


These keys are “Vassals”, “Strongholds”, “Victories” and “Defeats” and they will be discussed individually on the following pages.



Vassals

With this key, which is here ringed in red, you can see a list of your vassals, ie those people you have recruited and who are now your loyal followers.



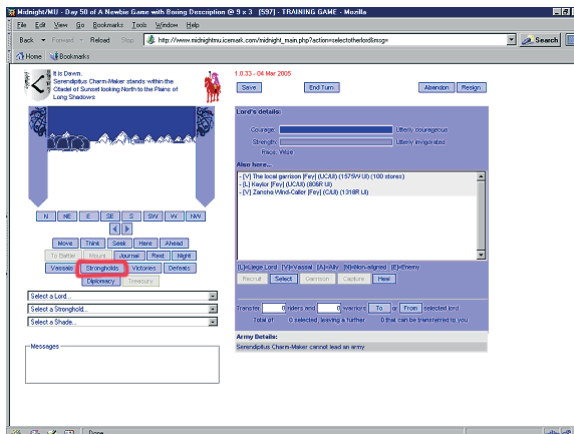
Clicking the “Vassals” button pops up a small extra window which contains a full list of all those you have recruited (including those who unfortunately are now dead). This is a good way to keep track of all your troops in one go. You can see all the vital information about each recruited character including their courage and strength. You will also get the size of their army if they have one. Here is an example of the type of thing that you are likely to see:

Your Vassals									
To switch to a lord, click on their shield									
Lord	Race	Courage	Strength	Age	Location	Army	Notes	Status	
	Lieve Lord	Fey	Utterly courageous	Extremely invigorated	North	The Citadel of Sunset, looking North	750K (G)	Yes	
	Lord North	Foul	Utterly courageous	Extremely invigorated	Dawn North	The Citadel of the North, looking North	1427R (U)	Yes	
	Serendipus Charm-Maker	Wise	Utterly courageous	Extremely invigorated	<7	The Plains of Long Shadows, looking North	No army	Yes	
	Zarsha Wind-Caller	Fey	Courageous	Utterly invigorated	Dawn South	The Citadel of Sunset, looking South	1218R (U)	Yes	
	Hilting Earth-eater is Skulkin dead, slain by Valdis Stormbringer	Skulkin	Unsure	Nearing exhaustion	Night West	The Plains of the North, looking West	No army	No	
	Pain Slow-witted is Skulkin dead, slain by Herald	Skulkin	Unsure	Nearing exhaustion	Night West	The Winking Lake, looking West	No army	No	
You have 3 vassals fighting your cause supported by 0 cavalier(s) carrying 0 stone(s) 2 Skulkin hurt your cause You lead a combined army of 3,511 riders and 0 wewblers, (a total of 3,511 men), excluding any garrisons									

Note that clicking on a column heading enables you to sort the information provided according to the values in that column.

Strongholds

This key, which I have ringed in red here, enables you to see summary information about your citadels and keeps. This is useful for all games but particularly if you are playing the “citadel grab” option as you can then monitor your progress.

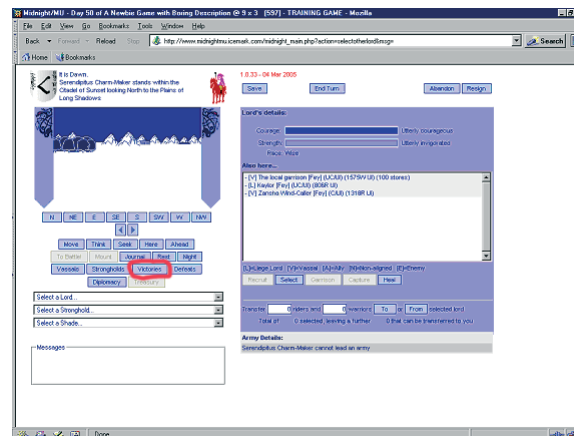


Once again pressing it causes an extra window to pop up with the requested information. This gives you all the key details you are likely to need, including owner, location and number of troops. If the stronghold has Power of Vision then you can click on the name to switch to it. The list you will see will be something like this:

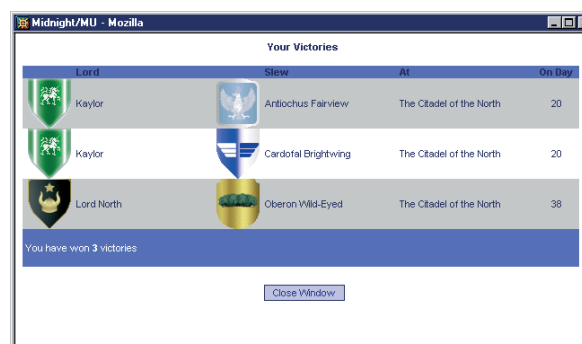


Victories

This button, which is here ringed in red, is used to produce a complete list of your victories since the game began.

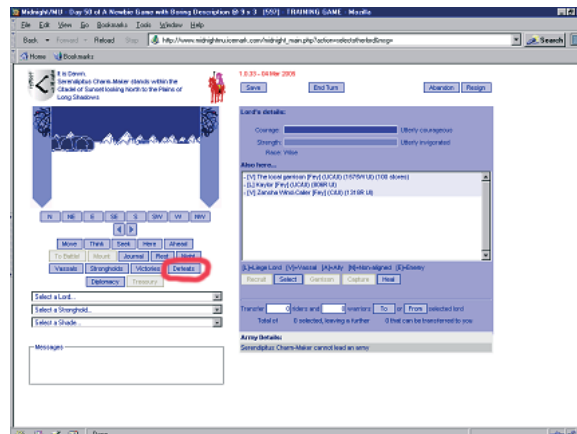


Victories in this context means those battles which you have fought and successfully slain a character belonging to another player. You will see which of your lords slew which other character and on what day, as this sample screenshot shows:



Defeats

The “Defeats” key, here shown ringed in red is the counterpart of the “Victories” key and shows a complete list of all your defeats since the game began.

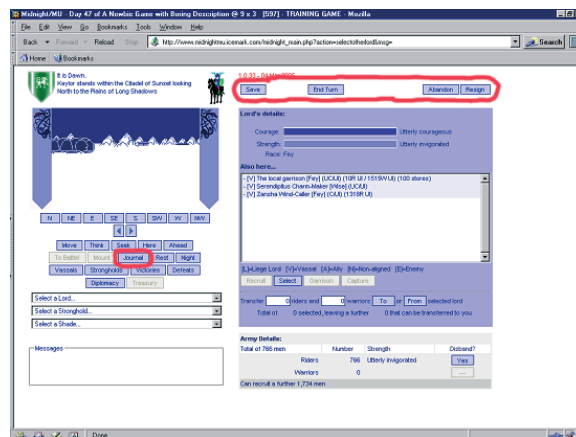


Defeats basically means characters of yours who have been slain by other players during battle. The list shows the character, who slew them and on what day. The window which pops up should look something like this. As you can see I have lost two characters, both slain by Ranadd's characters, a player who seems to have an almost pathological dislike of poor little Skulkrin.



Game Control

Finally there are a set of commands which step outside the game world and enable the player to control the game itself. All but one of these are found in the same area of the screen and we have ringed them in red on this screenshot.

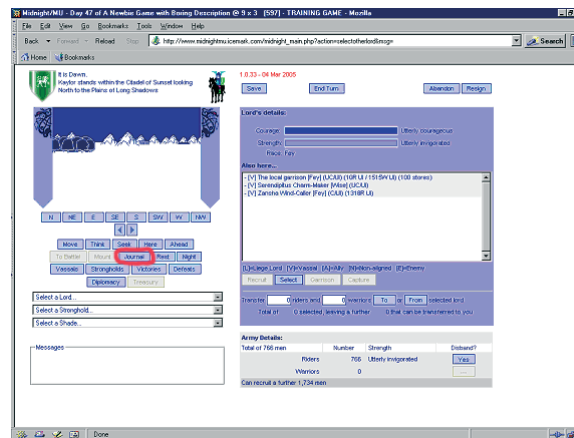


Some might argue "Journal" is an in-game command however as it is available to all characters but officially relates to only one, we have grouped it here. The other commands which we will discuss are "Save", "End Turn", "Abandon" and "Resign".



Journal

It was possible in the original Lords of Midnight to print out your daily activity and the software company had the excellent idea of turning the first successful player's record into a book, though sadly this never happened. This however inspired the “Journal” button which is ringed in the screenshot here and is used to keep a diary.



How you use the journal is up to you, and it is optional however it is recommended. If each player in the game keeps a journal then when it is finally over you can see what your opponents were doing on a day to day basis and what their plans were. Journals are secret until a game is concluded and then they are open to everyone at M/MU. They can be a very good learning tool and more experienced players may be able to offer you feedback on your strategy.

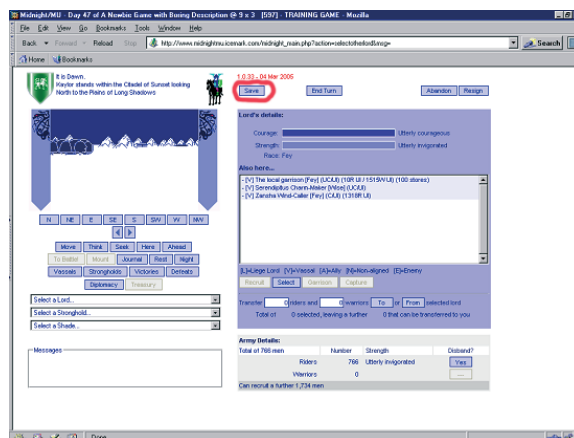
Simply press the “Journal” button and then type your thoughts into the small window that appears. Generally it is better to leave writing your journal until the end of your turn but before you press “Night” or “End Turn”.

The interface is rather basic. Just type in your text and then confirm. You can only submit a journal entry for the day in question, so if you forget, the chance is gone. Equally no opportunity to go back and modify a few things with the benefit of hindsight, which may or may not be a good thing.

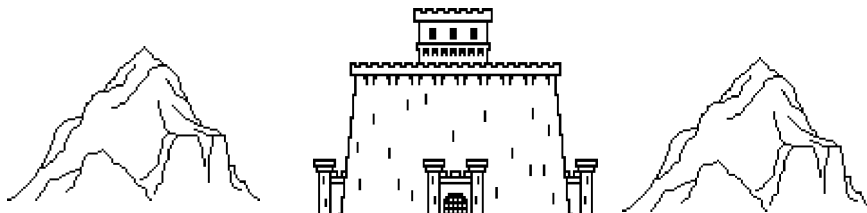
It is certainly worth reading through other player's journals though, even if you don't keep one of your own.

Save

There will be occasions when real-life reasons mean you need to bring your turn to a premature close, boss coming in the office, someone at the door etc. It is in these circumstances that you will reach for the “Save” key which is ringed in red here.

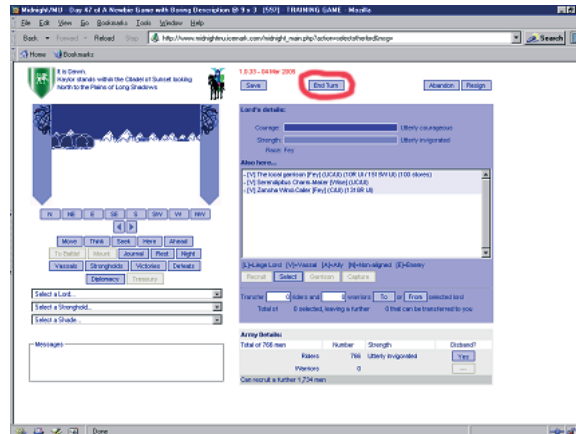


Pressing this key confirms all the moves you have made up to this point so that you can resume from this point when next you log on. You may then safely leave the game. Note your turn is not ended and you can make the remainder of your moves when next you visit the site. When next you logon and click “Play” the game will be at the exact point you saved.



End Turn

A very straightforward command but crucial. If you look at its position in the screenshot below you will realise it stands apart from other keys. There is a good reason for this, to prevent you pressing it accidentally.

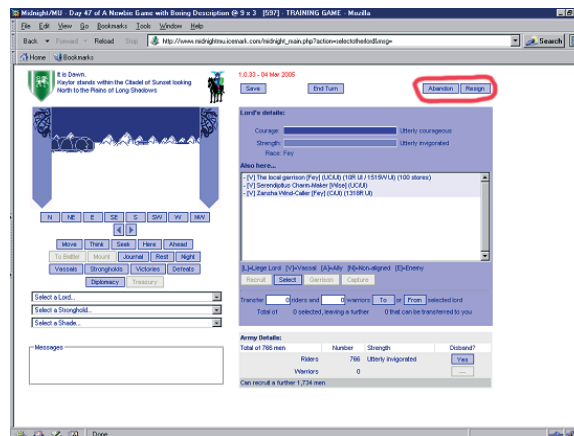


Equally when you do press it, for the same reason you will be asked to confirm. This way, if you really do press it when you shouldn't have done, and hence lose a day's movement, you really only have yourself to blame. This key brings your turn to an end and passes over control of the game to the next player in line, You should press it when you have moved all the characters that you want to, have written your journal and checked on any strongholds with Power of Vision. You can then put your feet up until it becomes your turn again!



Abandon/Resign

These two commands are grouped side-by-side as you can see from the screenshot below in which they are ringed in red. They serve complementary functions, so I will take them together, but there is a subtle difference between the two.



Resign

You tend to reach for this button about the point you have an utterly tired skulkrin and a lord with no army left and the other players have you trapped inside a keep with troops as far as the eye can see. It enables a **single** player to concede defeat. If you use the button then your role in the game is at an end. The game will however continue and any characters who you recruited will become unassigned once more. The speed with which they change back depends on their courage. Note that use of this command will result in the game being marked as a loss for you and accordingly your count of lost games being increased by one (unless the game in question was a Training Game).

Abandon

This command will only take effect **if all players agree**. The game comes to a premature conclusion. No-one wins and all play ceases. The game will be flagged for deletion. Likely reasons to use this include the game falling into stalemate, for example a Sun's End game where there are two lords only alive, none of whom can recruit any troops, or perhaps a player has to stop playing for real-life reasons such as a change of job and the other players decide they don't want to continue without him.

The way abandon works is that when the button is pressed a flag is set indicating you wish to end the game, your turn then ends and control passes to the next player. That player must end their turn by pressing "Abandon" rather than the usual "End Turn" button. The moment a player in sequence presses the "End Turn" button it is assumed they wish to continue playing and hence there is not a unanimous vote to end. The chain is then broken, and the game continues as before. Should however all players signal their assent by use of the "Abandon" button then the game is immediately ended and no result (win/lose) is recorded against any player.

Should it not be possible to get the consent of one of the players, for example they haven't logged in to play for ages, then the only alternative is the "Delete Game" option found on the information screen for that game from My Games at the Members Area of the main M/M/U site. Any participant can delete a game at any time, however as this could be used to cheat - ending games when in a losing position - a reason for deleting the game must be selected and all the players in the game will be emailed notifying them it has ended and the reason given.

Other Topics

The guide up to this point has focused mainly on the commands available and offering advice on day-to-day gameplay. The remaining section will look more indepth at strategic game issues and tactics to improve your chances in the game plus other ways to enhance your M/MU experience. As such this section is not an everyday reference like the rest of the guide, but something for the occasional read which will hopefully help you get more out of M/MU.

A new player might give this a quick read through but you would be advised to concentrate your attention on the earlier pages which will help you get into the game. After you have played a few games and feel you know more what the world of M/MU is about, come back here and read through thoroughly. That isn't to say there isn't some very useful material here to help your games but much of it can wait. For example, there is little need to know about disease when you are playing Sun's End as you almost certainly won't manage to get the number of troops in one location that is likely to trigger this.

The topics found in this section are:

The M/MU Forums

Campaign Manager

Shields

Looking after yourself - Courage, Strength and Health

Your New Best Friend - The Dragon

M/MU Slang - Glossary

The Quill - A Complete Journal of a Game

Soiram's M/MU Introductory Reference Guide



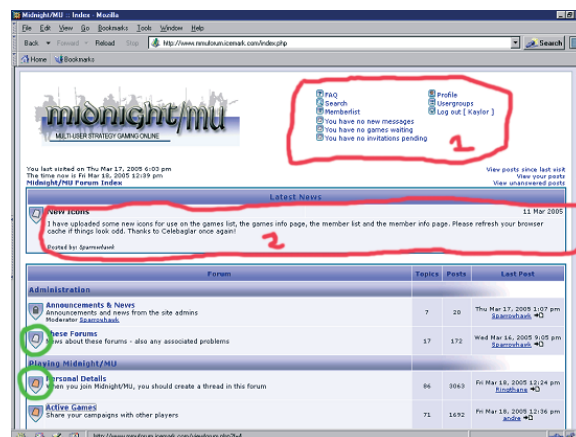
The M/MU Forums

You saw these very briefly when you first registered for the game. For many people that is the one and only time that they will bother with these but that really is a tragedy. Every player should regularly use the Forums for the following reasons

- There is a wealth of useful material there which will help your understanding of the game and improve your performance
- You can receive notification of new invitations or when it is your turn in a game without having first to log into the main site and unlike the main game site you can set it so the Forum remembers who you are without logging in every time.
- You can express your views on the game and changes you would like directly to the people who matter
- You can communicate directly with other players through the Forum's internal mail system.
- It is fun!

Don't discount the last one, even a famed misanthrope like Kaylor has to admit that a great deal of enjoyment can be had in the Forums, reading and responding to the posts. You can have a real blast bantering with other players.

You are therefore strongly advised to take the time necessary to get to know the Forums. The main Forums screen looks like this:



Area 1 is an activity area. Here you have the main commands you will use in the Forums like “Search”, configuration options like editing your “Profile” and information drawn from the main game database like whether or not you have any new invitations. In Area 2 you see special notices from the Game's Administrators which are the same that appear on the homepage of the main M/MU website. This means that pretty much all the information you would normally get by logging into the main site can be obtained from the Forums and so some people may prefer to use the Forums as an alternative homepage for the game. Its address is:

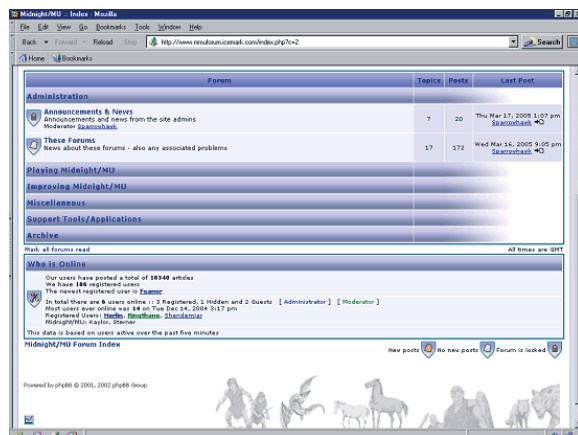
<http://www.mmuforum.icemark.com>

You will of course still have to login to the main game site to read invitations and respond etc, but this will save you lots of speculative logins. There is not a lot you can do in the main site other than play the game whereas the Forums abound with constant activity.

The ideal of course would be total integration of the game and forums. Just one login needed, just one password, one profile, one avatar, and free movement between the two. In time this will probably come but this is not a game you are paying to play and the game Administrators don't make their living from it. Hence cut them some slack writing code is a time-consuming process and there are many conflicting demands on the limited time they have available. Having separate Forums/Bulletin Boards from the main game is quite

common in online gaming and the M/MU Administrators are to be commended for integrating the game and Forum as much as they already have.

If you look back to the screenshot on the previous page you will see little shield graphics ringed in green. These are post indicators. When the emblem on the shield is white it means there have been no new posts in that Forum since (at least) your last visit. However an orange emblem, like the second one means there are new posts which you haven't read yet. To read them you would click on the Forum title which would then open up to list the sub-Forums it contains, as in this screenshot.

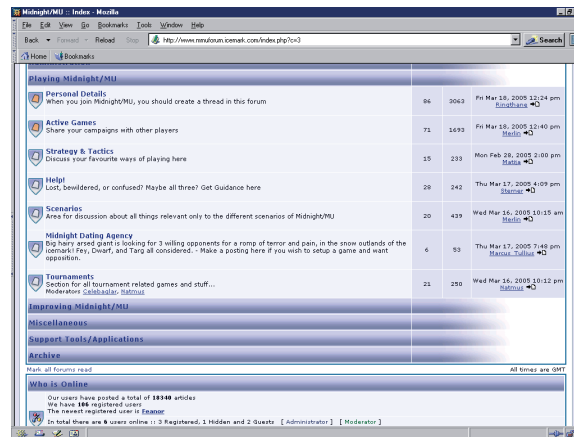


Here the Administration Forum has opened up to reveal two sub-Forums, entitled “Announcements & News” and “These Forums”. Announcements & News is the Forum used by the Game Administrators to make announcements to players and only they can make posts there. It is an example of a locked forum. Other Forums are open to players but this one is for their use only.

There are a couple of other things to notice in this screenshot. The same shield indicators for new posts are used that you met before. There is a column entitled “Last Post” which shows the date of the most recent post and who made it. While this is incidental information largely, as you get more used to the Forums and the names of the other users, you will probably find yourself taking more notice of it. For example if you see a post under Suggestions has been answered by Merlin then you will know that is an official response from the Game Administrators which may make you more interested to read it.

The other thing to note in this particular screenshot is the “Who Is Online” section at the bottom of the screen. This provides a list of the users, both those who are currently playing the game on the main site, and those who are logged onto the Forums. Once again familiarity with other users will help you here. If you know for example that it is Kaylor’s turn in the game you are playing with him, and you see he is logged onto M/MU then you might reasonably expect you won’t have to wait that long for your next turn. Equally if you make a post you are just *sure* Ringthane won’t be able to resist responding to, and you see he is currently reading the Forums then you will probably want to make sure you check that Forum in half an hour or so, to see if he has said anything.

A Forum you are likely to spend a lot of your time reading is the “Playing Midnight/MU” one which you will have already encountered several times. This is where the “Personal Details” and “Midnight Dating Agency” (sub-)Forums are located. As the title suggests this Forum is about gameplay, discussing current games, strategies etc. It is shown here fully opened up to reveal its many sub-Forums about which it is worth saying a few words on each.



Personal Details - The only posts found here are the personal threads in which users make introductions as well as pass on news,. They are also sometimes used for photographs of the user.

Active Games - Threads in this Forum use the title of game numbers and game descriptions eg “693 - Aggression Day”. The posts relate to day to day activity in that game. For example a player gloating over a recent victory over the characters of another player., or perhaps players making light-hearted threats against each other. This is where players joke and banter with each other and offer congratulations on good moves etc.

Strategy & Tactics - Used for discussion of different approaches and for people to suggest tactics they have found worked for them. If you want to know how to make the best use of a keep for example, this would be the first place to look.

Help! - As the name suggests if you have questions or need advice on a particular situation or with how to use or do something in the game then make a post here and expect a swift response.

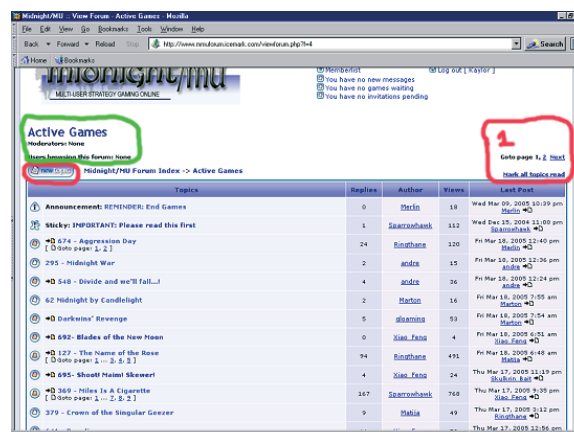
Scenarios - Questions or points relating to particular scenarios should be raised here.

Midnight Dating Agency - As we discussed before this is where you post requests to participate in new games, or make announcements of a new game you are starting and which needs players.

Tournaments - Sometimes special competitions are organised. Though you probably won’t want to put yourself forward as a new player, once you have a few games under your belt, you might well consider participating in tournaments. Things such as rules and results are posted in this Forum

Journals - Discussions of in-game journals

Clicking on a (sub-)Forum opens it up and shows all the topics under which people have made posts. Here for example is the opened out Active Games forum.



Most of what you can see here should be fairly familiar. One advantage of the Forums is that pretty much all the screens have a common look and feel so you should be able to adjust to them quite quickly. There are a few new elements on the screen though so its worth taking you through them. If you have used other gaming forums/bulletin boards the chances are you have seen similar before.

The part of the screen ringed in green shows information about the forum you are looking at. First there is the forum name, then a list of moderators. Some forums have moderators which are people who have special responsibility for the forum. They are asked by the Game's Administrators to keep an eye on that forum, to check that material posted there is suitable (ie no pornography/libelous statements etc) and on-theme (ie reflects what would be expected by the forum title). Moderators can delete, edit or move posts to other forums. Not all forums have moderators and as you can see this one doesn't. Also listed in this area are the names of any users who are currently also looking at this forum alongside you.

Just to the right of this area is a path statement which looks something like this and is used for navigating your way back through the forums.

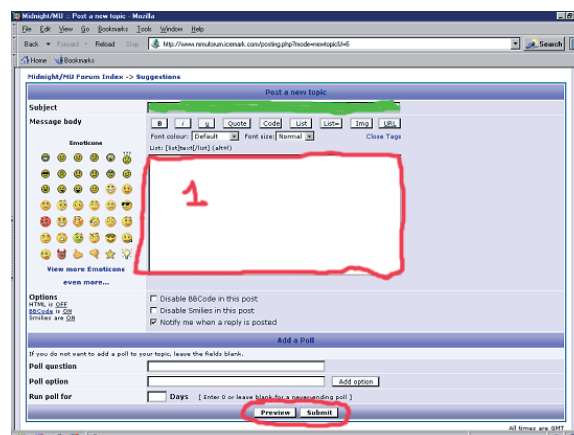
Midnight/MU Forum Index -> Active Games

Clicking on the Forum Index part of the path will close the list of posts and return you to the main Forum index. It is just a handy short cut that is available. Lots of these will be available while you use the forums. These mostly appear in Area 1 which holds commands that change according to context, but are invariably labor-saving.

For example you will see the "Go to Page" link. Sometimes forums will have so many posts that they will spread out over several pages (though those with new topics/replies will normally be near the top). If you know for instance that you read a post about a particular topic some months ago and you no longer see it listed, using this link will let you scroll back through past topics until it appears.

Another useful shortcut is "Mark all topics read". Sometimes you will look through a list of topics and find none are of interest to you. However you would still like to make use of the new posts indicator when subsequent topics are added. In this case you can click this link and it will mark all posts in that forum as read, ie changing the indicator back to white. Any further posts will change it back to orange. If you don't want to read those either you can repeat the procedure ad infinitum.

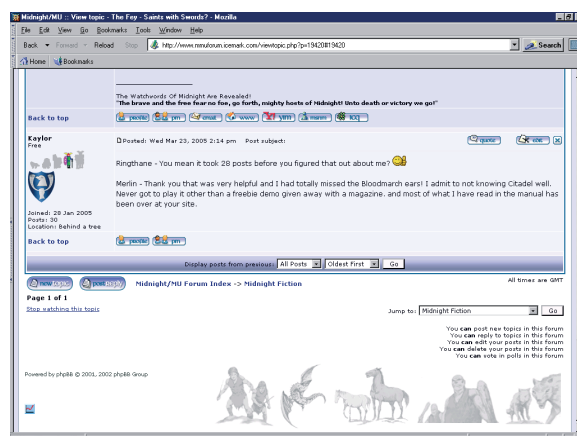
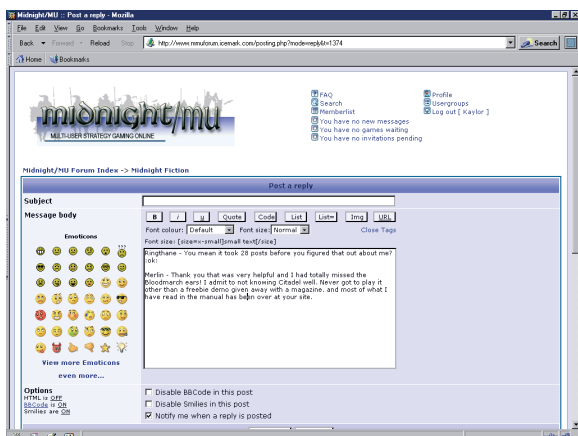
Because you are at the lowest level now you will see that a new command button has appeared which is ringed in red. This is "New Topic" which lets you start a new thread, making the first post. Clicking it brings up the screen below into which you will type the text for your new post.



The area colored in using green is where the subject of your post appears. Depending on the forum you are posting in that may or not have been decided for you. For example if you were posting in the Personal Details forum you would be using the name+timezone combination as your subject. In other forums you have much more freedom and can chose any phrase or title that you think suitable.

The actual text of your post is typed into Area 1. To the left and above this are various controls which can help you to make the post more visually appealing. You may be aware of so-called smileys (emoticons) which are used in email to express emotions, such as :) and ;-). The face graphics to the left serve the same purpose and if you click on one of them it will insert a piece of code into your text which will be replaced by the chosen graphic when you make the final post. Equally the buttons above the text area will let you use standard text formatting such as bold or italics. Select the piece of text you want to format and then click the appropriate button. Again the appropriate code will be inserted into the text. As you get more used to the forum editor you may want to use some of the other buttons such as that letting you mark text as a URL or quote something which somebody else wrote or even add a poll for users to vote on

An example of a new post is shown here which is a reply to a previous one. The first screen shows the editor and the second the finished post

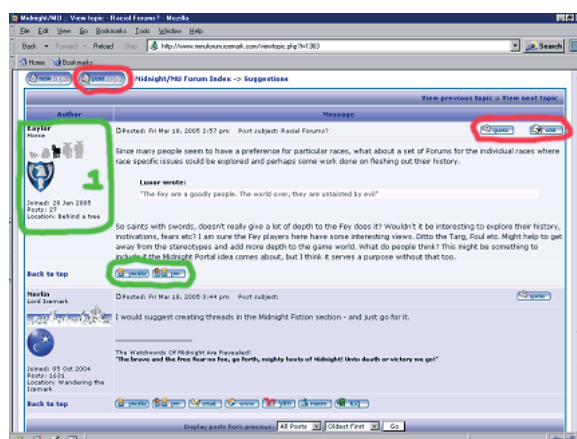


Once someone is happy with what they have said there are two buttons (ringed in red at the bottom of both screenshots) which are used.

The Preview button - which makes the text appear exactly as it will when finally published. This changes all the codes into the appropriate formatting/graphics. You can therefore check all the codes are in the right place and the text looks attractive. Sometimes at this stage you will decide it looks a little bland on the screen and go and insert a bit of bold etc. to bring out the key points a little more. Please note there is no limit to how many times you can preview and go back to editing a post.

The Submit Button - which could be renamed “Publish” as it adds your post to the live forums for everyone to see. You are then given the option of reading your post or returning to the main forums. That’s it your work is done. Now wait to see if anyone replies.

In this guide at various points screenshots of posts have been used though I’ve not looked at their different elements in detail. Here is an example of a post and a reply.



In this screenshot things which relate to the user who made the post are ringed in green and those which relate to the post itself are ringed in red.

You will see that underneath the name of the poster, is the word horse and an accompanying graphic. This will change depending on the number of posts you have made. Everyone starts as a Skulkrin moves onto a Horse then a Free and so on.. through most of the races, characters and creatures of the Midnight games. After you reach dragon, which requires many hundreds of posts, you will be eligible for your own individual graphic in this space which if you look at Merlin you will see has already happened for him.

Underneath this is another graphic of a shield, which is referred to as an “avatar”. This is a graphic used to represent a person. Most people chose to use the same shield graphic as they use in the game itself, however there is nothing that says you have to do this and an alternative set of graphics of faces are available. Using the shield graphic though does aid quick recognition and ensure that your avatar is unique to you rather than something selected from a standard list. This is why most people regard this as the best option.

At the bottom of each and every post appear a set of buttons which are ringed in green. The number of these depends on the poster’s configuration options and how much information they have provided in their profile. As you can see Kaylor has two buttons, the first of these (Profile) simply brings up the user’s profile for you to look at. The second “Pm” opens the editor to send the user a private message (like an internal e-mail). This is a very useful feature which is not discussed further simply because it uses the same editor as normal posts which has been considered in some detail on the previous page and there is nothing more that need be added.

Other buttons which may appear can be seen at the bottom of Merlin’s post. These enable you to visit the user’s website and communicate with them in various ways, such as email and instant message services such as Yahoo Messenger, ICQ etc.

You will notice that though you are reading a specific post the “New Topic” button which has been discussed before is still available and will enable you to start another topic in the same forum. In these circumstances though it is joined by a “Reply” . This button will open the editor as before however when you “Submit” this time the post will be added at the end of the existing thread, e.g. in this case after Merlin’s post. There are however times when you will want to refer directly to something someone said in their post. In these circumstances you will click the “Quote” button on that post rather than “Reply”. This will reproduce the post in the text box of the editor along with code to show it as a quotation. If you don’t want all the text then editor it down making sure what you want to appear is enclosed between [quote] and [/quote]. The effect of this code can be seen in Kaylor’s post where he uses a quotation from Luxor the Moonprince.

There is one other button visible on Kaylor’s post, which is not on Merlin’s, is the “Edit” button. This is only available if the person viewing the post is the *same person who made the post originally* (or a Moderator). It reopens the post in the editor for you to change. This is how you change a subject line for example to add the word [CLOSED] as was discussed earlier in the guide.

Campaign Manager

Many M/MU players use the Midnight/MU Campaign Manager (MUCM), a piece of software developed by Chris Wild specifically to help with the task of keeping track of multiple M/MU games. It can automatically download the position of all your characters on the map in all your games and you can even play M/MU directly through it. You can assign garrisons and place pieces on the map to illustrate where you believe enemy forces are:



There are multiple features to enable you to plan your campaign and decide how best to use the resources at your disposal. Campaign Manager can show you all the unrecruited lords on a map so you know who it is worth moving towards, for example. You can choose to see characters by shield (as above) or by race.

Campaign Manager does require the .Net code so won't run under older Windows systems like Windows98.

For more details see the main M/MU site Member's Area where you will find the MUCM Manual under the Library tab.

Shields

The screenshot below is taken from the original Lords of Midnight game running on an emulator. You can hardly miss the large red shield on the top right.



The use of shields was a simple but brilliant idea. It helped to give the characters individuality and so made them feel more “real” than the basic coding of that time truly allowed. Indeed while each shield was unique, it was generated from certain common elements, varying the color scheme, thus the memory overhead was minimised. Some of the original shields are shown below. Note the reoccurrence of certain components such as a moon, rain drop etc



When the sequel was written sadly the concept of shields was dropped. Why remains a mystery. Possibly with 128 characters no-one wanted to spend the time designing so many new shields. With so much crammed into the game perhaps memory was at a premium and it couldn't be spared for shields. Certainly when many years later the Citadel came out, shields were once again included.

In M/MU shields are very important. Not only does every character in every scenario have one, but most players use their shield as their avatar in the M/MU forums. One of the quickest ways to spot a newbie is by their shield (or frequently lack of). If you don't set a shield in the game itself then a large black shield-shaped space will be displayed instead which looks ugly.

The first thing to do therefore is fill that space, whilst at the same time thinking about what you want to be there permanently. If you go to the main M/MU site and click the Members tab you will see an option called “My Shield”. Select this, and the following screen will appear.



For now take the second option which has 12 default shields for you to choose from. Select the one that most appeals. Ok, thats done. Now for a permanent design.

A shield in M/MU is a very personal thing. So, think carefully about how you want it appear. What colors appeal to you? What designs do you want it to feature? If you want to read up on heraldry there are plenty of good books out there such as “*Discovering Heraldry*” by Jacqueline Fearn, but really, this isn’t necessary. The content of your shield does not have to confirm to standard heraldic standards or anyone’s tastes but your own. Above all it should reflect you. Take the following shield as an example.



The background is green as this is the player’s favorite color. There is no way that an ankh is a standard heraldic symbol historically, but it does reflect her strong interest in ancient Egypt. Each of the elements on the shield means something to the player who owns it, which makes it very effective as a representation of her.

Once you know roughly the type of thing that you have in mind as your shield, there are two ways to proceed:

- 1 Design it yourself using a graphics package like Photoshop
- 2 Ask someone else to create the shield for you

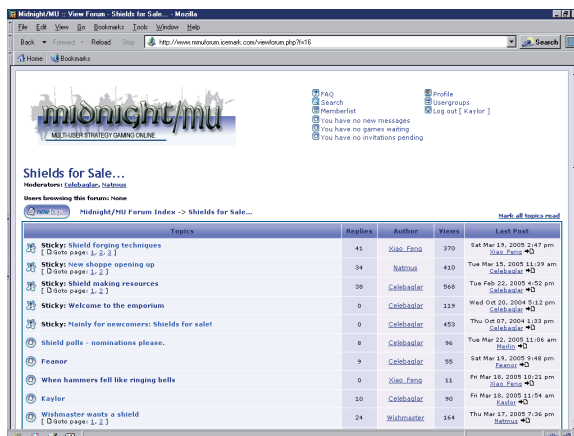
To take these individually:

Designing Your Own Shield

To do this you will require the appropriate artistic talent and a suitable graphics package. Since I don’t have the former or the latter there is minimal help which can be supplied here. However check out the Members Area of the M/MU site as you will find a very useful guide there to shield design. Moreover if you read the Shields for Sale forum on the M/MU Forums you will also find lots more helpful advice provided by other designers. Armed with this you should have no trouble at all.

Having Somebody Design Your Shield

.Difficult as it may seem to believe there are actually quite a few people who get a real kick out of putting their design talents to the test and will be very willing to create your shield for you .. and its free! All you have to do is ask in the appropriate place. Said place is the Shields for Sale forum which you will find on the M/MU Forums.



Simply make a short post here saying that you want a shield. There are some Sticky notes here that you should read first. These will advise you on what to say and how to format the request. A quick summary is

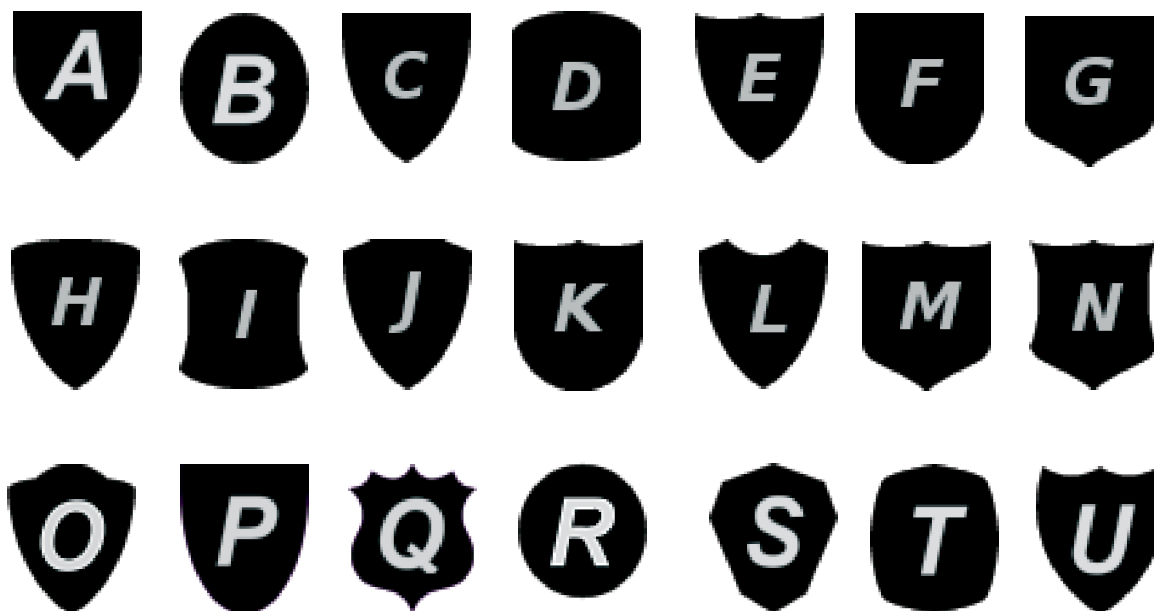
Make a post in this forum using your account name as the subject like (eg Kaylor)

State the shape of the shield you want (see below)

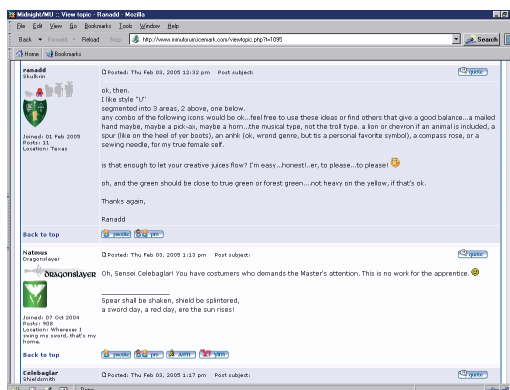
State any color preferences (eg green or blue, or green and blue etc)

Explain any emblems that you want the shield to have on it

Shield shapes are referred to using letters. There is a Sticky Note that explains this however for quick reference the current shapes are:



There is an example here of a post requesting a shield to give you an idea of what is required:



You can compare the final shield, shown on the left, with what the player requested. It is worth saying that try to be flexible and realistic. Asking for 20 different things to be incorporated on the shield is likely to mean that you are disappointed. Even if by some miracle the designer manages to squeeze them all on, at the size shields are reproduced you probably won't be able to see them anyway.

Once you have made the post its just a case of sitting back and waiting. Within a couple of days you will almost certainly have a a response. If you are lucky several different designers may offer you alternatives to choose from. Sometimes you may want to comment on the designs, perhaps ask for something to be moved, or slightly increased etc. Then, when you are finally happy with it, it is just a matter of setting it for permanent use.

There are two places where your shield can be used, firstly in the game, and secondly on the forums as an avatar (see the Forum's section of this guide for more on avatars). You will need to upload these individually as you are given the option of using a different forum avatar to the graphic you use for the game itself, though most people do choose to use the same. Uploading is a quick and painless process.

Uploading Your Shield For the Game

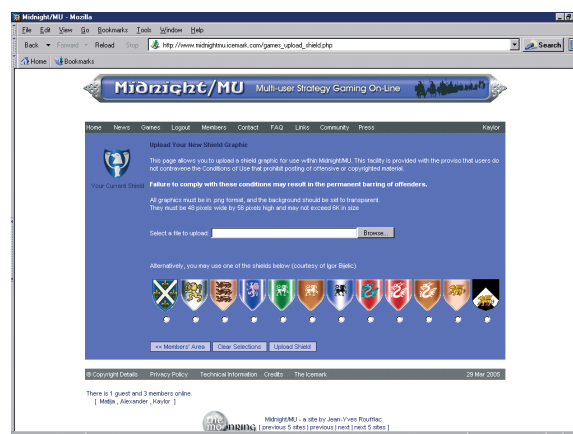
To do this you need to login to the main M/MU site and go to the Members Area. There you will find the My Shield option which you used before to set a temporary shield. Select the option again but this time you will use the first choice, to upload your own shield graphic.



Simply click on the Browse button which is ringed in red in the screenshot above. This should make a small pop-up window appear giving you access to your hard disk from which you can select the graphic file you wish to upload. For this to work you will require a relatively recent browser, as older browsers do not support the browse/upload functions. When you click the file name, the path to it will be displayed in the “Select a File to Upload” box as in the screenshot below:



All you have to do now is press the “Upload Shield” button (ringed in red above) which will confirm your choice. The shield graphic displayed on the left of the screen will then change to your new shield. See how the graphic ringed in green in the first screenshot above changes to the newer shield displayed in the screenshot below.

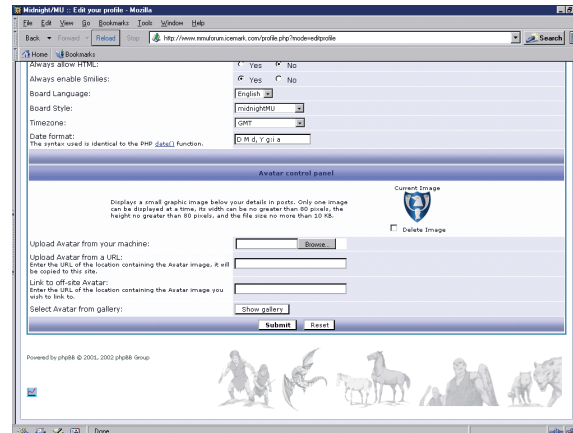


Your new shield graphic is now in use in the game and will be visible to anyone who looks at your profile.

Note: There is various technical information about the nature of the graphic file required for the shield displayed on the upload page. Make sure you read it through carefully and that the file you are uploading complies otherwise this process will not work.

Uploading A Forum Avatar Graphic

This is a very similar process and equally simple. Go to the M/MU Forums and click on the Profile link which you will find at the top of every page. Once there scroll down to the bottom of the screen where you will find the Avatar Control Panel as shown below

A screenshot of a web browser window displaying the 'Avatar control panel' for a user profile. The browser's address bar shows the URL 'http://www.mutualism.com/profile.php?username=profile'. The page has a blue header and a light blue background. At the top, there are settings for 'Always show HTML' (Yes/No), 'Always enable Smiles' (Yes/No), 'Board Language' (English), 'Board Style' (midnight), 'Timezone' (GMT), and 'Date format' (D M S, Y G L S). Below these is the 'Avatar control panel' section. It contains a 'Current Image' preview showing a blue shield with a white cross. To the left of the preview, text states: 'Display a small graphic image below your details in posts. Only one image can be displayed at a time, its width can be no greater than 80 pixels, the height no greater than 80 pixels, and the file size no more than 20 KB.' Below this, there are three options for uploading an avatar: 'Upload Avatar from your machine:' with a 'Browse' button; 'Upload Avatar from a URL:' with a text box and a note that the URL will be copied to the site; and 'Link to off-site Avatar:' with a text box and a note that the URL will be linked to. At the bottom of the panel are 'Show gallery', 'Submit', and 'Reset' buttons. The footer of the page says 'Powered by phyllis © 2001, 2002 phyllis Group' and features a row of small, stylized animal icons.

Clicking the browse button will respond exactly the same way as it does in the main game upload, opening another small window with a directory of your hard disk to enable you to choose the graphic file you need. There are however some additional options. You do not need to store the graphic locally. Quite often if someone else has designed the shield graphic for you they may provide you with a web address for the graphic. In this case copy and paste the web address into the second box and then click the submit button to confirm.

Looking After Yourself: Courage, Strength and Health

Having recruited yourself some characters it is all too easy to rush them all over the map in an effort to conquer your enemies, or to bring more characters to your banner, and to pay no attention to their wellbeing. This is one of the biggest mistakes new comers to the game make, curiously particularly those used to the original games as the penalties in M/MU are much more severe.

There are two bars which every player needs to keep a constant eye upon, Courage and Strength. These have the following values:

Courage:

Terrified	Very Scared	Scared	Somewhat Scared	Unsure	Somewhat Courageous	Courageous	Very Courageous	Utterly Courageous
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Strength:

Utterly Exhausted	Nearing Exhaustion	Extremely Tired	Very Tired	Tired	Somewhat Tired	Somewhat Invigorated	Invigorated	Very Invigorated	Highly Invigorated	Extremely Invigorated	Utterly Invigorated
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Courage can be thought of as mental health and strength as physical health. If a character is totally petrified they will be unable to perform normally particularly in combat and so you will suffer higher casualties as a result. Equally there are benefits for keeping courage high. The more courageous a character is who seeks at a Tower for information, the more likely to be useful is the response they receive. Every character starts with an individual courage rating but this can be increased by finding fairies or success in battle.

Strength is lost through many actions but primarily by movement and battle. Exhausted characters are unable to move and their performance in battle is dire as someone discovered the day they threw an utterly exhausted dragon into my citadel. Characters normally start at full strength and this can be restored in various ways including eating supplies and drinking at lakes .

If you want your characters to perform at their best when sent to battle, make sure you have taken care of their courage and strength ratings first. That may mean the most direct route to a battle is not always the best. Perhaps you will want to avoid strength-sapping hills/mountains and for all but the shortest jaunts you will want to take along a caravan of supplies. You may also want to divert into the forests to see if you can pick up a fairy or two along the way. If you don't pay attention to the needs of your armies then you have only yourself to blame when you are bested in combat.

Though generally other than being weary characters in M/MU are in good health, when large numbers of people gather together there is a high risk of sickness spreading. Any time you have more than 10,000 troops (of any combination but not counting recruited lords) gathered together in one place there is a 90% chance of such a disease outbreak. These people must be under your command or that of an ally, enemy troops do not spread disease (presumably they don't live long enough!) . Whatever the disease is, it seems to be quite virulent, as a percentage of your troops will be killed off in a single night, though short-lived as if the number has fallen below the magic total above it will no longer bother you. The only way to avoid disease is not to bring all your armies together in the same place. You can of course always decide to take the risk, but if it leads to your ultimate defeat the fault will be yours once more.

Your New Best Friend - The Dragon



Let's face it, he has no diplomatic skills, cannot have an army and, tends to turn his nose up at grain preferring to snack instead on peasant, so you can understand why many beginning players overlook the dragon.

This is particularly the case of those who played the original LOM since there dragons were either an inconvenience that killed you when you walked into them, or in the case of Farflame, was a quick way to dispose of that pesky ice crown.

However in M/MU dragons are a precious resource and in many cases play a pivotal role in determining the eventual winner of the game.

There is absolutely nobody in the game who is so perfectly designed for scouting as a dragon. You have been using a skulkrin? Well, true they can move quickly through forests, but otherwise they are pretty slow whereas a dragon can fly over any terrain with ease and with great speed. You want to know what is on the other side of those impassable mountains? .. send the dragon flying over them to see. Your skulkrin would have to go around, whereas your friendly neighbourhood dragon can go straight over.

Every time most scouts get near an enemy they are putting themselves in danger. Either they dare only go close enough to be able to see the position of the opposing forces, or they sneak right up close and get exact numbers and then risk being caught trying to escape. Your dragon though is in a class of its own ... it sweeps majestically up to the foe ... close enough to be able to count every soldier in the army ... and then, without them even being aware it was ever there, off it flies into the sunset, landing at a safe distance. Only a dragon can travel so far in a single day. Remember that and you will always be one step ahead of your opponent.

Lets just say the unthinkable happens and your spy is caught, with a skulkrin that's it, you can pretty much guarantee there will be a new shade haunting the ground, however a dragon can hold its own in battle, with a bit of luck you might well survive the night and be able to get away. Even if you don't it will probably do some damage to your enemy's forces. dragons can fight .. take note .. more than one game has been won because a dragon was called in as reinforcement at the last moment and just tipped the balance of the battle. Sometimes even if it is lost the dragon can have done sufficient damage to be a worthwhile sacrifice. In one game of mine I remember throwing a dragon at a player-lord to delay them. The first night the dragon took out 50 men or so.. Giving me time to bring up a Targ to join them. At that time both of us players had roughly the same number of troops overall but I was in the position that I knew I could get more nearby whereas there was nowhere for the other player to go as their race had no citadels anywhere around there. The second night the lord and the dragon did enough damage that the player-lord turned and fled but I was able to send the dragon after them and keep battle going.. Meanwhile all my other forces were advancing on the area. The player was trapped in the area thanks to their inability to escape the the dragon.

Just because dragons make good spies don't forget about using them to do the opposite also, ie to catch spies. They can fly around an area looking for scouts sent by the opposition. If they find one then they may well be able to take out someone without an army like a Skulkrin or a Wise. If you regularly sweep the area around your main army then you can ensure the enemy have no details about the size of your forces and their exact location. You may well be able to use the element of surprise to your advantage.

As dragons cannot recruit, inexperienced players can make the mistake of thinking they have no part to play in the recruitment cycle. Firstly you can send them out as scouts to check on who has been recruited. In this way you can avoid accidentally bumping into enemy recruiters and so an early battle bringing your game to a premature end. Secondly whilst your dragon cannot recruit *it can stop others doing so*. If your opponent is

recruiting using a lord with no, or a small army, then fly the dragon over to the non-aligned character and sit them down with them. Hey presto .. your enemy can no longer enter that location without battle. I remember a game of Sun's End where all I had up north was a single Skulkrin and I was sending to the north-west to recruit Serendipitus. I never saw the wretched dragon fly over my head and land next to him. By the time my Skulkrin reached him that damned dragon was nurse-maiding him while my opponent sent her player lord northwards to do the recruiting. In the end I did get him but it cost me in excess of 1000 men and about four more battles than I was planning. All because of one wretched dragon who was well-used by my opponent.

There are probably strategies for using dragons I haven't dreamed of, the trick always in M/MU is creativity. Don't have your dragon just sitting there, send it out, make it useful. The risks with a dragon are smaller than any other single character and the benefits are definitely higher. Learn to think of your dragon as a friend who can be called upon when the need arises. In desperate need of a fairy to reverse the cowardice of one of your lords? Send out your good friend the dragon to fly over all the forests in search of one. You can then dispatch the coward out to retrieve it. Want to check the area is spy free before sending out this lord? Use your dragon again.

Keep the dragon busy and you will soon learn what a wonderful resource it can be. Soon you will find yourself being willing to go out of your way to pick up one of these winged wonders.



M/MU Jargon/Slang - Glossary

In any job or social grouping you can expect to discover unique specialist terms. These develop in response to the need to communicate technical information, often in a light-hearted way, but if one is not careful they have the potential to exclude. Newcomers struggle to understand and feel alienated.

M/MU has its own vocabulary most of which has developed in the forums. Unlike much specialist terminology this is not overly technical and can easily be overlooked by a new arrival. Indeed I stumbled on its existence by accident reading through journals. Hence the placement of this section just before a complete journal is not accidental. When you read through The Quill journal shortly, be on the look out for some of these slang terms including “bird” and “Amy”.

Glossary

Alarm Clock - Cup of Dreams

Amy - Amelista Windracer, Targ lord in LOM scenario

Asteroid - A lone Player-King (plus any personal army they have) surrounded and attacked by multiple Foul lords.

Bat- Rather demeaning term for dragon though given how little damage they do compared to the mighty Far-flame in the original game it may have some justification.

Bird - see bat

Blockers - Unarmed lords or specials that are used to hinder enemy movement or recruitment at grave, often suicidal, personal risk. In the recruitment phase of the game often dragons that squat with some neutral lord to delay his recruitment for at least one turn and a fight in the meantime.

Bloody Hand of Battle Page - The game introduction screen

Doomland - see Doom Square

D & G - see Doom & Gloom

Doom & Gloom - The area between the Citadels of Vorgath and the Citadel of Gloom

Doom Square - The area in between the citadels of Kor, Vorgath and Garg, with Ushgarak at its centre and surrounded by mountains. In the original game this was a particularly difficult region to conquer.

Doomy - Doomdark

Fan - Spreading out lords, with or without armies, either to block pursuit of a special lord/force/king, or as a display of strength

Fish Mine - Said to be main food industry in Midnight, once located south of Xajorkith and north of the mountains of Death

G1 - see Geezer One

G2 - see Geezer Two

Geezer(s) - The Wise

Geezer One - Rorthron the Wise who features in the LOM and DDR scenarios

Geezer Two - Lorgrim the Wise who is found in the LOM scenario

Goonland - see Doom Square

Goon Legion - the entire Foul horde

Gut Juice - Blood of Courage

Kingmaking - Strategy of a player deliberately avoiding battle in order to give time for other the other players to attack each other, with the intention of picking off the survivor.

Lex & Mork - see Lex & Son

Lex & Son - Luxor and Morkin

Kathy - Kathryn the Exile, Fey lord found in the LOM scenario

Mad Max - Martolax the Mad, dragon lord in LOM scenario

Maw (The) - The keep in the LOM scenario now known as the Key of Valethor. At the time it was unnamed

Max - see Mad Max

Marty - see Mad Max

Muhaha - ul-Artath the Watchful, Foul lord in LOM scenario

Ringy - Ringthane, legendary if not infamous player

Game 311: The Quill - A Complete Journal

As was said earlier reading a journal can be an excellent way to gain a deeper understanding of M/MU and into strategies to apply. This particular game has one of the most complete and insightful records available. Because it was a Lords of Midnight “citadel grab” game it was quite lengthy and therefore there was plenty of time for the players to write about their plans and the problems they faced. The journal is therefore reproduced for everyone’s enjoyment and hopefully enlightenment.

Game Settings

Scenario: Lords of Midnight

Objective: Capture 10 Citadels

Lord’s Hours when Recruited: Same as Recruiter

Lords Can Disband Armies: No

Impassable Mountains: Yes

These are fairly standard options though the non-disbanding of armies adds a slight complication however these are all very experienced players who are unlikely to be phased by this.

The Players



Matija

Male Free



Natmus

Male Fey



Merlin

Male Free



Stormkhan

Male Foul



DAY 1



Crap place to start, Plains of Ithril, just north of the Keep of Droon (12 x 63). Went south to the keep, dumped all my 1155 warriors inside, and rode for Ithorn with my 510 riders. Arrived at the citadel at night fall.



Ok, day one of the Quill... a tutorial type game with Matija, Natmus, and Stormkhan. Which means I must remember to write my journal on pain of death... it also reminds me that I should finish my Gilsoft article about 'the Quill' this week!!!

On to the game;

Started (18 x 15) in Plains of the Lost, just on the southern tip of the Forest of Lothoril - part Deux! The choices at this moment are northwest to Gloom, southwest to Lothoril or west to Vorgath. Gloom is pointless going to pick him up takes me into the corner of the map and will seriously impede recruitment phase. Lothoril has some merit as I can then chain to Amelista and Spider, however this still sends me down the west of the map, and to be honest not good for recruitment or empire building. So really, the only choice is Vorgath. The reason for this is that it sets off the doom chain. I can pick up Vorgath and then double back for Lothoril. Vorgath will carry on west to Ushgarak and get Doomdark himself, which also presents Kor, Grarg, and if I'm lucky Morgallis.

I sit outside Vorgath's Citadel at night, will pick him up in the morning. I could have seeked at Weird Henge which I passed through and I would hopefully have picked up a Cup of Dreams and started a new day making it possible for me to reach Vorgath on day one, but I may also have wasted two hours. It's a hard decision to make at this stage of the game. The main reason for not taking the gamble was actually because I reached the henge on my first move, which means any refreshment would not have allowed me to recruit Vorgath even if I was at his citadel.



I have started in the Plains of Trorn. This is in the southeast corner of the map, which is a mixed blessing for me: it is good for recruitment, but has no Foul, and since I am playing as a Foul I will have to be careful. This game is also a citadel game, and there are five in the southeast, although I might not be able to get them all if some of the others move fast.

It looks like Dawn is my nearest recruit, so I head for his citadel, ending my turn just outside.

DAY 2



This adventure starts on the downs of Mitharg (43 x 22), northwest of Lake Mitharg. A position that can bring both victory and disaster. It is very centrally placed, so that it enables quick expansion in all directions. However, expanding in any direction will be at the cost of its opposite, and, this being a 4 player game, inevitable loss of the lords there. Also, I'm playing the last, the only one that started on day 2, and all my opponents have already moved their kings.

There are 3 choices for the first goal: Keep of Blood, Citadel of Shimeril and Tower of the Moon. One of those not chosen must then become the second target for the king, while the recruited lord continues in the initial direction. The third will be neglected and that part of the land will probably be exploited by an adversary.

My choice is the Keep of Blood. It gives the best chance to rescue the situation by doubling back if an enemy appears from the direction of Gorgrath or Shimeril. It is, however, almost certain that I'm losing the Citadel of the Moon this way, and if my opponent there is really quick, he can do me irreparable harm in the southwest.

For the Blood then, with the stop at the keep (41 x 23) to get rid of the warriors, so that the progress will be quicker with a rider only army..

730 warriors remaining at the keep will give it the power of vision and also generate some stores that might come handy later on.

Less than 4 hours remain, so we will be camping at the Keep of Blood tonight, but Lord Blood will remain neutral, to be recruited at the break of dawn on day 3.



Ithorn recruited. Natmus moves to Whispers, arrive at night. Ithorn moves west towards Dreams.



I reach Vorgath on day 2 and recruit the Lord himself. He's *very scared* which makes him as good as useless! I will either need to find a fairy to boost his courage or do a lot of seeking to find some Blood of Courages.

Vorgath has 1000 warriors and 1000 riders. I transfer his warriors to the citadel and pick up its 655 riders. This will allow me to a) have a one unit army and b) keep speed without warriors slowing my riders down.

I'm now going to send Merlin on to Ushgarak, mainly because it should keep him protected inside the "Doom complex". Vorgath is going to pop west to Lothoril.



Recruited Lord Dawn, my first vassal.

I need to get both lords to have riders only, so that they can move at full-speed. It's easy enough for Dawn, he can take the riders and leave the warriors at his citadel, but Stormkhan is not Free, so needs to find an empty keep to leave his warriors in, with disbanding not permitted.

My general plan is to expand as fast as I can north and west and send the new recruits back southeast to pick up the characters I am missing. As such, I use the keep west of Dawn to drop my king's warriors and send him on for Morning. Dawn sets out north for the citadels of Marakith and Kumar. Hopefully I can establish a perimeter before anyone else gets there.

DAY 3



Recruited Blood, he is *utterly courageous*, as is fitting. 6 hours of the day remain. Blood is on the way to Gorgrath with his 1200 riders, while The King took 140 from the keep to accompany him to Shimeril. 265 warriors remain guarding the keep and observing the plains of Blood.

Blood is camping before the gates of the citadel of Gorgrath, looking north at Lord Gorgrath who remains non-aligned.

The King will spend the night on the plains of Iserath (47 x 21) with the Citadel of Shimeril already in sight.

The choice will have to be made tomorrow, whether Blood or King will travel to the forest of Shadows and start recruitment in the southwest. Enemy might already be sighted that would swing the decision either way.



Natmus recruit Whispers, and continues south. Whispers goes southwest for Herath, Ithorn continues west for Dreams.



Merlin reaches Ushgarak on day 3, but can't recruit Doomdark. Only 1 hour left. So we need to rest and get him in the morning. Doomdark is *utterly courageous*, which is nice.

Vorgath seeked at a lith hoping to get a Cup of Dreams, which would have almost got me to Lothoril, but he got Blood of Courage instead. Which in the long term will help, he's *unsure* now!

Now I wonder where everyone else started. Anyone deep south is of no interest to me, I cannot get to the lords down there and they cannot get to mine. However if anyone started mid map the line running east-west through Blood, Marakith, and Kumar will now be encroaching on my lords.

I suspect Gorgrath has gone by now, which puts Valethor and Korkith in jeopardy. I should get Kor and at a push Plainsman.

Ithorn has possibly gone, which potentially loses Dreams, Karya, and ul-Artath.

I think we are possibly looking at 15 lords maximum, and more likely about 10.



Stormkhan recruits Morning and turns back to start picking up the strays. Morning will continue southwest to get Evasta, one of the important dwarven characters (and also the owner of a citadel).

Dawn should reach Marakith next turn.

DAY 4



King recruited an *unsure* Shimeril and took 250 riders from the citadel's garrison. Shimeril transferred all his 1000 warriors to citadel.

Blood recruited *somewhat courageous* Gorgrath, who, leading 1470 riders, heads immediately for Valethor, arriving to the lith in the domain of Valethor with only 0.5 hour of the day left, well worth the risk of seeking at the lith. It's a win-win situation. Gorgrath will recruit Valethor next day one way or the other, but with the Cup of Dawn, he might even do it tonight. The only threat are Thorns of Despair, but Gorgrath is already a woo-sie.

And yes! Cup of Dreams (Dawn)! Gorgrath is now able to recruit Valethor the *scared*. 2 hours of the day remain. Gorgrath continues north towards Korkith. He has time to consume 1 store, before he continues his way to the camp on the downs of Gorgrath (27 x 18). All seems peaceful at the Citadel of Korkith, no enemy in sight yet.

Shimeril now departs for Kur-Aruth, taking 800 riders with him. One hour of the day is left, and since Evasta could in any case be recruited only 3 days from now, he takes a risk at the lith ...

Ah, this is my lucky day. Shimeril finds Cup of Dawn. This is the piece of the mosaic I've been waiting for, to decide my future actions. Shimeril will now go for Mitharg, while The King races for the Tower of the Moon and Blood makes haste for the Green Keep.

Gah, Mitharg is *very scared*, so Shimeril takes all his 650 riders and makes his camp for the night on the plains of Rorath (48 x 33).

Mitharg leaves all his 800 warriors at his keep, and proceeds alone, finishing his day at the lith of Ishmalay.

The king spends the night at the keep in the domain of Blood (41 x 26).

Notice that no one went for Thrall, I have no lord to spare, and Thrall alone is just not worth it, while his chances to reach Marakith on time, especially in a 4 player game are too slim to be taken.

Blood consumes 1 store at Gorgrath, and rides east on the plains of Valethor, making camp at 30 x 29.

Valethor now takes all but 50 warriors from the keep, so that 19 stores remaining are not lost, and joins Gorgrath (until Shimeril discovered Cup of Dreams, I was almost decided to send Blood for Shadows, and in that case Valethor with his riders would go on a forlorn hope for Rachel; so only on the morrow shall Valethor transfer his riders to Gorgrath now.)

Finally, caravans were created at both citadels, to be ready when needed. In fact, the one at Gorgrath can start tomorrow to pick the stores at the keep of Valethor.

This has been a long and eventful day. May all the others be as lucky! I now control 6 lords, and another 3 (Brith, Ishmalay, and Gard) a near certainty. Not yet nearly enough, but a lot of potential. The thought that this is a 4 player game, where all hopes can be shattered in one day, dampens my enthusiasm. There are long 4-5 days ahead before it will finally be clear how well I actually did.



Kumar recruited by Natmus. Dreams recruited by Ithorn. Whispers reach Herath. Natmus goes southeast for Utarg and Dregrim. Dreams moves north for Morgallis and Garg. Kumar southwest for Athoril.

Citadels of Ithorn, Kumar and Dreams create caravans.



Recruited Doomdark on day 4. He has 1500 riders so I take the 600 that are in Ushgarak and send him south to Kor. Merlin heads east to Garg - again the main reason for this is to keep Merlin protected. I always suspect surprises just south of Kor!

Doomdark reaches Kor but unable to recruit him as its night. However, I can see that the Plainsman is probably intact at his keep.

I create a caravan at Ushgarak.

Merlin consumes stores and heads east.

Vorgath reaches Lothoril and recruits him. However Lothoril is *scared* and thus another bad Lord. He needs some courage training. However for now I drop his warriors, pick up some riders and head southwest for Spider.



No sign of anyone else, yet. Good.

Dawn has recruited Marakith (my second citadel), and Morning is just north of Evasta. Dawn headed on east towards Kumar, while Marakith went north for Herath. I would have liked to send one of them into the forest for Thrall, but it will have to wait until I have secured my northern border, I think.

My King is back at the Citadel of Dawn and about to head southeast for Trorn, Tujarg and the others. Hopefully the pace will pick up now that my numbers are increasing.

I can see Shimeril being a major point of contention for me, but I don't have anyone I can sensibly send in that direction yet.

DAY 5



Gorgrath must now discover, if Korkith is still neutral. Yes! He is, and Gorgrath recruits him, with 0.5 hour left of the day. Nothing yet can be seen on the plains of Kor. It is now a question, shall all the Foul lords wait at the citadel, preying on the possible recruiters, or use the last fading hour of the day to move towards new destinations. I'm choosing the later, let's not be too clever. Gorgrath goes northwest and Korkith (*very scared*) to northeast.

Valethor camps on the downs of Gorgrath (22 x 21) and will try to recruit Korinel on the morrow.

Rachel, also, is still non-aligned, but recruitment must wait, only 0.5 hour of the day remains to Blood. and he will spend it at Green Keep, maybe attracting an enemy that could better spend his moves otherwise.

King speeds west, taking 0.5 hour to consume a store at the keep where he left his warriors, then continues to just north of the Lith of Moon.

Damn. An army is approaching Kur-Aruth. Morning, probably. The citadel is lost, and Evasta. That is a heavy blow, because Thimrath and Rorath are also lost. If it is indeed Morning with riders only, he can recruit Evasta and reach Rorath at the nightfall on the following day. On the other hand, only one tiny mistake on his part could bring Rorath to me. Hmm, should I risk Shimeril and his riders on the odd chance of the opponent's mistake? Yes. No one is perfect, and if I lose the southwest, I'll need every lord I can possibly get.

Mitharg recruits Brith (*utterly courageous* this time, fortunately), consumes 2 stores and continues south to spend the night on the Downs of Brith. He will recruit Ishmalay, then take the southern route to Gard and recruit him.

Brith must be available to go help the king, should he encounter any troubles in the forest of Shadows. But for now, he will take the riders and head back towards Citadel of Shimeril, to see if maybe Thrall could still be recruited to our cause. He camps on the Plains of Brith (49 x 24).

The caravan from Gorgrath is moving towards the Keep of Valethor, and I created another caravan at Korkith.

Tomorrow, in a sense, might already be the decisive day for this game.



Dreams bypass Morgallis, as he reach him with insufficient time to recruit him, but can get 2 extra moves towards Garg. Ithorn, in the same dilemma, decides to wait at Ul-Ar-tath.

Kumar almost makes it to Athoril. Natmus recruit Utarg and continues south. Whispers recruits Herath. There's an active army down near Marakith, what to do? Nothing, really.

Herath picks up his army and moves southeast towards Kumar together with Whispers. Utarg decides to make an attempt for Trorn or something that way.



Kor recruited and Doomdark heads down to the Keep of Plains to pickup Plainsman. Gets there but not enough time to recruit him. I decide to push on and bring Kor down to do the recruiting. This allows Doomdark an extra 1.5 hrs travel towards Korkith which may be vital!

Merlin gets to Garg but can't recruit him, however, there is an army to the east! Damn! This rules out probably all of the northeastern lords thus reducing my possible total lord count.

Lothoril gets to Spider but is held up again! This is becoming a reoccurring problem. Vor-gath heads towards Amelista. It looks like she's still home, unless it's a trap waiting for me. That should mean Amy and Gloom are mine which puts my final lord count at about 12.

I have a problem with Merlin. I want to press forward to see who is heading toward Garg - or running away, anyway, I can only move one location. I haven't been able to recruit Garg so leaving the citadel leaves him open to be recruited. If I move forward the lord coming up might assume that I would have recruited Garg and therefore flee or attack me. If this happens I can turn back and recruit Garg, however I could just be leaving him open for the steal!!!!

I gamble and move! The lord is Dreams who is loyal to Natmus. That gives Natmus the northeast. Here's hoping that my bluff works! if it doesn't Dreams will move round me and recruit Garg and they will have cut me off from "Doom Square" and safety - that would be game over!

I also gamble with Lothoril, I leave Spider and head south to Ogrim.



There is another army in Rorath, near Morning. I didn't want to lose the time to check who it was, so Morning picked up Evasta and headed on towards Rorath. Evasta will hop over the mountains for Thimrath. Hopefully I can beat this interloper to both, and make sure I tidy up the rest of the southeast. My guess, from the forums, is that it is Matija.

Herath has been nabbed by Natmus. I don't like this at all. I'm not sure I am going to get Kumar, and that could lead to missing out on all sorts of other people down the eastern edge, notably Utarg and Zerin.

If my conjectures are right then Merlin must be in the northwest, which is pretty good for citadels.

I think I'll get Dawn to recruit Zerin and hopefully Utarg as he goes, rather than trying to dash for Kumar. It's just too risky. Not quite enough time to recruit Zerin this turn, though, since I messed up the movement a bit. Could be costly.

DAY 6



Blood recruited Rachel (*unsure*) to our cause.

Valethor recruits Korinel (*courageous*), and they both spend the night in the forest west of the village.

Shimeril, starting his day on the plains of Rorath (54 x 30), makes his way towards southwest, on the lookout for the enemy. From what was said on the forum, it is probable that those troops belong to Stormkhan. If that guess is right, he will have a hard time of it, being a Foul king with only the troops he started with, since there are no Foul in the southeast.

Shimeril now stands by the Lith of Thimrath, and the enemy, as expected, can be perceived emerging from the forest of Thimrath. Less than 2 hours of the day remain, and Shimeril must try his luck at the lith again, or Rorath will most probably be lost. Unfortunately, he only discovers the Blood of Courage. Night falls, the destroyer of hope.

The King arrives at the Tower of the Moon, both lords are still there, but not time enough to recruit them.

Mitharg arrives at the Keep of Ishmalay with the falling of the night.

Brith continues his journey towards Thrall and stops on the plains of Iserath (46 x 30). Korkith, finally, sees armies advancing on the plains of Kor. The Plainsman, no doubt, is taken. He turns around., leaving a small garrison at the keep in the domain of Kor, to slow down the enemy, or, even better, letting him know that further advancement is useless and making him turn around.

I don't want to make battle with all those scared lords. It might even become necessary to evacuate Korkith.

Rachel, alone and invisible, makes her way towards the Hand, and finishes her day just east of his keep. Hand is *very courageous*, it would be nice to have him.

Gorgrath finds the plains of Glorim bare, as he makes his way towards the ruin of Ogrim., camping at 20 x 11. Nothing can yet be discerned about the state of the utter west.

The caravan gets stores from the Keep of Valethor and heads back to Gorgrath.

It seems futile for Blood to go after Ul-Artath. My opponents can't be that inept. Or can they? Nah, better wait at the Green Keep, if someone comes recruiting Rachel, and give him a nasty surprise.

I now have 10 lords. If, by some miracle, southwest is still intact, I can have 13 more, all I could have wished. If not, even another 5 might be a problem, and then I'm doomed.



Natmus moves south through Forest of Dregrim. He reaches Dregrim who is still not yet recruited, but no time to recruit him. Fingers crossed.

Dreams near Grarg run into Merlin. Curious, he is outside the citadel, but is Grarg inside neutral or not? Dreams moves west to investigate. Aha, he is non-aligned! Nice bluff, Merlin, but I'm calling it.

Grarg recruited, and Grarg and Dreams use their riders to attack Merlin.

Ul-Artath recruited by Ithorn. Now those two has to hurry north to clean up the quadrant before Merlin finds some neutral lord. Nah, just Ul-Artath, Ithorn can check out Rachel.

Herath and Whispers near Kumar, their new home. Utarg, moving south, spies something down further south. Athoril went northwest for Zerin, but there's another army there already. Backing off for Citadel of Kumar.



Arse! Dreams never took the bait, he side stepped me, recruited Grarg and they both attacked. I think that is game over for me, I cannot retreat to "Doom Square" because I cannot pass through the mountains or the Citadel. So the only escape is south! I doubt I can outrun them as they will hound me all the way! Lets see!

I pushed Lothoril down to Ogrim, but can't recruit him due to not enough hours. This has messed my recruitment up! It's like out of sequence traffic lights... hit one and you stop at them all!

Vorgath got Amy, but she's only *somewhat courageous*! So not only am I have bad recruitment and bad gambles, I'm getting bad courage! This game was never meant for me.

Matija has Korkith!

A *somewhat courageous* Plainsman is added to the crowd. He heads southeast to hand. Hand is free but I don't make it to him. Rachel is there with her strings being pulled by Matija. I will lose Hand and probably find myself under attack in the morning!

Morgallis has not been recruited, but he is no good to man nor beast right now. As my recruitment options have been cut dead I have no choice but to pull everyone back to home base and firstly help Merlin escape. I send a caravan toward his escape route and pull Kor and Doomdark back to try and intercept.



Argh. My dominion over the southeast is being seriously challenged by Natmus. I have to wonder how much of a disadvantage it has been going last. It effectively means that Natmus gets an extra move on me. I would have got Herath if I had moved first.

Athoril and Utarg both belong to Natmus, and Natmus himself is sitting at the Citadel of Dregrim, although he hasn't yet recruited him. His is quite lightly armed, with a little over 500 men, so I attacked him with my newly-recruited dragon, Zerin. It's a long-shot, though, and I'm not sure how many of the Fey I'm going to be able to recruit, never mind that Dregrim has one of the valuable citadels. I need to look at my map. Presumably Handmaiden is somewhere in the area too. The trouble is that there are simply too few of my lords in the area. I can't really afford to skip Trorn, or my King will have no allies. I only hope Utarg hasn't sprinted past and recruited Tujarg. (Later - looks not, but he's on his way and might be too fast for me.)

Other news is pretty frustrating too. Morning reached Rorath too late to recruit him, and Shimeril (Matija) is not far off with a superior army. I have had to send new recruit Thimrath that way, just in case.

Stormkhan reached Trorn too late to recruit him. As a Foul, he needs 2 hours to recruit a Free, and arrived with "Less than 2". I probably could have made it in time if I'd planned the move more carefully. Now I will lose 2 hours of the next day, which will slow me down in getting to Tujarg and Flowers. I might as well give up on Huntsman, and there's no chance of relieving Zerin if he (she?) makes it through the night. In fact, I've decided not to wait for Trorn, but to block the route to Tujarg. If I can still block tomorrow, then perhaps I could try for both, but I don't want to leave Utarg with a free run.

Not a very happy turn from my point of view. I feel on the defensive already, and I have nowhere near enough allies. The southeast is usually a good start, but not if others steal it from under me.

DAY 7



It is as predicted. Stormkhan's Lord Morning is at Rorath who remains unaligned. But Shimeril has thrice the Morning's numbers, and can try to reduce his army. Evasta will need another day to arrive, and Thimrath has only about 1500 men. Shimeril stops at the lake to refresh himself, then attacks.

King recruits Rorthron and Corleth.

Mitharg recruits Ishmalay and continues to the plains of Gard (60 x 14).

Merlin's Plainsman is approaching the Hand. Too bad he's just out of Blood's reach.

Rachel recruited Hand, and they both head back for the Green Keep. Blood will join them on the plains of Kor (26 x 36), to offer protection. On the way he picks 185 horses and 1450 gold at the ruin to the east. Another army is approaching from the east, probably Ul-Artath, and lord that recruited him, maybe Dreams. On second thought, Blood will stay at the ruin, and try to draw attention away from the two lone lords. Otherwise the enemy might attack just for the sake of killing them. Especially if those troops belong to Natmus. All this based on the hope that the Plainsmen won't pursue with a big army in sight. If he does, Rachel and Hand are in trouble.

Damn, Merlin's Lothoril got to the ruin of Ogrim. Ogrim is still unaligned, but Gorgrath will have to race towards Moon.

And where's Spider, I wonder? Did Merlin bypass him, or is he somewhere ahead already? Well, Gorgrath can get to Moon in 2 days, but will be unable to recruit. So it might just as well be Rorthron who goes to the Moon, while Gorgrath tries to recruit Smiles. I will have to leave Ogrim and Myndolus to Merlin. Good thing he took the hint about Korkith or my scared lords there would have had problems.

Gorgrath camps west of Lake Ogrim., and Rorthron on the plains of Ogrim (36 x 7). Corleth arrives at Shadows but night falls.

Since Spider is not yet accounted for, King must go west to help in recruitment if anything goes wrong at the Moon - Corleth will go for Farflame, and Shadows is slow. He spends the night in the Forest of Shadows (39 x 11)

Brith makes his way through the Forest of Thrall to 41 x 3, Thrall is still at his village, it seems.

Ishmalay withdraws all but 50 warriors from the keep (a caravan from Gard could pick up the stores later on), and gets nearby horses. Now, it's for the Shimeril. She camps for the night on the plains of Brith (56 x 21).

Korkith, Korinel and Valethor, will spend their night at the citadel of Korkith, preparing for the evacuation. I can't spend enough troops to defend it from an attack of Merlin's Foul, and if I can't defend it properly, I better not defend it at all.

So far, so good. I have 13 lords, and if everything goes well at Moon, I'll have another 7, plus Gard, Shadows and, possibly, Thrall. An entirely satisfactory number.



Zerin has attacked Natmus at Citadel of Dregrim and survived, blocking for a recruitment of Dregrim. Lord Kumar comes to Natmus's aid and attacks Zerin, while Natmus slips southeast for Huntsman, reaching him with less than 1 hour remaining.

Ul-Artath reach Karya. Herath, Whispers and Athoril move towards Dregrim and the anticipated battle down there.

Dreams and Grarg think. Should Merlin be pursued and killed off or made an ally? This time, as they have the chance, they decide to attack him. Sorry Merl.



Vorgath has gone to pick up Gloom. Amy to get spider. Amy seeked at a lith and found a Blood of Courage, she is now *utterly courageous* which helps!

Merlin was attacked again during the night, He is down to around 300 soldiers, one more attack and he's dead! Move him again but tried to seek at a lith, found night! Move Kor towards him but he's one location away leaving Merlin exposed... however... Natmus hinted at alliance in the forums and I have decided to take it, although I hope he wouldn't attack me again, but I guess killing my king would be too much temptation for anyone. I will flag friendly and hope that he leaves me alone, although I suspect he will head my way on his journey south and be too tempted to just kill me anyway!

Lothoril and Ogrim see armies in the south which pretty much guaranties that his is my outer limits. Will head west and hope Myndolus is still available.



Morning has been slain at the Keep of Rorath. Quite a surprise that he was wiped out in a single turn. Thimrath has now turned up with a slightly more even force, so this time it shouldn't be so one-sided, but he could really do with some help. Maybe I can get a dragon there soon? There is a fairy in the forest to the east. Thimrath used one on his journey, and there is another right next door, on the southern edge of the map.

Some slight good news: I've recruited Trorn, and it looks like I should get Tujarg unopposed. Zerin survived the night against Natmus.

Natmus has fled to Huntsman and brought in Kumar to try to kill Zerin, and it looks like I am going to have to give up my claim to both the northern Fey. I only hope I can get to Flowers uncontested, or things are going to be looking very bad indeed.

I am bit worried about Utarg now, too. He could be sprinting for Xajorkith, which would be a serious blow. Hopefully Natmus has chosen to consolidate his base rather than poach further on my land.

DAY 8



All is well. Rorthron recruited Luxor (*very scared*, gah). Luxor will pick up soldiers at the Keep of Twilight, and Rorthron will recruit Morkin.

Mitharg recruited Gard (*scared*). Gard starts east on his way to Blood (inspecting the liths), while Mitharg stays to accompany the caravan.

Brith recruited Thrall (*unsure*). He returns to Shimeril, while Thrall trudges forward to inspect Marakith, camping in the forest (37 x 36).

Corleth recruited Shadows (*utterly courageous*). He now goes for Farflame and spends the night on the Plains of Ogrim (32 x 12).

Gorgrath recruited Smiles (*courageous*). Another no good Foul lord, but he has more courage than Gorgrath, so he takes riders, and Gorgrath gets warriors. Gorgrath spends the night in the forest and Smiles on the plains north of it.

Due to a bug, Shimeril got two attacks in the night, and managed to kill Morning and all his men. And had a positive balance against Thimrath, even though Thimrath is *utterly courageous*, because Thimrath's army is mixed (riders and warriors) and, due to another bug, receives double casualties. In total, 900 enemy were slain. Shimeril lost 258 men.

Evasta, however, if she were coming, should already be visible. I will risk another night at Rorath and see how things develop.

Blood and Hand make their way back towards Gorgrath, while Rachel stays to search the liths. She found one Blood of Courage so far.

Ishmalay continues her voyage to Shimeril.

Korinel will try his luck at the lith in Kor (17 x 22), and Valethor at the lith of Coroth. Korkith and the caravan will head straight for Gorgrath, leaving only 50 warriors on guard at the citadel. I prefer to hold the reunion of the Foul at Gorgrath, in case the situation in the south suddenly worsens. When/ if Farflame is recruited, he will inspect the situation in the north, and the decision will be made, whether to launch a campaign against "Foul square", or Kur-Aruth and Dawn.

It seems the king is no longer needed in the west (Rorthron will do the recruiting in the southwest), so he turns back and heads for Shimeril, resting for the night on the plains of Blood (41 x 17).

Shadows and Korinel and eventually Thrall must merge the pitifully small Fey armies. Somewhere on the plains of Blood, I think. Shadows already reaches them (36 x 16).

Another day is at its end, and I am content: 18 vassals with a good prospect of getting another 4, making more than a third of all the lords in the game. Unfortunately, many are scared, and many didn't bring me any troops.



Merlin offers an alliance, and I graciously accept. I hope he can hurt Matija somewhat. Down south Zerin evacuates Dregrim, so I can recruit him, and Natmus is alone with the Huntsman.

Huntsman recruited by Natmus. Huntsman goes south to look for Flowers. Dregrim recruited by Kumar. Karya recruited by Ul-Artath. Karya heads for Fadrath, aided by a Cup of Dreams.

Down south I'm pulling my Free lords together at the Keep of Athoril, and my Fey at Citadel of Dregrim. Stormkhan may be my immediate neighbour down there, but Matija is my enemy!

Up north my plan is to get as good a group of Foul lords as possible together, and then attack Matija at some right moment, perhaps in concert with Merlin.



Lothoril got to Myndolus and guess what... yep not enough time to recruit!

Natmus took my offer of alliance, which helps me not die! Merlin has only 373 warriors though, so I need recruits fast! But a Free lord in Foul “terrortory” is not good. It would have been easy and very tempting for him to just stamp on me, but my lords are better to him in an alliance. I can only hope that my 3 opponents kill each other enough and ignore me. Without that there is no way of winning. The annoying thing is that had I fled north-east rather than southwest I could have recruited Tuhr!

Moving Merlin back to Kor. Other lords I'm moving down to “Plainsman's pad”. I can see an army heading up from Korkith and I would like to scare them back.

Picked up Spider and sent him south - I need some info.

Natmus has most of the northeast and some of the southeast. I forgot about the citadel grab, which I often do! So with Matija and Stormkhan in the south, gosh knows how many they have!

I recruit Fawkrin with Amy for no other reason than as a spy.



Well Shimeril seems to be an invincible killing machine. Thimrath's superior (albeit mixed) army was almost completely wiped out, and hardly did any significant damage, one turn after Morning's army was wiped out and he was killed. Both my lords were *utterly courageous* and not too tired. Anyway, I'll have to give up my claim to Rorath and fall back via that fairy.

At least Evasta has managed to recruit Xajorkith safely. Stormkhan recruited Tujarg, a very useful Targ with a good army. Trorn almost reaches Flowers, but stops one square short, on a fairy. I decide to leave Zerine with Flowers, in case the enemy turn up.

Marakith finds the Village of Thrall empty, as expected, really.

Although this Journal has turned into something of an extended whinge, I think things are already looking bleak for me even at this relatively early stage. I simply don't have sufficient Lords, and my recruitment is already blocked and encroached on both sides. Was I wrong to go for Dawn over Trorn or Dregrim right at the start? My best bet is probably to try to stay out of it while the others weaken each other.

I was wrong, a few days ago, about moving last. It seems I was second or third, although Natmus definitely moved before me, so my comments about Herath (and also Dregrim and Huntsman, I now think) still stand.

DAY 9



Victory! Stormkhan abandoned his attempt to recruit Rorath. His double (or, rather, quadruple losses) were just too great, I guess. But I wonder what Evasta is doing. In total, 879 enemy were slain. Shimeril lost 226 men. Shimeril recruits Rorath (*scared*) and takes his riders. Shimeril, on account of his victories, is now *utterly courageous*. He takes refreshment from the keep's stores. It might be worth his while to pay a visit to Kur-Aruth on his way back. Rorath takes all but 50 warriors from the keep and joins Shimeril west of the Ruin of Rorath.

Farflame is still in place, Corleth arrived just to the south of him.

Luxor sees Myndolus disappearing towards the north. Ah well. He is too far to pursue him he takes all but 50 warriors from the Keep of Twilight and turns back.

Rachel finds nothing more among the liths. It seems they have all been used already.

Enemy advancing over the fields of Kor. Korinel only found Cup of Dreams and now makes a fast retreat to the citadel of Korkith.

Rorthron recruits Morkin (*somewhat courageous*). Why are they all so scared when we are winning? Morkin, leaving 50 warriors at the keep, heads back to the citadel, while Rorthron, helping himself to the stores, spends the night at the keep.

Thrall cautiously advances towards Marakith. A lord with a small army seems to reside at the citadel. Tomorrow shall reveal all, while Thrall makes his camp at the Lith of Marakith.

Hand and Blood reach Gorgrath.

Valethor, discovering Cup of Dreams at the lith, and Korkith, emptying the Keep of Valethor are also approaching the citadel.

Shadows reaches the Keep of Blood.

Brith comes to Shimeril and refreshes himself after arduous journey through the forest. Ishmalay finds Blood of Courage at the Lith of Ishmalay and proceeds towards the Keep of Mitharg.

Gard, also, finds Blood of Courage at the first lith he visits.

And Smiles is lucky at the lith in Ogrim. He's *utterly courageous* now. With less than 1 hour remaining, he heads back south.

Gorgrath passes the citadel of Moon, taking the southern way to Gorgrath. Caravan from the Moon approaches to succour his tiredness.

Mitharg accompanies the caravan from Gard to the north.

The king takes refreshment at the keep where he left his warriors.

Well, Rorath was an unlooked for bonus. And Blood of Courage flowed freely this day. I'm looking forward to further developments. I should start planning my campaign to get 10 citadels. Again, I'm observing the flight of birds, and burrowing in sheep bowels to discover propitious signs. Tomorrow, perhaps, will bring better counsel.



Huntsman arrive at Flowers to find her neutral, but with one Khan lord to the north, and Zerin blocking her. Huntsman attack. It's suicidal, but it's a chance to kill off Zerin, and I have plenty of Fey lords anyway.

Tuhr recruited by Garg. Garg pick up the riders, while Tuhr handle the warriors. Xurathoth recruited by Morgallis. Fadrath recruited by Karya.

Natmus and Whispers cautiously move south in the Forest of Dregrim.



Recruited Gloom who is *unsure*. As this game is a citadel grab as well, I'm worried about the defence of Gloom and the Halls of Everlasting Light. They are a bit far from the action to protect.

However I need to transport soldiers to Merlin.

Spider has gone to investigate what and who is happening around "Luxor's pad". He skims passed Smiles who is loyal to Matija.

I've moved Doomdark and Kor toward Korkith just to push Matija's advancing army back and try to keep him from venturing too far north. I will do a scout on Korkith to determine if it is worth taking, I wonder if I can make a slow march south to push Matija back. If he has Natmus and Stormkhan giving him grief he will not want a fight up north!

Taking Kor would allow me to make it Free!

I need to scout out some horses and fairies! I need the fairies to give my lords some courage work outs, and the horses to convert my Targ warriors to riders.



Well, I recruited Flowers, and apart from Martolax, she is the last recruit I can expect to get.

I think I will have to convert Xajorkith to a Foul citadel, to help charge up my king's army, and I haven't seen many horses around. Perhaps I should also think about an alliance, but with whom? Natmus is probably in the strongest position, but I doubt he has more than 3 citadels. Merlin is the only one I won't be directly competing with. Hmm

DAY 10



Stormkhan's Dawn is at Marakith, commanding 1000 riders, and 1600 warriors in the garrison. No job for Thrall, so he turns west towards the Plains of Blood. He spends the night on the plains of Marakith (34 x 37).

Thimrath and a garrison of 900 dwarves at Kur-Aruth. Shimeril and Rorath attack.

Again, Rachel finds nothing at the liths. She turns back.

Corleth recruits Farflame. He takes refreshment at Lake Dodrak and returns back south.

Gah, 4 Cups of Dreams in a row for Gard. No Blood of Courage. He camps at the Lith of the Moon for the night.

Rorthron reaches just south of the ruin of Torkren.

Luxor and Morkin reunite at the citadel of the Moon.

Gorgrath takes refreshment and stops north of the Lith of Ashimar. The caravan returns to Moon.

Smiles drinks Waters of Life at Lake Ogrim, and proceeds southeast on the plains of Ogrim (28 x 11).

Korkith and Valethor reach Gorgrath.

Korinel starts his journey towards the Plains of Blood.

Mitharg and the caravan proceed towards Shimeril.

Caravan from Shimeril picks up the stores of the Keep of Mitharg, while Ishmalay picks up the soldiers. They both end the day at the Lith of Shimeril.

King, after refreshing at the keep, and taking all but 50 warriors with him, continues towards Shimeril.

Farflame inspects the enemies threatening Korkith. Doomdark belongs to Merlin. He finishes his day invulnerable in the mountains of Korkith.

Blood and caravan from Gorgrath with 40 stores go forth to meet Thrall. They camp on the plains of Blood (35 x 25). Shadows joins them, and then everyone could head for Marakith or turn back towards Gorgrath, depending on Merlin's moves.



Yep, Huntsman died, and Zerin survived. Danged immortal bird!!!

Karya reach Lek. Ithorn searches liths, bringing him from *unsure* to *very courageous*.

The southern Free shift their base further south to be in support of Dregrim. Natmus and Whispers move back, Flowers and Tujarg are lost causes.

Foul start getting together at Grarg. Merlin has Amelista, good for my ally. Xurath ends his scouting by refreshing at lake Mirrow.



Korkith from a distance is empty - I suspect foul play! Matija must be setting a trap or trying to pull me out of shape. So I think I'll sit on this for a while.

As Myndolus is *utterly courageous* I'm sending him to Vorgath, Ushgarak, Kor to pick up maximum soldiers. A nicely placed Cup of Dreams gave him 2 days travel for the price of one... I said, buy one, get one free!

I've moved Spider south down the plains of Ogrim. There is an army at Moon and something south at the lith. I will check out more detail tomorrow when I have enough time to nip in and out.



Matija has attacked Evasta's citadel and killed Thimrath. I sent my newest recruit Martolax to try to stop him taking it. More reinforcements are on the way, but will take some time. To be honest, I can't see Martolax or the citadel holding out given that there are four nights' worth of fighting before my next turn.

Today I also stumbled upon Amarin. I had never managed to find him (her?) before, and my map is out-of-date. Skulkrin seem to be almost worthless, in the end, but even so, it makes my list of vassals look a bit less hopeless.

DAY 11



Battle for Kur-Aruth continues. Stormkhan's Thimrath was slain, but his Martolax arrived. I don't understand this unnecessary sacrifice. Shimeril's army slew 725 enemy and lost 233 men, while Rorath's slew 97 and lost 274 men. Rorath only attacked to increase chances of Thimrath's death. Now he must endure another round, trying to kill Martolax.

Rorthron recruits Rrrrr and heads for Torkren, stopping west of the Lake Torkren.

Rrrrr goes south.

Gorgrath visits the lith of Ashimar, but only finds Cup of Dreams. He finds 150 horses on the plains of Ashimar.

Caravan from Moon takes stores from the Keep of Twilight.

Citadels of Moon and Shimeril create another caravan.

Gard finds Cup of Dreams and spends the night at The King's keep, after taking refreshment.

Mitharg finds 1010 gold at the Cavern of Shadows.

Ishmalay, Brith and king combine their armies. King now leads 2100 riders, Brith 2500 warriors. They go east, caravan from Shimeril joins them, and they camp east of the village in Iserath. They will inspect the situation at Dawn.

Ishmalay will wait for Gard at Shimeril.

Farflame finds 2000 warriors at Vorgath. King Merlin is by the citadel of Ushgarak and only commands 300 soldiers. Ogrim is headed his way, but I saw nothing of Gloom yet. 900 soldiers at Kor. Damn, I forgot to check the numbers at Ushgarak. Farflame ends his day west of Lake Ugrorn. He'll have to take a drink tomorrow.

Thrall, Shadows, Blood and caravan from Gorgrath meet at the keep in Blood (35 x 31). Rachel returns to the Green Keep. Even ruins seem to be empty.

Corleth will search the forest of Shadows for fairies.

Smiles reaches the Keep of Dodrak.

Morkin heads for the plains of Blood with all the free riders he could gather, but he discovers Merlin's Spider just east of the citadel. A spy, it's a spy! He shouts and attacks him, and Luxor helps to gang on the feeble old man. They might even pick up some courage if they manage a kill.

I devised a puzzle from this game (see the forum). As for my other plans, if Dawn is manageable, then I could also take Marakith and (with Kur-Aruth falling) I would control 8 citadels. In that case, my Gorgrath gang will march back north in an attempt to gain another 2.



Lek recruited by Karya. Lek moves for Dreams, Karya for Lorgrim. Natmus, Herath and Kumar move southwest, hunting

Foul about ready at Garg.



Mainly moved everyone around to their intended destinations. Brought Amy down to Korkith from Glorim and as "Doomy" and co were on the plains of Kor I cannot see a trap!

Spider was killed during the night! Attacked my Luxor and Morkin.

Fawkrin's path has been blocked by an enemy keep!

Lothoril has eaten some powerup pills and is now *utterly courageous*.

Found some horses, marked them up in MUCM with the new PIN feature!



Martolax is dead, and Kur-Aruth has fallen. My guys will be there next turn. Amarin might not make it that long since I accidentally left him next to Matija.

DAY 12



Korkith and Kur-Aruth have fallen, Luxor slew Spider, and Shimeril slew Martolax.

Rorath recruits the caravan at Kur-Aruth, and Shimeril creates the garrison (Shimeril is *utterly courageous*, so garrison commander will be *utterly courageous*). He then consumes 2 stores from the caravan, to synchronise with Rorath, Rorath puts all his warriors into garrison and Shimeril takes back his riders.

Rorthron recruits Torkren (*utterly courageous*) and refreshes himself, Torkren takes all the warriors from the garrison (the stores perish, but it is extremely unlikely that anyone will come back this way) and marches north.

Rrrrr reaches Kathryn.

Stormkhan's Amarin southeast of King and Brith. But he is too small a fish to be bothered with. Ishmalay will have a go at him.

Damn, Gorgrath found Thorns of Despair at the ruin of Ashimar. He is *unsure* now. He and Smiles continue their progress towards Gorgrath.

Rachel refreshes at the keep, and takes all but 50 warriors with her. She ends the day facing The Maw.

Korkith finds Claws of Night at the ruin southeast of Gorgrath., and Valethor at the one southwest of the citadel.

Korinel reaches the Plains of Blood.

Thrall finds Blood of Courage at the lith in Marakith (35 x 36). A camp is made there for the whole Marakith army.

King's army camps on the plains of Dawn (46 x 38).

Ah, here comes Evasta, she's in the mountains northeast of Kur-Aruth. Shall I defend the citadel, or shall Shimeril join The King as I intended. Rorath, in any case, must flee or perish. Or he could take a risk and go towards Morning. He is dispensable, after all. Damn, caravan got stuck in the forest. I must now defend the caravan, not the citadel. At least Shimeril has now time to refresh himself. Rorath scouts further towards morning and sees another army approaching. That means I won't be defending Kur-Aruth. Rorath camps on the plains of Rorath (54 x 34), but he is doomed, I fear. On the other hand he might buy time for Shimeril to withdraw. There is a real danger that the other army will attack Shimeril together with Evasta, but I'm loath to just leave the caravan for the enemy to recruit.

Morkin continues his trek towards the plains of Blood. He camps on the plains of Ashimar.

Corleth reaches tower of the Moon. No fairies yet.

Mitharg finds another Claws of Night at the ruin in Blood. This was not the day for searching ruins.

Caravan from Moon reaches the Keep of the Sun.

Farflame drinks bad water from Lake Ugrorn and thus finishes his day.



It seems Stormkhan started reacting to my provocations. Time to concentrate my forces and meet his assault.

Lorgrim recruited by Karya.

Karya, Mistress of Souls searches. Some 2 hours pass...

She hears a voice saying - Looking for Lord Trorn, you should seek for him on The Plains Of Corelay.

Morgallis, after picking up Karya's warriors moves south to Muhr-al-Artath to get the warriors from there.



Dregrim moves north to pick up the Fey warriors left by Natmus and Whispers. Ithron moves south to join the Free lords there.

Gloom and Merlin have now hooked up, giving Merlin some much needed soldiers. Myndolus is almost and Vorgath to pick up the 2000 soldiers sat on their arses there!

Lothoril powered up to the max is heading home to pick up his lords.

Ogrim is heading at speed to Korkith to garrison some free soldiers there.

Amy has pushed down to Valethor. Matija has pulled right back to Gorgrath.

I've made a boob with Plainsman, I've been moving east with him when I wanted to send him west!



Amarin is dead, as expected. I have attacked Shimeril in force. He is just outside Kur-Aruth, so I will reclaim it next time.

Other than that, just shuffling men around so I can make Xajorkith a Foul garrison.

DAY 13



As I feared, Shimeril was attacked by Evasta Marakith and Tujarg.

In total, 284 enemy were slain. Shimeril lost 477 men. Unnecessary loss, so I'll withdraw, and The King will come to the rescue.

Also, Merlin's troops are approaching Gorgrath, and Marakith campaign will have to be abandoned. Merlin must have accumulated quite a number of citadels by now (7 at the least if Natmus got Dreams) and that is a threat that shouldn't be ignored.

King's army is camping on the plains of Rorath (50 x 34).

Shimeril is with The King, Rorath and caravan to southwest of him. Kur Aruth will have to be abandoned to its fate.

Ishmalay slew Amarin and now finds Blood of Courage at a lith in Iserath (44 x 34). She is now *utterly courageous* and returning to Shimeril.

Gorgrath finds Cup of Dreams at the ruin of Dodrak. And Blood of Courage at the Lith of Blood. *Very courageous* now.

Smiles arrives at Gorgrath and refreshes himself.

Valethor also returns to the citadel.

Corleth, in the forest of Shadows (45 x 13), sees a fairy to the northeast and a herd of 235 horses to the south. Mitharg will get the fairy, he camps at the cavern for the night.

Thrall takes another look at Marakith. Dawn seems to be still in place. He spends the night in the forest of Thrall, north of the cavern.

Reunion of Korinel and Blood's army west of the keep. I forgot to give Shadows a horse.

Rachel puts her 70 warriors into The Maw's garrison. She ends her day at the ruin south-east of Gorgrath.

Morkin advances just to the west of the Lith of Blood.

Rrrrr recruits Kathryn (*courageous*) and heads back to the north. Kathryn finds Cup of Dreams at the lith in Torkren and follows him.

Rorthron heads for the Tower of the Moon, to seek guidance.

Torkren marches north.

Caravan takes stores from the Keep of the Sun, turns southeast and discovers 195 horses on the downs of Ashimar.

With Mitharg becoming *utterly courageous*, Luxor must convey the soldiers of the Moon to him. The caravan will also set forth.

Ah. Grarg, with 100 soldiers, belongs to Natmus. I wonder if the northern guys are allied. Farflame makes his slow, exhausted way towards lake Rathron. Korkith joins Gorgrath to take his riders if necessary.

An almost accurate count of citadels can now be made: Natmus 5 (I gave him Kumar, Dreams and Dregrim, but I could be wrong), Merlin 6, Stormkhan 3 (but see Natmus) and me 5 (but not for long).



Handmaiden recruited by Athoril.

South it seems that I'm at a stalemate with Stormy. I don't have enough men to assault Dawn, and his lone armies were outside my range, but can concentrate if I move closer. Hmmm...

Maybe a little bait, like a undefended caravan, can lure one of Stormy's armies out in the open?



Up north movements continue as before. Green Keep is the rally point.

Amy has dropped her soldiers at the Keep of Valethor and is about to try and sneak over to Gorgrath.

Fawkrin is about to check out moon as I am going to try an attack in the next few days...

Vorgath had two good seeks at Liths and is now *utterly courageous*! He needs his army topping up though!



Matija has asked for an alliance. I have said I want to recover kur-Aruth first.

I think I will convert Dawn to Fey next turn. Just prepared a caravan to transfer the stores.

DAY 14



I agreed to a truce with Stormkhan, and will concentrate on Merlin. North is much richer with citadels.

Shadows takes warriors from Korinel. Blood's army makes way back to Gorgrath, stopping just south of the Keep of Dragons.

Corleth continues his search of the forest of Shadows. He will join Kathryn and take her riders.

Fairy casts a spell on Mitharg. He will pick soldiers from the Keep of Blood.

Gorgrath arrives at Gorgrath.

Luxor gets the horses.

Torkren, Rrrrr and Kathryn go north.

Farflame finally finds Waters of Life. He checks on Xuratoth, but Xuratoth is gone.

Thrall made a short tour of the forest of Thrall and found nothing.

Hand and Smiles move south from the citadel, to avoid disease. Merlin's army is still at the Keep of Valethor. Korkith will serve as a buffer when the army advances - he will go ahead through the passage, and the enemy will have to attack him, to get at the army, thus avoiding full army attack on the 4 foremost lords.

King's army moves towards Shimeril.

Rachel goes south, Morkin meets her on the Plains of Blood.

Ishmalay will get the warriors from the Keep of Brith.

It will take a few uneventful days for my armies to gather at Gorgrath. But then we march for victory (unless Merlin attacks first).



Handmaiden finds a fairy in Forest of Whispers, out east against the FW. She doesn't need it herself, but it's worth noticing it for another lord's use.

Guidance place Stormkhan the Plains of Corelay, and Xuratoth find him at the top of the pass, just within range of the rider armies of Natmus and Herath. He is 905R/965W. They can't kill him, but they can give him a good scare.

Actually, if I place Xuratoth just right, he will block for Stormy's escape and for his men from Citadel of Dawn's move to rescue him. Another turn of battle with my follow-up forces just might kill off Stormy, so I'm willing to risk my only bird for this purpose.

Xuratoth takes up position northwest of the northernmost Keep of Corelay.

Up north the march towards the Green Keep continues.

More caravans created to be used as spies at Citadels of Dreams, Kumar and Dregrim.



Took Amy down to Gorgrath to take a look. Matija is amassing men there. Korkith is around without soldiers which is an arse because he may spy me out. Also there is Valethor, Smiles, Hand, and Gorgrath.



Most of my king's army have been killed by Natmus. Press on towards Xajorkith regardless and lay something of a trap for him.

Declare alliance with Matija. He'd be wise to ignore it and attack me, really, though.

DAY 15



Merlin's Doomdark ventures forth. A bait. But worth the risk? Yes, there can't be more than 4 full armies at the keep of Valethor, or the disease would strike, well, more could be hiding behind the mountains, still within range, but whatever, attack, everyone.

Blood, Shadows, Gorgrath, Hand and Smiles attack Merlin's Doomdark at 29 x 21. Caravan from Gorgrath journeys to the downs southeast to offer them last refreshment before battle, then retreats south of the ruin. Korkith will guard it with his life.

Morkin takes riders from Rachel and reaches the Citadel of Gorgrath.

Torkren journeys to the Moon, to refresh, but he discovers Merlin's spy Fawkrin to the north, and attacks him.

Corleth arrives just east of the ruin in Ashimar, Ishmalay to the village of Brith.

Kathryn and Rrrrr spend another day marching north.

As I guessed, Dreams belongs to Natmus. Also Lek who is just south of the citadel, together with its lord. Also, one of Natmus's caravans (with 33 stores) is approaching the Green Keep, alone, but with Garg and Fadrath close behind. Farflame is resting north of the Maw.

Is that a co-ordinated action by Natmus and Merlin? I wonder.

Korinel and caravan go to Gorgrath.

Rorthron reaches the Tower of the Moon, but his seeking for guidance yields nothing. Thrall drinks the waters of Lake Blood and is renewed.

Southern force regroups at Shimeril. King, Shimeril, Brith, and Gard proceed northwest towards Gorgrath, taking with them 2 caravans.

Rorath stays at Shimeril for the present.

Rachel goes to Blood.

It would be interesting to know what goes on in the east, but can't spare Farflame to find it out.



Okay, Stormy survived with roughly 300R/300W, and fled south, where an army under Trorn guards the way. I'll just have to continue the pursuit. Zerin locks the southern entrance to the pass, and my armies hammer Trorn. I think he's dead meat. Then we'll see what Stormy does.

Handmaiden and Dregrim picks up the garrisons of Fey warriors from Whispers and Droon.

Up north my forces will attack the Green Keep next turn.



Amy was spared! However "Doomy" lost all his men. Matija has brought blood, Korinel, and Morkin to the party and then moved on my position. I was able to get Amy back to Valethor but not pick anyone up.

I will have to move a soldierless Doomdark and sacrifice him as a blocker. in order to retreat from Valethor.



Well, it looks like my number's up. There are at least 8,000 men 1 square from my king, who has about 300 riders and a keep garrison of 300 warriors. My retreat to Xajorkith is blocked by a dragon, and frankly I don't think the citadel would have made much difference. Even with my reinforcements on the way (in the unlikely event that I survive until tomorrow) I don't think I'm going to have the advantage.

Ah well.

DAY 16



Torkren slew Fawkrin and Doomdark's army is annihilated, while Doomdark himself somehow survived, unhorsed. Merlin just moved him a square away, blocking the Valethor passage. Does he have so many *utterly courageous* lords he can spare "Doomy" for delaying action? Or, it could be a very cunning trap.

The caravan is back at the place of battle and lords will refresh before attacking poor abandoned Doomdark. However, I don't dare attack with more than 4 lords, because of the flaw in the disease algorithm. Gorgrath stays behind. All caravan's stores are exhausted (Shadows was tired after his long march), it returns to Gorgrath while another one takes its place.

Korkith, also, will join the battle, taking 2 riders from Gorgrath. In case he somehow kills "Doomy", he might get braver. Same goes for Korinel.

Natmus's armies are approaching the Green Keep. Farflame ate some of the stores, and I disbanded the garrison to get rid of the rest. I must catch enemy armies when they invade the Maw, if, indeed, they dare venture that far. There's Fadrath, after all, who can inspect Gorgrath and surroundings without fear of punishment.

Farflame flies west, following northern edge of the mountain range, towards Korkith.

Thrall rides northwest towards Gorgrath. And so does the King's army. They will try to prepare a suitable welcome for Natmus's troops.

Ishmalay takes soldiers from the Keep of Brith, refreshes herself and finds horses.

Mitharg approaches Gorgrath, Morkin joins him. They will transfer riders tomorrow. Also, they are now not visible from the Maw.

Rorthron seeks guidance: Dregrim is at the Citadel of Ithron, while Ithron is on the Plains of the Targ. That almost certainly means that Dregrim belongs to Natmus, and probably Kumar as well. He then has 5 citadels.

Corleth takes Kathryn's riders and they both head for Gorgrath.

Rrrrr continues north, he's a good spy, since he can enter mountains and is thus invulnerable.

Torkren refreshes himself at Moon, then continues north.

That is all for today, Valethor, Rorath and Rachel remain at their positions. Will Merlin spring his trap or did he decide to defend Korkith. Will Natmus walk blindly into the Maw, or will he be cautious enough to inspect the situation at Gorgrath first? We shall see.



Stormkhan straight ahead with 304R and a garrison of 338W. Only one thing to do, and that is full speed ahead, and hope it's enough. Natmus with 2000R, Kumar with 1400W, Whispers with 1400W, Utarg with 1100R and finally Herath with 2300R attack Stormkhan. I can't see him surviving that.

Athoril and Ithron moves south from Kumar to join Natmus' army.

4 armies attack the Green Keep, finally. A few rider armies just hang around, no need for overkill.



Doomdark is dead!

Amy has skidaddled... back to Korkith, but I don't think I can hold there. Hopefully Natmus can attack Gorgrath and turn Matija around. If he doesn't I fear he will sweep up the map.

I lost Fawkrin at moon to Torkren - I wondered how many other lords of Matija's are there? I can't defend all my citadels they are too spread. Amy and Glooms are too far northeast... so Matija could easily walk up there unless I block around Moon! But that would leave Korkith and Kor open!

Damn! Ogrim never garrisoned Korkith - meaning I've lost precious free soldier generation time! Arse!

DAY 17



Shadows slew Doomdark, and Doomdark slew Korkith. Gah!

Merlin's Kor and Lothoril at Korkith, Amelista to the south. Where are his other armies?

One of his caravans is trying to hide in southwest Valethor.

Gorgrath, Blood, Hand, Shadows and Smiles attack Amelista, Korinel is guarding the caravan.

The Green Keep is gone from my list of strongholds. Natmus is coming. Let him not hesitate at the Maw. King, Gard, Shimeril and Brith hide at the ruin southeast of the Citadel of Gorgrath, while Mitharg rests on the downs northwest of the lake. The trap is set, let the mouse come, if he dares. Well he's got Fadrath, and, probably Xuratoth. Not much of a trap in the last case, but maybe the bat is occupied with Stormkhan in the south.

Guidance: caravan from Kumar on the plains of Marakith, caravan from Gloom on the plains of Glorim. The first does not bode well for the citadel of Marakith, if Kumar belongs to Natmus.

Torkren continues his lonely journey north.

Rrrrr arrives at Moon.

Rachel and caravan empty Blood, and join Luxor.

Kathryn and Corleth continue towards Gorgrath.

Caravan from Shimeril will fetch stores from the Keep of Rorath and check on Kur-Aruth.

Many interesting things could happen tomorrow.



Stormkhan is dead, but he did do me damage in one way. His armies are now blocking the pass out north from Corelay, and mountains are impassable in this game. So my armies that killed Stormkhan are trapped down there or must move out east or west, or wait until Stormy's armies become neutral... Dunno. The army moves to Xajorkith to ponder this problem.

Northern group all attack the keep in the Gap of Valethor.



Amy is dead... Matija is rolling through my land and I have no power to stop him!

DAY 18



Smiles slew Amelista, Gorgrath recruits her caravan.

Stormkhan is dead. This is very bad. Natmus is now free to roam around the east. But he has taken the Maw. With perhaps a greater force than I bargained for. He has more soldiers, but I have more riders, and The King. Let us see, then, where the balance will tip. At worst, I'll have to retreat to Gorgrath, and await the arrival of more troops.

King, Brith, Gard and Mitharg attack. Valethor guards the caravan.

Luxor comes to Gorgrath, also Morkin and Rachel.

Thrall captures caravan from Kor.

Blood's army attacks lonely Vorgath, who didn't make it to the Citadel of Korkith.

Torkren continues north.

So does Ishmalay.

Corleth and Kathryn continue their trek to Gorgrath.

Rorath will inspect Kur-Aruth, caravan from Shimeril, will have a look at Dawn.

Morkin will go to Marakith.

Situation does not look well, eastern flank is exposed, Stormkhan's lords will become un-aligned, easy pick for Natmus, and I can't afford to draw a larger force to southeast. And if Natmus beats The King's army, I'll have to abandon my designs on northern citadels, and send Blood's army to rescue the citadel of Gorgrath.



A nasty surprise at the keep in the Valethor pass. Matija and four of his Free goons turned up with around 12000 men, and there's a big fight now. I have chosen to stay in it to cause Matija as much damage as possible, and hope Merlin, my Happy Ally, can put some forces up around Korkith to make my sacrifice worthwhile, communications with him are not as good as I would like.

Down south I'm taking my army out of Corelay through the Pass of Broken Crowns and then taking the Citadel of Dawn as a base until I can recruit the lords of Stormy, then maybe I can match Matija's numbers again.



This game was meant to be a tutorial game... for my part it has been a tutorial on what not to do! Firstly I made my mistake at Garg and then my armies got split between moving to Valethor and Moon. Having the Southwest part of the map generally means not getting enough lords and Matija surprised me with his attack on Doomdark. I now find myself unable to clump enough lords together to stop his attacks by a large contingent of lords. Korkith will fall within the next day or so, and I suspect that Matija has enough Citadels to win with either this one or with Kor as well.

DAY 19



Battle at the Maw is not going as I would have liked, the losses are too heavy, but still, I'm ahead - 4187 : 3246. Whatever, I am committed, and can't withdraw yet (Citadel of Gorgrath would have more than 10000 troops if I moved all the lords there, and would be susceptible to disease - I must therefore wait until my armies are sufficiently decimated).

Rachel takes all the Luxor's riders, and the complement of warriors, to fill the army, and then moves to the west of The Maw. The combatants fill their armies, Shimeril taking over Gard's warriors, refreshing as much as possible (alas, the reinforcements that Rachel brought are tired and reduce the invigoration of the corps of those lords that take them)

Natmus's Ithron is in the process of taking citadel of Dawn. That will be his 7th citadel, if he took Xajorkith.

Tujarg is at Kur-Aruth, but remains loyal to his dead liege.

Morkin, camping for the night, sees a caravan to the east.

Torkren continues north. An army in the distance.

The Hand slew Vorgath.

Merlin's Gloom attacked Korinel. A mistake, I think, for he will perish. He would have been better employed in the defence of the citadel. His Myndolus is to the east of citadel. He shall be the next target of Blood's army.

Natmus's caravan spy is northeast of Korkith. Gorgrath captures it.

Rorthron gets guidance: Herath is in Corelay, Handmaiden in Kumar.

Thrall captures another of Merlin's caravans.

Only 300 soldiers left at Kor, and a 100 at Ushgarak, but almost full garrison at Vorgath. And an army can be seen to the southwest.

So, this is the plan: Blood's army and Torkren take northern citadels, while King's army defends the south. I can let Natmus have another 2 citadels (Marakith and Kur-Aruth), but defend the rest to the last man.



Citadel of Dawn taken. Forces moving through the Pass of Broken Crowns northward. The battle at the keep in the Valethor narrows continue. I'm willing to fight, but what is Matija's angle? Numbers there tipping to his advantage, where's Merlin?



Korinel the Fey, evil man of Matija is protected caravans - 3 of them! However behind him are Matija's lords. I have attacked just to try and take the caravans out of play. Someone will benefit from no caravan in this area.

DAY 20



Battle at "The Maw" (Key of Valethor) continues, 3687 enemies slain, 2438 casualties. But the losses are quite worth it for Natmus, I think. He's keeping my armies from the south, time is working for him. And if I'm not on time for the defence of Shimeril, he's the winner. And we shouldn't forget he'll probably get most of Stormkhan's armies, so he can afford the losses at "The Maw", while I can't. Ah well, there's still a very small chance that I'll be quicker. Maybe I can take Garg before he takes Shimeril. But that means I should send a rider army from Korkith to Kor as soon as possible. But as I'm not yet done there, it will mean heavier losses in the battle for citadel.

And I must throw Valethor (*scared*) into the fray at the Key of Valethor. Such a waste of soldiers. Corleth, with his puny army of 1000 Fey riders also joins, but Kathryn will refresh first.

Shadows slew Myndolus.

Torkren goes north. Someone is at the Halls. Could be King Merlin himself. No, it's the Plainsman with 1200 soldiers and another 1000 in garrison. No go for Torkren, but Citadel of Gloom is only defended by 200 soldiers and can easily be taken. Farflame nearly exhausted himself in obtaining all this information.

Korinel, defending the caravans, survived attack of Kor with 2500 warriors. Such bravery should be awarded.

I really can't understand Merlin's tactics of sending single lords away from the citadel, letting me annihilate their whole armies. Is he so desperate to kill at least a single lord of mine? Well, he already got Korkith. The only explanation could be that he's buying time for Natmus. But I wonder, are they thinking only of the Maw, or do they also see the larger picture?

Armies are moving across the plains of Glorim. Merlin's final effort?

I have decided. Gorgrath with his 1200 foul riders will depart for citadel of Kor immediately, others will attack lord Kor.

Thrall hides in the forest, discovers the caravan from Dreams and captures it.

Gard rides to Shimeril, Rachel to Gard.

Caravan observing citadel of Dawn retreats towards Morning.

Rorath recruited non-aligned caravan at Kur-Aruth. It will go toward Thimrath, to give a warning should enemy approach.

The ice fear is rising, future ever more and more uncertain.



Matija's force getting too strong at the keep in the Valethor narrows. I'm running away, as my ally Merlin has told me that he is about to be overpowered at Korkith. But I will win if I get 10 citadels, and I have a shot at those. I have 7 at present, my southern force can maybe get Shimeril, and then I can take a couple of Merlin's up in "Doomland". At present it may be my best chance at winning, anyway.



I have broken off my alliance with Natmus. I was unable to bring anything to the party and in all honesty the alliance was just to stop him from wiping me out at the beginning after my mis-gamble! However by freeing him from the obligation of allegiance he should be able to move on my citadels which is what either him or Matija need to win the game.

Sorry Matija I have nothing against you on this, just Natmus made the offer of alliance at the start and this is my only available payback on that.

I continue to stay around Korkith however I was going to move Plainsman down from Halls of Light but just spotted a dragon and Dwarf in the mountains. So I leave him here to slow down the chances of Matija taking it. I will return Merlin north to protect Gloom.

DAY 21



Natmus withdrew from the Maw. Is that good or bad, I wonder. Final day statistics 1631 killings, 969 casualties

Again, a major decision must be made here - shall King's army pursue the enemy? Or go south, towards Dawn? Let us see what happened elsewhere first.

Morkin arrived at Marakith. Dawn is still allied. But what happened to Marakith, I wonder. In fact, what will happen to Morkin if Natmus recruits Marakith?

Gorgrath attacks the citadel of Kor.

In the battle against Lord Kor, we lost 164 and killed 2445 soldiers. Yesterday, against Myndolus (deceased) we slew 2500 and lost 292.

Rrrrr discovers King Merlin with 2200 warriors at Lake Korkith. Arrived for the coup de grace? I'm afraid I can't do him enough damage to kill him, and if he gets to the citadel and takes Gloom's riders he can do a lot of damage. Thrall with his 300 riders and Rrrrr will join the battle, every little could count here.

Torkren attacks the citadel of Gloom.

Guidance: Lorgrim is at the village of Odrark. Evasta is among the mountains of Corelay (I fear Fadrath might get to her first). Dregrim is in the forest of Dreams.

One caravan observes Morning, the other Thimrath.

Farflame, utterly exhausted, found Waters of Life at Lake Lothoril. He must now travel south.

Rachel discovers Natmus's caravan on the plains of Blood, but can't capture it, because she doesn't command any troops.

And now for the final decision, let us state all the factors:

- 1) Natmus's forces retreating from the Maw, could well turn towards the foul citadels, and Blood's army may not be able to contain them.
- 2) He might have backup prepared (Dregrim is in Dreams) and is laying a trap by retreating. And if I'm not following he might come back in force and take Gorgrath.
- 3) He might be trying to draw my forces further from the south.

Valethor garrisons the Maw and rides alone after Natmus's army. There are no blockers, the path to another battle is clear. And if it is a trap, I could always run towards Kor and have Blood's army join the King's.

Hmm, let's look at it another way: Suppose Gorgrath captures citadels of Ushgarak and Grarg (4 days needed). And, swallowing the casualties, Blood's army takes Korkith. I would then have 9 citadels. The 10th? Halls, Vorgath, Kur-Aruth, Marakith, all far away and fully garrisoned. And I might be forced to defend Kor or Grarg.

Ok. King attacks then, and maybe the remnants of Blood's and Smiles's riders can go south, if the situation is stable enough. Or maybe Natmus will leave Kur-Aruth alone, and Rorath will be able to recruit Tujarg and he in turn will take the citadel. (Pig dreaming of corn).

Natmus's 7 lords command 4555 soldiers, and I have 4173 riders - but there's The King.

(Warriors can't reach the battle because Natmus took a sharp turn at the Green Keep that I was unable to make because of the garrison he left. The battle is taking place northeast of the keep.)

Ishmalay, Kathryn and 2 caravans carrying 100 stores are following The King's army.



The northern force continue it's retreat across the Plains of Kor, towards the Citadel of Kor. Dregrim join them out of Forest of Dreams.

Down south my kingforce is tired, but around Dawn now. Time to renew the energy. Lorgrim finds Matija's lord Rorath at Kur-Aruth, waiting to recruit Tujarg there. Even it's suicidal, Lorgrim attacks. The hope is that he takes Rorath with him, leaving Ithorn free way to come down to recruit Tujarg in a few turns.

Desperate measures, but then this is a desperate game :/



Gloom has fallen... Merlin has no soldiers left... Korkith is still intact. I am going to run like the wind just to annoy Matija, and to give me more chance to destroy those precious stores.

DAY 22



Merlin escaped, killing Rrrrr.

Natmus's army is retreating further (he did better this time, against my riders only, 606:708, but my warrior armies would have reached him if he remained in place). Is that what Gorgrath can see on the southern horizon from the citadel of Kor? Natmus's armies are at 21 x 34. If he sent no riders forward, he wouldn't yet be able to reach Kor by tomorrow! King's army moves to 23 x 33.

Gorgrath took Kor, Torkren took Gloom.

Gorgrath recruits the caravan, forgets to garrison Kor, and attacks Ushgarak.

Thrall must go to Kor, then, and try to garrison it. Damn, he's too tired, he'll have to rest first.

Corleth will go to Dreams. If garrison is small enough, he might be able to take it by surprise. If not, maybe Ithorn.

Ishmalay captures Natmus's caravan and attacks Green Keep.

Rorthron finds guidance: Ithorn is on the downs of Rorath. Hmm. Yes, Gard, moving east can see armies in the distance. Bad.

Morkin recruits the caravan from Marakith.

Torkren will head towards Vorgath and Ushgarak.

King Merlin probably went northwest, but I just can't afford to chase him. Must take Kor-kith instead, so that Blood's army can be dispersed and employed elsewhere.

Now only the matter of Kathryn needs to be resolved. Should she go help Corleth in the conquest of Dreams, or go south to strengthen Shimeril? I'm getting desperate. Dreams.

The caravan from the Keep of Thimrath goes east towards Xajorkith. The citadel appears empty, save for a caravan.

I will now have to be extremely lucky to still be able to win this game.



Lorgrim failed, but now Ithorn is near. He will strike next turn. Natmus & co. resting around Citadel of Dawn. Athoril threatening Shimeril, but not seriously.

Up north I need the citadels of "Doomland". Dregrim has Kor, but not with a garrison. Yet. :)

Xuratoth attacks Matija's Morkin outside Marakith. Matija is poaching among my recruits, and I don't like it. I just hope that Morkin dies, the fate of Xuratoth is secondary.



Korkith has fallen as have most of my citadels - I just hope Natmus picked them up! Although he mustn't have as he would have surely won!

DAY 23



Morkin was slain by Xuratoth, but he, in turn slew the dragon.

Natmus's Dregrim made it to the citadel of Kor, other armies are following. He will probably be able to hold the citadel against me long enough to complete his 10 citadel victory. We shall see.

And while Merlin remains alive, there is always a chance that his armies will try to wreak havoc and take over a faraway citadel, like Moon.

Citadel of Dreams is almost empty! Corleth attacks. Kathryn will follow him.

Blood's army took Korkith. They should now proceed to Kor, all but the Hand. King's army will follow Natmus's retreat. Maybe his forces could be persuaded to turn back and attack?

Thrall rests at the keep in Glorim.

Gard captures Natmus's caravan spy. It now goes to spy on Natmus: Utarg 1076R, Athoril 2435 W. Citadel of Shimeril won't be able to stand against them. Should I just evacuate it, I wonder? The caravan also discovered Stormkhan's Zerin at a lith in the domain Of Iserath.

Guidance: Kumar is at Lake Dawn.

Damn. Marakith is already non-aligned, though the garrison remains allied to me. But where is he?

I have decided to sacrifice Farflame in an attempt to delay Natmus's advance towards Ushgarak.

As expected, Natmus owns Xajorkith with a small garrison (200).

Natmus now owns 7 citadels + Kor, but I hope he'll lose Dreams next turn, because he might be ready to recruit Marakith and Evasta and with them their citadels.



Ithorn down around Kur-Aruth know Matija has someone around to recruit it, and looks around. He finds Rorath and attacks.

Athoril and Utarg attack Citadel of Shimeril. I need to keep pressure on Matija everywhere. I don't like the possibility of him poaching my upcoming recruits from under my nose.

Apart from that I think the north will decide this. I will hold Citadel of Kor and garrison as much possible elsewhere in "Doomland", but I have just lost Citadel of Dreams. Farflame blocking the way north from Citadel of Kor, very clever, Matija. I will have to attack and hope I manage to kill him.

This game is very close indeed. Currently I have 8 citadels, but then I will lose Dreams shortly, but soon gain Shimeril and Ushgarak or Vorgath. Then I will recruit Marakith and gain his citadel, and that's 10, but Matija are sure to do something to hinder that.



Korkith is on his way north trying to get to Vorgath and all those soldiers. Decided to send Merlin and Plainsman there too... one last stand?

DAY 24



Farflame was slain, and, unexpectedly, Rorath. A chance or a guidance, I wonder.

Natmus's Athoril and Utarg (3500 soldiers) are attacking the Citadel of Shimeril. More armies are approaching from the east.

Gorgrath attacks citadel of Garg.

Kathryn arrives on the doorstep of the Citadel of Dreams.

Corleth garrisons Dreams, takes refreshment, and starts east, towards Ithorn 2 hours before dark.

Natmus has 5364 soldiers at the Citadel of Kor, And Dregrim's and Morgallis's armies behind it (those that slew Farflame).

Ah hell, everything is probably lost already, so let's depart in style. Attack! Blood, Brith, Shimeril, Smiles and King charge on the citadel.

Morgallis 's and Dregrim's armies are negligible.

Guidance: Marakith is at a keep in Corelay, so Natmus will get him and his citadel, if he didn't already.

Rachel turns towards Brith in slim hope to come behind enemy lines.

I don't want to know how many citadels Natmus already conquered. If he takes Shimeril tomorrow, and I take Garg, I'll need further 2 to win. So near, and yet so out of reach.



Matija is winning this one. He has taken the Citadel of Dreams, and is now attacking Citadel of Garg in force. Ushgarak has been garrisoned by him, and my force at the Citadel of Kor is being attacked by Matija and more men of his than I have as total in all my armies :-)

The only thing that could have saved me, Stormkhan's *utterly courageous* armies going neutral and recruited by me, hasn't happened.

So I think Matija will win this one very soon, and there's nothing I can do about it. I'm attacking Shimeril, and hurrying Natmus up to Gorgrath to see if he can make a difference, but I doubt it will delay the decision for long.

Had I known Matija had this much strength.... :-)

As a consolation, I did manage to kill off Rorath and Farflame, so it's not all bad. Still losing, though, still losing...



Matija's dwarf approaches my citadel...

DAY 25



The Citadel of Shimeril has fallen, and Ushgarak.

Gorgrath took Citadel of Garg. In the battle of Kor, 1913 of our soldiers were killed, and 3853 of the enemy. And Blood slew Dreams.

Stormkhan's Dawn has become non-aligned.

Torkren advances past Vorgath (2000+ soldiers, no chance) in the direction of Ushgarak where Natmus's army can be seen, leaving the caravan and 50 soldiers at the keep in the domain of Ushgarak.

Brith leaves the battle of Kor and advances towards Ushgarak, but Morgallis is blocking the path. Brith attacks him.

Gorgrath recruits the caravan and establishes a garrison at the Citadel of Garg. Turn back towards Ushgarak now?

Corleth proceeds towards Ithorn.

Kathryn arrives at the citadel of Dreams. She leaves 400 warriors in garrison and proceeds towards Ithron.
Shadows joins the battle at Kor.

Natmus will soon be threatening Citadel of Gorgrath. Shall Valethor take his soldiers to its garrison in a desperate attempt to hold it a day longer?

Rorthron sets forth, towards Marakith or Dawn.

Gard will risk turning towards Marakith right away. If my calculations are correct, he'll end his day at a keep, but won't be able yet to garrison his 95 riders. So he might very well be spotted and eliminated.

It's king Natmus himself that is leading attack on Gorgrath.

Thrall the exhausted captured an enemy caravan with 40 stores on the plains of Glorim.

Marakith, non-aligned is at the keep behind the citadel of Dawn. Natmus's Handmaiden with 120 riders is guarding him, but the keep's garrison remains faithful to Stormkhan.

The Plan: Defend all the citadels. Take Kor and Ushgarak, then Vorgath, making the count of 10. Wishful thinking.



Flowers, Xajorkith and Marakith recruited.

Shimeril and Ushgarak captured and garrisoned.

Amazing. I manage to recruit Stormy's leftovers, and that takes me to 9 citadels, just one from winning, but I can't see how I am going to win, not at all. Kor is about to be lost, and Ushgarak can't hold on long.

Even though the game is lost I put an honour in delaying Matija's triumph as long as possible (so does Matija himself, but in another way :)), so I better move my men out for Dreams and Gorgrath, just to make this exiting.



Vorgath is untouched... Kor moves in to pick up his armies...

DAY 26



Gard garrisons the keep and proceeds towards the citadel of Marakith without riders.

1700 soldiers at the Citadel of Ithron. Too much. Corleth proceeds south towards Kumar.

Rachel slips by Shimeril unnoticed.

Ishmalay garrisons the Citadel of Kor.

King, Smiles, Blood, and Vorgath head immediately for Vorgath. Speed, now is of essence. Vorgath must fall before Gorgrath does.

Thrall captured a caravan from Gloom with 90+ stores.

Torkren, Shimeril, Hand and Shadows attack Ushgarak.



Matija will take Ushgarak, I have nothing left up north to defend it with. All my forces are gone, only Fadrath the Dwarf has 221 men left and went southeast through the mountains in a desperate attempt to reach Dreams and see if that can be reclaimed.

Natmus and one army to help attacks Gorgrath, but it has a 2200+ garrison, so it will take some time to defeat, even with reinforcements coming up next turn. Kur-Aruth's garrison nearly gone, but it will make no difference, as it didn't belong to Matija anyway. Utarg sent west to check out Gard.



Kor picks up his army and hom, Merlin and Plainsman sit at Vorgath to wait.

DAY 27



Natmus's Morgallis was slain, but Dregrim and Fadrath seem to have escaped the carnage at Ushgarak.

Merlin, with Plainsman and Kor, appeared at Vorgath at the worst possible moment. I now have no hope to defend Gorgrath long enough. And I must prepare the defence of Korkith. With Gorgrath, Natmus will win his 9th citadel, so I can't afford to give him any more. But I'll be powerless if he decides to take Gard.

2000+ troops at Marakith.

Thrall will check the situation at the Halls.

Shadows garrisons Ushgarak.

King, Blood, Smiles, and Brith attack Vorgath - 7800 : 3600. Shadows is following - he can get the fastest to Halls, if Thrall discovers there's any chance.

Only 100 troops left at Shimeril - but new armies are approaching from Dawn.

Rorthron found Waters of Life at Lake Shimeril.

Hand and Shimeril go south towards Korkith. Torkren, also, goes south, but he will try for a diversion behind enemy lines - although, I'm afraid the time will run out for me, before he arrives.

Gorgrath captures a spy caravan on its way to Garg.



Assault on Gorgrath continues. As soon as it's done I'm heading for Korkith to follow up, while Matija is occupied at Vorgath against Merlin.

Kur-Aruth finally taken, and Tujarg recruited. Too bad he is too far away from the action to make a difference in the endgame...

DAY 28



Citadel of Gorgrath fell to Natmus, Athoril, Herath and Whispers with about 7300 soldiers.

King Merlin was slain defending the citadel of Vorgath, whose garrison was also destroyed. My heart bleeds, but I must kill those 1500 remaining soldiers under Kor and Plainsman. Can't afford to wait till they become unaligned. It could all be over by then.

Corleth finds only 432 enemies at Kumar. He attacks. If Kathryn arrives on time, there's hope!

I now very much regret sending Gorgrath back to the southwest theatre.

Natmus's Dregrim with 100 soldiers shows up at the southeast edge of the Forest of Doom. He must have hidden there after the fall of Ushgarak. Gorgrath attacks him with his 1000 riders. So he's useful after all.

Rachel meets Natmus's Tujarg with 2000 riders coming from Kur-Aruth. Ithorn is also there. She proceeds further south, they might chase her and lose valuable time.

Korinel arrives at Dreams. All is still peaceful there.

Gard approaches Dawn. The citadel appears empty.

Torkren proceeds south. There's still a long road before him.

Thrall recruits another stray Merlin's caravan with 98 stores. No one appears to be at the Halls, question is, how many soldiers were left there.

One of Natmus's caravan spies made it to the Plains of the Lost.

Natmus's Marakith, Xajorkith and Flowers arrive at Zerin's lith, so the bird will start to fly again. More's the pity. It might even prove decisive. Handmaiden is hiding in the forest of Thrall, with 170 soldiers.

A glimmer of hope then, with Kumar. Kathryn will arrive tomorrow, and probably Zerin. We shall see.



Gorgrath is won, but out of nowhere Corleth appear and attack Kumar, so I have to send someone back to take care of this, at a time when all my forces are moving west.

Another old friend, Rorthron, has been found as well, I hope the Handmaiden and her 120 riders can handle the old guy.

Scouting reveals that Gard has quite the garrison, but if I send forces against Gard, Moon and Korkith, I hope that I gain a victory one place before Kumar is lost. Only one more citadel to go, but it feels like a long shot at present.

DAY 29



200 soldiers remain at Kumar. Corleth refreshes at the nearby village and attacks again. Kathryn also arrives, with the sun sinking behind the mountains of Kumar. Can I bring it off after all?

1700 Merlin's troops at the Halls. Not a chance.

Ishmalay garrisons Vorgath. 1 citadel to go. Was I ever that close? I forget.

Anyway, it must now be decided who will race for the Halls, and who will support Citadel of Korkith. Smiles, Foul, definitely South, and Shadows definitely through Lothoril. Brith with slow warriors, to Korkith. King, for doing more damage, to the Halls. Dare I send both Blood and Gorgrath away? Fadrath is not accounted for. What devilry might he be brewing behind the mountains? But Thrall might return to guard the foul citadels with his 200 riders. OK, then. Blood with King, Gorgrath to Citadel of Korkith.

Gorgrath slew Dregrim and became *utterly courageous* in the process.

Handmaiden attacked Rorthron, but he remains unscathed. To Kumar! Ah, Zerin, also is headed there, as I predicted. Rorthron attacks. Fingers crossed. An enemy army is south of Marakith.

Gard (soldierless, of course) races back north and joins the attack on Zerin.

Natmus's Whispers, with 1300 soldiers is in front of the Hold. He will probably try to take back the citadel of Dreams.

Natmus and Herath are preparing to cross the downs of Gorgrath and attack the citadel of Korkith. Garrison is 600 strong, let us hope it holds. Or, even better, that seeing my armies approach, Natmus will wait for reinforcements.

My last chance to win this game, before Natmus's hordes arrive. But I must destroy Kumar garrison, without any of Natmus's minions arriving there, preventing me to establish my own garrison there. Also, all of my existing citadels must remain under my control. Korkith is in great danger, and Fadrath is still out there somewhere. Chances are slim, but they exist.

By the way, I have now 24 victories and 6 defeats, meaning that half of the lords are out of the game already. I can't remember a game where so many lords were killed.



Handmaiden sucks. Not only did she let Rorthron escape, he found my newly recruited dragon Zerin and slew her. Let's hope Karya has better luck against Gard.

Kumar will be lost shortly, Natmus attacks Korkith in return, but Matija has reinforcements heading there, so I'm not optimistic.

DAY 30



Zerin slew Rorath, but was slain by Gard, who in turn was slain by Karya (I guess it was her army I saw near Marakith).

Natmus and Herath attacked Korkith, but the garrison held, barely. 200 soldiers left.

Corleth and Kathryn took the Kumar citadel. The 10th and final required. Game over, and what a game it was!

Matija is duly crowned King of Midnight and the people rejoice as finally peace is restored to this troubled land

Soiram's Introductory Reference Guide

Version 1.0.33



This comprehensive guide to the M/MU rules is available as a separate document however it is so well written and detailed that, as I know I cannot better it, I felt it should be included here as a reference source for my reader.

Enjoy!



M/MU INTRODUCTORY REFERENCE GUIDE

This is meant to be a quick reference to some basic rules/ features of the M/MU game, most probably useful to new players. It has been compiled to help a friend of mine get into pace, so I figured it might be useful to others as well.

A lot of information contained herein comes straight from posts in the forum and we have to thank Jean-Yves, Chris, Mads, Bill, Matija and generally all "First Generation" players who are constantly providing feedback.

I will try to keep this updated as new versions come along.

INTRODUCTION

After joining the M/MU community, having registered in the game site and the forums and having posted in the Members section of the forum, the following are some helpful things to do:

A) Download the maps! They are in the Library section of the game site. You can get maps for all scenarios (Sun's End, Middlegate, LOM, DDR).

B) Read the manual at the library section of the game site

C) Read the Help section of the forum (there are some useful sticky subjects there)

D) Read the Strategy section of the forum

E) Read some journals from ended games (see the relevant topic in the Help section of the forums)

F) Download and Install Chris' excellent MUCM program to help you keep track of your campaigns. NOTE: This program reveals the exact location of all lords in the maps, so if you feel like exploring around and locating new lords yourself, then don't use MUCM for a while!

REFERENCE / RULES

1) Races / Moving / Looking around:

There are the following **terrains** on the lands of Midnight:
Plains, Forests, Downs (Hills), Mountains, Frozen Wastes.

There are the following playable **races** in Midnight: Free, Fey, Foul, Targ, Dwarves, Giants. There are also non playable, but recruitable characters: Skulkrin (little people), Dragons, Wise and Werewolf.

Each character begins his turn at dawn and has one game day to move. One game day = 7 hours.

Each horizontal or vertical **movement** takes 1 hour for an army of only riders if no bonuses or penalties are imposed. A diagonal movement under the same conditions takes 1.4 hours. If there are warriors in an army it takes 25% more of what it would take if the army only had riders.

The various races have **advantages and disadvantages**, especially in movement rates over the various types of terrain:

- No one gets a penalty for moving over plains
- No one can move over Frozen Wastes
- Everyone except Fey and Skulkrin have 'normal' penalty when moving in the forests (ie move slower than they would in plains)
- Everyone except Dwarves have 'normal' penalty when moving over downs.
- The "normal" penalty for forests and downs is an extra 50% time used.
- Everyone except Dwarves have a bigger than normal penalty when moving over mountains (move much slower and get much more tired than when moving over other terrains). (Dwarves have no penalty).

- Targ have extra movement penalty in forests relative to Free, Dwarves and Foul, but the same as Free, Fey and Foul in mountains.
- Targ move a bit faster in plains, but only when they carry an army of only riders.
- Giant warriors move a bit faster than other races' warriors, but slower than riders.
- Dragons move very fast (fly) over any terrain without penalty
- Wise move faster than other races (except dragons) and can Heal other characters (give them strength).
- Dwarves and Giants cannot ride horses (and thus have armies of only warriors).
- Giants and Dwarves are better fighters than warriors of other races. Giants get slightly more bonus than dwarves, who get more than other races (except wise and dragons)

When starting a game, you get the option of impassable mountains. If this option is selected, then only dwarves, werewolves (there is only 1 werewolf in the LOM scenario, and no more in any other scenarios) and dragons can cross mountains. (Note that werewolves still suffer from the same penalty imposed on all races apart from dwarves when moving over passable mountains).

When moving around, the information box will tell you if there is something in a square adjacent to your current location. By turning around with the arrows or with the direction buttons (North, NE, E,...) you will look at what lies ahead. By pressing the Ahead button you get more info on what lies in front (including information on enemy lord's status and number of armies). By pressing the Move button you move one square towards the direction you are looking.

The top window gives you a panoramic view of what is ahead (landscaping). You can't see between forests, mountains and generally other objects very well, so this is quite realistic. Enemy's armies appear as 3 different graphics, depending on the number of troops. Lonely lords (i.e. ones not carrying armies) can only be seen from an adjacent location.

2) Lord Characteristics:

Each Lord has 2 characteristics, Courage and Strength. The more Courageous a lord is, the better he can handle battles. Strength is also important in movement and battles. If a Lord becomes Utterly Exhausted then he can't move anymore and needs to rest, or eat supplies to be able to gain strength. Coward and tired lords perform badly in battles and lose a lot of men without inflicting many casualties. At the moment, tiredness affects the casualties an army **inflicts** on the enemy, while courage affects the casualties **taken** in battle.

- **Gaining Strength** is possible with the following: a) Eat stores (in citadels, keeps or caravans). Eating 1 store consumes 1/2 hour. b) By resting. Pressing the "rest button" gives you a bit of strength (much less than 1 store), and takes one hour. c) Healing: This is available between a Wise and any other Lord (ie Wise can transfer part of their strength to other lords). d) By Seeking at special locations and finding shelter.
- **Gaining courage** is possible with the following: a) Finding Blood Of Courage in a special location (raises courage randomly), b) Finding a creature called fairy (raises courage to Utterly Courageous), c) Killing other lords (raises courage by 1 level).

Each lord can carry up to 2500 troops in any combination of riders/warriors.

3) Special Locations / Creatures:

When moving around you will encounter various special locations (liths, ruins, henges, snowhalls, caverns, towers, lakes). Seeking these places (use the seek button) takes 2 hours and you can find various things. Once searched these locations remain empty until the end of the game (with the exception of Towers, which have a probability of offering guidance after each use of the seek button). Special locations are:

- **Liths, Ruins, Henges:** You can find special items like Cup of Dreams (brings a new day), Blood of Courage (Boosts your Courage by a random amount), Shelter (Boosts your Strength by a random amount), Money (not in use yet), Claws of Night (Brings Night), Thorns of Despair (Lowers your courage). Liths offer most of the time good results, Ruins 50% good/bad, henges most of the times bad.
- **Lakes:** Either refill your strength (99% chance) or, if poisoned, get you utterly exhausted.
- **Towers:** Give you guidance about the position of other lords or caravans carrying stores. ("To find Lord X you should look in the forest of Y"). They give better guidance to Wise and to courageous lords.
- **Villages, Snowhalls:** Boost your strength (=shelter)
- **Caverns:** Shelter, money and other surprises.

You can also find some **non recruitable creatures** around:

- **Horses:** When you seek in a location containing horses, then an equal number (as the number of horses) of warriors in your army become riders. If your lord is on foot, then he is the first one to ride a horse, so the number of warriors becoming riders is number of horses-1. Note that the "mount" button is used to switch the horse from one of the lord's riders to a lord (number of warriors will increase by 1).
- **Wolves:** They are only for decorative purposes (for now)
- **Fairies:** These exist only in the forests and are VERY USEFUL. By Seeking on a location with a fairy you get three things: a) A new day, b) become Utterly Courageous and c) Become Utterly Invigorated. Once you use a fairy it disappears, so use them wisely.

4) Citadels / Keeps / Garrisons:

Citadels and keeps are fortresses guarded by a lord and his/her garrison (=armies in any combination of riders / warriors of more than 50 men and up to a maximum of 2500 men in the citadel or keep).

- Any lord can transfer troops between his army and a garrison, provided they are of the same race. This includes removing the garrison.
- Depending on chosen parameter when creating a game, garrisons can disband their armies.
- Citadels have a starting amount of money (>200 gold pieces) and a starting amount of stores (0-100). If garrisoned, they produce some gold pieces (depending on the size of the garrison) and 3 stores each turn.
- Citadels produce some riders and some warriors each turn (of the same race as the lord who owns the garrison). If the lord garrisoning the citadel is dwarf, then you get only warriors, but in a number equal to the total number of warriors + riders that the citadel would generate, should the lord was of any other race.
- Citadels with more than 200 gold pieces are the only place to create a caravan.
- Citadels and keeps with a garrison of more than 250 men gain Power of Vision (ie you can select the keep or citadel and watch around you).
- Citadels and keeps with a garrison of 250 men or more produce 3 stores every turn.
- Keeps have a starting amount of stores only when a lord and his garrison is present.
- A lord and his armies in a citadel or a keep get a defence bonus against attacking opponents (more bonus in citadels than in keeps).

NOTE: It has been reported that any garrisoned citadel (even if battle have brought it down to only 15 soldiers, for example) always have a Power of Vision, while a keep needs 250 soldiers in any combination of riders and warriors to gain it. Same goes for power to produce stores, any garrisoned citadel produces stores, while only keeps with 250+ soldiers produce stores. This is contradictory to the rules above, but seems to be the case!

5) Recruitment / Armies:

- Anyone can recruit anyone else and this takes 2 hours, with the following exceptions:
 - Dragons can't recruit anyone (not even other dragons)
 - Skulkrin can recruit others but takes them very long (5-6 hours)
 - When recruiting someone of the same race it takes 1 hour.
- You can transfer armies between lords and between lords and garrisons ONLY if they are of the same race.
- When transferring armies between two lords (or lords and garrisons), their times are synchronised, i.e. if one lord has 2 hours remaining and the other has 5 hours remaining, then both of them will continue with 2 hours remaining.
- Each lord and citadel / keep can hold up to 2500 men.
- When an opponent's King is dead, his recruited lords gradually become neutral again. Generally, it takes 1 day for terrified lords to become neutral, 9 days for UC lords. The calculation is actually (courage*days)+1 with courage ranging from 0 (terrified) to 8 (utterly courageous).
- When an opponent's King is dead, garrisons belonging to his lords remain enemy until the corresponding lords are re-recruited.

6) Battles:

- Currently, if you enter a battle with a lord with mixed armies (riders and warriors) you get double the casualties (bug) so until it is fixed you should not keep mixed armies if possible.
- When entering a battle you immediately get Night (i.e. can't do anything else that day)
- Riders inflict more damage than warriors
- Dragons and Wise can inflict a lot of damage to each opponent lord in a battle

- Giants and Dwarves are better fighters than warriors of other races. Giants get slightly more bonus than dwarves, who get more than other races (except wise and dragons).
- Defending armies receive a bonus when fighting in a citadel (and a smaller bonus when fighting in a keep).
- When in a battle, you can't use the seek button, you can't garrison a keep, but you can eat stores if they are available on the same location (ie caravan or garrison).
- When you enter a battle, if the next day you don't move away, you still remain in battle mode.
- Kings get a small bonus when in battle.

7) Caravans:

- A caravan can only be created at a citadel with more than 200 gold pieces
- Caravans move at the same pace as an army of warriors with no penalties or bonuses imposed.
- Caravans can transfer stores to and from keeps and citadels, and between themselves (synchronising their times).
- A lord can capture an enemy caravan (if it is not guarded by an enemy lord) if his courage is more than Unsure, and if he carries an army of more than 50 men.
- Caravans can't look ahead (use the "Ahead" button), so they are less efficient spies than lonely lords (they don't get information on enemy's status and number of armies).
- You can disband a caravan, but only if it has zero stores and if the caravan is not at night.

8) Disease:

Disease has a 90% chance of striking when a total of 10001 men or more are located in the same location, if and only if these men belong to lords under your command and/or lords allied to you. When an enemy is also present disease doesn't strike. Lords themselves and caravans do NOT count towards this limit. When disease strikes, a percentage of your troops die overnight.



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REVISIONS

1.5

Various small factual errors corrected particularly about races/bonuses and buildings

Some problems with bullets fixed

Some extra clarification added to the section on game options

Additional information on resigning/abandoning games added

Additional information on disbanding garrisons/armies added

Shield upload information added

Dragon - Your Best Friend added

The Quill - Complete Journal added

M/MU Jargon added

Soiram's guide updated and fully indexed

Hugely expanded and more comprehensive index than previously

1.4

First official release

TO DO

For Future Editions of the Unofficial M/MU Guide

Style/Format

Increase screenshot size to 65% from 50%

Possibly link screenshots to full size screenshots on website?

Enhanced section on the scenarios including map graphics

Remove gray square from my head

More on battle and the algorithm

Add information on map co-ordinates

Newbie guide to taking a citadel

More on differences inactive/active game

Use of bold/italics in index to differentiate main pages

Screenshots/Graphics

Get diplomacy screenshot