

ARTIFICIAL INTELLIGENCE

The AI in Lords of Midnight is actually very basic. This is not surprising considering the machines that it was written for and the time. Things have changed an awful lot in computers terms over the years and to consider calling Doomdark's rules "AI" is probably stretching it a little. However, as simple as they are, they do achieve their goal extremely well and make Lords of Midnight a very playable game.

Route Nodes

Route nodes are in essence the small thing that makes LOM's AI different than DDR's. In my opinion it is also the thing that makes LOM better. There are about 112 specially marked locations that are designated route nodes. 102 of these are the keeps and citadels, the remaining are;

Id	Coor	Location
102	-58,27	The Ruin Of Rorath
103	-12,42	The Cavern Of Garg
104	-4,18	Weirdhenge
105	(22, 7)	A Lith In The Domain Of Ogrim
106	(38, 6)	The Lith Of Ashimar
107	(40, 2)	Lake Ashimar
108	(48, 0)	The Plains Of Torkren
109	-61,2	The Ruin Of Odrark
110	-25,62	A Ruin In The Domain Of Kumar
111	-45,29	The Lith Of Shimeril

See Strategic Locations for full list.

Each one of these route nodes points to two other route nodes. In general they point down the map and culminate at the Citadel of Xajorkith. They essentially allow Doomdark to walk down the map and make his attack on Xajorkith in a controlled and interesting manner.

Regiments of the witchking

Doomdark has to his disposal, 128 roaming regiments. These armies are given set goals to achieve and they can freely wander the map trying to achieve these goals.

See Doomdark's Regiments for full list.

Movements in the night

The regiment is given 6 turns in one night. Each action they take will cost them various amounts on their turns. Warriors movement uses double that of the riders. Moving into a location costs 1 turn. However moving into a mountain or forest location uses 4 turns. (Warriors 2 and 8 respectively)

On a night by night basis the regiment will firstly consider the location they are in. If there is something interesting about the location then they will stay there and forgo all their remaining turns for the night. They then consider all the surrounding adjacent locations, should something be of interest in any of these they will attempt to move into that location and forgo their remaining turns.

(The interesting flag is only set when one of the lords are there etc.)

Only after nothing interesting is surrounding them do they consider their goals.

Goals to achieve

The goal types are simply; goto, follow, wander and route.

GOTO

The regiment will go to a given route node only while something interesting is there. As soon as the interesting flag is reset then the regiment goes about its business as usual. This can affectively stop a regiment in its tracks. Eg. A regiment is heading toward the Tower of the Moon at the beginning of the game. As soon as all lords have left that location then the regiment stops heading toward it. The regiment will then stay at its current location unless something

interesting occurs around them. If a lord should enter the Tower of the Moon at a later stage, the regiment will resume its goal of heading toward the tower.

FOLLOW

The regiment will follow and attack their given target lord. As soon as this lord is dead they follow Luxor, if he is dead they go onto Morkin.

WANDER

The regiment wanders aimlessly. Each turn they pick a random direction and as long as it is not frozen wastes they move into it. If the location is frozen wastes they pick another random direction.

ROUTE

The regiment goes to the given route node. When they arrive at the node they randomly pick which of the two optional route nodes this node points to and make this their new target.

The Initial Campaign

In the beginning Doomdark's regiments have their goals split.

10 Regiments (10,000 riders) are set to follow Luxor.

3 Regiments (3,000 riders) are set to follow Morkin.

21 Regiments (21,000 riders) are set to follow other Lords.

The lords not being followed are;

Whispers, Lothoril, Korinel, Utarg, Fawkrin, Lorgrim and Farflame.

All these regiments start at the Citadel of Ushgarak.

8 Regiments (9,600 riders) start at Usgarak and route from there.

4 Regiments (4,800 warriors) start at Vorgath and route from there.

4 Regiments (4,800 warriors) start at Garg and route from there.

22 Regiments (9,600 riders, 16,800 warriors) start and route at Kor.

20 Regiments (4,800 riders, 19,200 warriors) start and route at Korkith..

12 Regiments (6,000 riders, 6,000 warriors) start with the wander command – most of these are north except 1,000 warriors who start at the Lith of Ashimar.

4 Regiments (4,800 warriors) start at Ushgarak and goto Ushgarak – affectively bringing them back there should they move away caused by someone coming very close.

The rest are in the keeps and citadels around Ushgarak with goto commands making them home back to Ushgarak or the other citadels should they be attacked.

See Doomdark's Regiments for full list.

The Battle Algorithm

Battle ensues as soon as Doomdark's army is at the same location as a Lord of the free.

The order is...

All characters armies are split into riders and warriors and added to the battle separately.

1. All the characters get first initiative.

Their strength is used as their number of hits and their energy (+128) is used as success chance per attack. character and army Energies are in the range of 0-127. Thus lords are given an advantage.

Skirmish

for every hit a random number between 0 and 255 is picked. If this is less than their success then they have made a successful attack. A random army is then picked from the list of foes. A random number between 0 and 255 is picked, and if this is greater than the foes success then 5 soldiers are killed. If the soldiers for this army reach 0 then it is removed from the list.

2. All the Free armies get second initiative.

The total number of soldiers are divided by five and used as the number of hits. Their strength is used as the success chance. The skirmish is then the same as the character.

3. All Doomdark's armies get final initiative.

The calc is the same as for the free. Their success chance is based on the ice fear and will be slightly higher for riders. The higher the ice fear the better success chance they have. Doomdark's armies also get a benefit from battles at a citadel.

So there can never be a draw because of the order. The free would always have the advantage of first blood with small number of soldiers in both friend and foes.

Your country needs you! - Recruitment

Unlike DDR, recruitment in LOM is fixed and thus very simple.

Each Lord has a recruiting mask and a recruited mask. To see if a recruit succeeds; for the Lord who is approaching, his recruiting mask is added over the other Lord's recruited mask. If any bits remain then recruiting is successful.

Because this is fixed, it can be displayed in a table. See Recruitment.

Lord of Death

Should a Lord lose a battle or fight against Dragons etc. First, there is a 50/50 chance he will lose his horse. Then a random number is picked and compared against his Base Life Status + $((\text{current energy}/2)-64)$

If it is bigger then the Lord dies. During battle if the lord loses he is randomly misplaced into another location near by.

Fighting Dragons, Wolves, Giants and Skulkrin

Fighting any of these enemies is calculated to see if the lord dies. If the Lord survives then the enemy is dead. Dragons are automatically slayed by the sword dragonslayer and Wolves by the sword wolfslayer.

STRATEGIC PLACES

within the land of midnight lie strategic places that doomdark will send his armies to visit. these places point to two optional places to visit next. any army visiting these these places will arrive and then decide where to visit next.

the first 101 places map directly to the citadels and keeps.

id	coor	location	a	b
0	(1, 8)	The Citadel Of Gloom	0	0
1	-4,46	The Keep Of Lorgrim	1	16
2	-5,28	A Keep In The Domain Of Despair	2	6
3	-6,22	The Citadel Of Vorgath	3	104
4	-7,32	The Keep Of Death	4	6
5	-8,23	A Keep In The Domain Of Despair	5	3
6	-8,29	The Citadel Of Ushgarak	6	14
7	-8,37	The Citadel Of Grarg	8	10
8	-9,4	A Keep In The Domain Of Grarg	1	103
9	-9,57	The Keep Of Fadrath	9	9
10	-10,39	A Keep In The Domain Of Grarg	10	103
11	-11,11	The Keep Of Lothoril	11	11
12	-12,21	A Keep In The Domain Of The Lost	13	22
13	-12,25	A Keep In The Domain Of Ugrak	26	22
14	-13,29	The Citadel Of Kor	22	23
15	-13,36	A Keep In The Domain Of Kor	22	23
16	-13,51	The Keep Of Ithril	19	25
17	-13,62	The Keep Of Droon	20	20
18	-14,16	A Keep In The Domain Of Glorim	21	21
19	-14,55	A Keep In The Domain Of Ithril	17	20
20	-16,57	The Citadel Of Ithorn	31	110
21	-17,14	A Keep In The Domain Of Glorim	105	29
22	-17,27	A Keep In The Domain Of Kor	27	34
23	-17,34	A Keep In The Domain Of Kor	34	41
24	-17,42	The Citadel Of Dreams	24	24
25	-17,52	A Keep In The Domain Of Ithril	20	20
26	-18,19	A Keep In The Domain Of Kor	32	32
27	-19,22	A Keep In The Domain Of Kor	26	32
28	-19,54	A Keep In The Domain Of Ithril	20	31
29	-21,14	A Keep In The Domain Of Korkith	32	32
30	-21,49	A Keep In The Domain Of Ithril	25	28
31	-21,57	The Keep Of Whispers	37	37
32	-22,18	The Citadel Of Korkith	42	42
33	-22,42	A Keep In The Domain Of Kor	33	35
34	-23,31	The Keep Of Kor	38	36
35	-23,46	A Keep In The Domain Of Ithril	35	30
36	-24,39	A Keep In The Domain Of Kor	33	39
37	-25,56	A Keep In The Domain Of Herath	47	55
38	-26,32	A Keep In The Domain Of Kor	41	41
39	-27,45	The Keep Of Herath	40	46
40	-27,54	A Keep In The Domain Of Herath	37	47
41	-28,34	A Keep In The Domain Of Valethor	45	45
42	-29,17	The Keep Of Valethor	44	50
43	-29,42	A Keep In The Domain Of Marakith	46	39
44	-30,24	The Citadel Of Gorgrath	49	50
45	-30,3	A Keep In The Domain Of Valethor	44	50
46	-30,51	The Keep Of Kumar	47	48
47	-30,57	The Citadel Of Kumar	48	55
48	-32,55	A Keep In The Domain Of The Targ	55	57
49	-33,21	A Keep In The Domain Of Valethor	52	56
50	-33,23	A Keep In The Domain Of Valethor	56	54
51	-33,43	The Citadel Of Marakith	61	62
52	-34,13	The Keep Of Dodrak	106	64

53	-34,34	The Keep Of Marakith	43	51
54	-35,3	A Keep In The Domain Of Blood	53	58
55	-35,59	The Keep Of Utarg	57	63
56	-37,21	The Keep Of Blood	59	60
57	-39,54	The Keep Of Athoril	61	63
58	-40,27	A Keep In The Domain Of Blood	65	66
59	-41,22	A Keep In The Domain Of Blood	64	65
60	-41,25	A Keep In The Domain Of Blood	65	69
61	-41,48	A Keep In The Domain Of Dawn	73	76
62	-42,42	A Keep In The Domain Of Dawn	66	68
63	-42,55	The Keep Of Dregrim	68	76
64	-43,17	The Keep Of The Moon	72	74
65	-43,28	The Citadel Of Shimeril	111	66
66	-44,37	The Keep Of Dawn	70	102
67	-44,59	The Citadel Of Dregrim	67	67
68	-46,44	The Citadel Of Dawn	70	73
69	-47,29	The Keep Of Mitharg	70	74
70	-47,42	A Keep In The Domain Of Dawn	78	75
71	(48, 7)	The Keep Of Torkren	86	85
72	-48,1	The Keep Of Gard	81	81
73	-49,48	A Keep In The Domain Of Trorn	75	79
74	-50,21	The Keep Of Brith	82	88
75	-50,45	The Keep Of Corelay	80	83
76	-51,54	The Keep Of Trorn	84	94
77	-52,39	The Keep Of Morning	82	89
78	-52,42	A Keep In The Domain Of Morning	77	83
79	-52,5	A Keep In The Domain Of Trorn	76	94
80	-53,46	A Keep In The Domain Of Corelay	83	96
81	-55,12	A Keep In The Domain Of Gard	86	91
82	-55,25	The Keep Of Odrark	102	102
83	-55,44	A Keep In The Domain Of Corelay	96	96
84	-55,55	A Keep In The Domain Of Corelay	93	96
85	(56, 7)	The Keep Of Silence	90	90
86	-56,1	The Citadel Of Gard	85	91
87	-57,17	The Keep Of Ishmalay	88	109
88	-57,21	A Keep In The Domain Of Brith	109	82
89	-57,37	A Keep In The Domain Of Corelay	92	92
90	(58, 8)	A Keep In The Domain Of Silence	91	101
91	-58,12	A Keep In The Domain Of Gard	101	87
92	-59,39	A Keep In The Domain Of Corelay	95	95
93	-59,56	A Keep In The Domain Of Corelay	96	96
94	-59,63	A Keep In The Domain Of Corelay	93	100
95	-60,42	A Keep In The Domain Of Corelay	96	96
96	-60,45	The Citadel Of Xajorkith	96	96
97	(61, 4)	A Keep In The Domain Of Torkren	91	101
98	-61,33	The Keep Of Thimrath	92	95
99	-61,23	The Keep Of Rorath	82	102
100	-61,59	A Keep In The Domain Of Corelay	96	96
101	-61,14	A Keep In The Domain Of Brith	99	99

the following few are just incidental strategic places.

id	coor	location	a	b
102	-58,27	The Ruin Of Rorath	98	98
103	-12,42	The Cavern Of Grarg	15	15
104	-4,18	WeirdHenge	12	18
105	(22, 7)	A Lith In The Domain Of Ogrim	52	106
106	(38, 6)	The Lith Of Ashimar	107	72
107	(40, 2)	LakeAshimar	108	108
108	(48, 0)	The Plains Of Torkren	71	97
109	-61,2	The Ruin Of Odrark	99	99
110	-25,62	A Ruin In The Domain Of Kumar	47	55
111	-45,29	The Lith Of Shimeril	68	69

DOOMDARK'S REGIMENTS

doomdark has 128 free roaming regiments. these soldiers perform specific tasks or wander through the strategic places.

<u>id</u>	<u>coor</u>	<u>location</u>	<u>no</u>	<u>type</u>	<u>orders</u>
0	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
1	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
2	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
3	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
4	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
5	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
6	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
7	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
8	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
9	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Luxor
10	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Morkin
11	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Corleth The Fey
12	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Rorthron The Wise
13	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Gard
14	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Marakith
15	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Xajorkith
16	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Shimeril
17	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Kumar
18	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Ithron
19	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Dawn
20	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Dregrim
21	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Thimrath The Fey
22	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Shadows
23	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Thrall
24	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Brith
25	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Rorath
26	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Trom
27	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow The Lord Of Morning
28	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Athoril
29	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Blood
30	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Herath
31	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Lord Mitharg
32	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
33	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
34	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
35	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
36	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
37	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
38	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
39	-8,29	The Citadel Of Ushgarak	1200	Riders	Heading To 6.
40	-6,22	The Citadel Of Vorgath	1200	Warriors	Heading To 3.
41	-6,22	The Citadel Of Vorgath	1200	Warriors	Heading To 3.
42	-6,22	The Citadel Of Vorgath	1200	Warriors	Heading To 3.
43	-6,22	The Citadel Of Vorgath	1200	Warriors	Heading To 3.
44	-8,37	The Citadel Of Grarg	1200	Warriors	Heading To 7.
45	-8,37	The Citadel Of Grarg	1200	Warriors	Heading To 7.
46	-8,37	The Citadel Of Grarg	1200	Warriors	Heading To 7.
47	-8,37	The Citadel Of Grarg	1200	Warriors	Heading To 7.
48	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Morkin
49	-8,29	The Citadel Of Ushgarak	1000	Riders	Follow Morkin
50	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
51	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
52	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
53	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
54	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.

55	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
56	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
57	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
58	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
59	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
60	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
61	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
62	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
63	-13,29	The Citadel Of Kor	1200	Warriors	Heading To 14.
64	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
65	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
66	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
67	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
68	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
69	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
70	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
71	-13,29	The Citadel Of Kor	1200	Riders	Heading To 14.
72	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
73	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
74	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
75	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
76	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
77	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
78	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
79	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
80	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
81	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
82	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
83	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
84	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
85	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
86	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
87	-22,18	The Citadel Of Korkith	1200	Warriors	Heading To 32.
88	-22,18	The Citadel Of Korkith	1200	Riders	Heading To 32.
89	-22,18	The Citadel Of Korkith	1200	Riders	Heading To 32.
90	-22,18	The Citadel Of Korkith	1200	Riders	Heading To 32.
91	-22,18	The Citadel Of Korkith	1200	Riders	Heading To 32.
92	-30,24	The Citadel Of Gorgrath	1200	Warriors	Heading To 44.
93	-30,24	The Citadel Of Gorgrath	1200	Warriors	Heading To 44.
94	-30,24	The Citadel Of Gorgrath	1200	Warriors	Heading To 44.
95	-30,24	The Citadel Of Gorgrath	1200	Warriors	Heading To 44.
96	(22, 7)	A Lith In The Domain Of Ogrim	1000	Riders	Wandering.
97	-17,27	A Keep In The Domain Of Kor	1000	Riders	Wandering.
98	-9,4	A Keep In The Domain Of Grarg	1000	Riders	Wandering.
99	-24,39	A Keep In The Domain Of Kor	1000	Riders	Wandering.
100	-33,21	A Keep In The Domain Of Valethor	1000	Riders	Wandering.
101	-33,23	A Keep In The Domain Of Valethor	1000	Riders	Wandering.
102	-29,17	The Keep Of Valethor	1000	Warriors	Wandering.
103	-4,18	WeirdHenge	1000	Warriors	Wandering.
104	-30,3	A Keep In The Domain Of Valethor	1000	Warriors	Wandering.
105	-14,16	A Keep In The Domain Of Glorim	1000	Warriors	Wandering.
106	-23,31	The Keep Of Kor	1000	Warriors	Wandering.
107	(38, 6)	The Lith Of Ashimar	1000	Warriors	Wandering.
108	-8,29	The Citadel Of Ushgarak	1200	Warriors	Going To 6.
109	-8,29	The Citadel Of Ushgarak	1200	Warriors	Going To 6.
110	-8,29	The Citadel Of Ushgarak	1200	Warriors	Going To 6.
111	-8,29	The Citadel Of Ushgarak	1200	Warriors	Going To 6.
112	-13,29	The Citadel Of Kor	1200	Warriors	Going To 6.
113	-6,22	The Citadel Of Vorgath	1200	Warriors	Going To 6.
114	-8,37	The Citadel Of Grarg	1200	Warriors	Going To 6.
115	-8,23	A Keep In The Domain Of Despair	1200	Warriors	Going To 6.
116	-5,28	A Keep In The Domain Of Despair	1200	Warriors	Going To 6.

117	-12,25	A Keep In The Domain Of Ugrak	1200	Warriors	Going To 14.
118	-13,36	A Keep In The Domain Of Kor	1200	Warriors	Going To 7.
119	-9,4	A Keep In The Domain Of Garg	1200	Warriors	Going To 7.
120	-10,39	A Keep In The Domain Of Garg	1200	Warriors	Going To 7.
121	-7,32	The Keep Of Death	1200	Warriors	Going To 6.
122	-12,21	A Keep In The Domain Of The Lost	1200	Warriors	Going To 3.
123	-10,29	The Plains Of Despair	1000	Riders	Going To 6.
124	-8,33	The Plains Of Despair	1000	Riders	Going To 6.
125	-7,3	The Plains Of Despair	1000	Riders	Going To 6.
126	-7,27	The Plains Of Despair	1000	Riders	Going To 6.
127	-8,26	The Plains Of Despair	1000	Riders	Going To 6.
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RECRUITMENT

		4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	Luxor	✓	✓	✓	✓	✓	✓	✓	✓				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	
	Morkin									✓	✓	✓	✓	✓	✓	✓	✓									✓	✓	✓	✓
	Corleth	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓		✓
	Rorthron	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
4	Gard		✓	✓	✓	✓	✓	✓	✓									✓	✓	✓	✓	✓	✓	✓	✓				
5	Marakith	✓			✓	✓	✓	✓	✓	✓								✓	✓	✓	✓	✓	✓	✓	✓	✓			
6	Xajorkith	✓			✓	✓	✓	✓	✓	✓								✓	✓	✓	✓	✓	✓	✓	✓	✓			
7	Gloom	✓	✓	✓		✓	✓	✓	✓	✓								✓	✓	✓	✓	✓	✓	✓	✓	✓			
8	Shimeril	✓	✓	✓	✓		✓	✓	✓	✓								✓	✓	✓	✓	✓	✓	✓	✓	✓			
9	Kumar	✓	✓	✓	✓	✓			✓	✓								✓	✓	✓	✓	✓	✓	✓	✓	✓			
10	Ithron	✓	✓	✓	✓	✓	✓			✓	✓							✓	✓	✓	✓	✓	✓	✓	✓	✓			
11	Dawn	✓	✓	✓	✓	✓	✓	✓										✓	✓	✓	✓	✓	✓	✓	✓	✓			
12	Dreams	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓
13	Dregrim	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓
14	Thimrath									✓	✓		✓	✓	✓	✓	✓												✓
15	Whispers									✓	✓	✓	✓		✓	✓	✓	✓											✓
16	Shadows									✓	✓	✓	✓		✓	✓	✓	✓											✓
17	Lothoril									✓	✓	✓	✓	✓	✓		✓	✓											✓
18	Korinel									✓	✓	✓	✓	✓	✓	✓	✓												✓
19	Thrall									✓	✓	✓	✓	✓	✓	✓	✓												✓
20	Brith	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓	✓	✓	✓	✓	✓	✓			
21	Rorath	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓		✓	✓	✓	✓	✓	✓	✓			
22	Trorn	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓		✓	✓	✓	✓	✓	✓			
23	Morning	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓		✓	✓	✓	✓	✓			
24	Athoril	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓	✓		✓	✓	✓	✓			
25	Blood	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓	✓	✓		✓	✓	✓			
26	Herath	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓	✓	✓	✓	✓		✓			
27	Mitharg	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓	✓	✓	✓	✓	✓				
28	Utarg																												
29	Fawkrin																												
30	Lorgrim	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓
31	Farflame																												

THE WAR OF THE SOLSTICE HAD BEGUN...

This document covers the strategies that I use when playing Lords Of Midnight.

Extract from the manual...

"There are two distinct ways of winning a victory over Doomdark. The first is by war, by sending armies north to the Plains of Despair and seizing the Citadel of Ushgarak from whence Doomdark commands his foul hordes. In such a strategy, Luxor himself will play a major part as a commander in the field.

The second way of winning is by quest, by guiding Morkin, Luxor's son, to the Tower of Doom to destroy the Ice Crown, the source of Doomdark's power.

Morkin can have no army to help him on his journey, for the Ice Crown sends forth the ice-fear which withers men's minds. By virtue of his birth, half-human, half-fey, only Morkin can resist the utter coldness of the Ice Crown's power.

If you prefer a pure adventure just concentrate on the quest of Morkin. The armies of Doomdark will still march south to conquer Midnight but the armies of the Free will defend themselves without your guidance, even though they will not make any counter-moves.

If you prefer a pure war game, ignore the quest of Morkin and concentrate on the assault of Ushgarak.

To play the complete epic, however, you should place equal importance on the war that Luxor directs and the quest that Morkin journeys on. Naturally enough, the complete epic takes the longest to play. Of the other options, you will find the quest the quicker game."

Strangely enough the game doesn't handle the completion of the complete epic however I find it a much more rewarding way to play.

I'm going to take you on a journey through the playing of the complete epic. In my opinion to undertake the complete epic you have to achieve the following goals;

- Recruit all 32 Lords
- Defend Xajorkith
- Eradicate all of Doomdarks hordes
- Find and destroy the Ice-Crown
- Finish the game with all 32 lords

Item three includes not only taking Ushgarak, but having every Keep and Citadel in control of the Free, Fey and Targ alliance, and removing all armies of the Doomguard off the face of Midnight.

NOTE: this guide uses number references to **Citadels and Keeps** and **Strategic Places**

This following method is not necessarily the best and it is definately not the quickest and therefore probably not very exciting... but it works and helps to illustrate a few points theories.

I have broken it down into five distinct areas;

Background Information

The Theory

The Itinerary

and finally you should be able to play the game without this but it can give you futher insight into the technique. However this document follows a game played purely for the purpose of documentation. Which means a few things may have happened out of the norm.

Character Breakdown or Daily Breakdown

These breakdowns cover the the important first 20 days.

Background Information

The first thing to take into account is that we wish to recruit all the lords and that therefore means keeping them all alive. There are a number of Lords behind enemy lines (i.e.: North of the mountains of Ithiril)

These are, in order of danger;

- **Korinel The Fey**
- **Fawkrin The Skulkirin**
- **The Lord Lothoril**
- **Farflame The Dragonlord**
- **The Lord of Dreams**
- **The Lord of Ithron**
- **The Lord of Gloom**
- **Lorgrim The Wise**

There are also a few Lords in the eastern edge of the map, just north of the Plains of Targ who are also in a precarious situation;

These are, in order of danger;

- **Lord Herath**
- **The Lord of Marakith**
- **The Lord of Whispers**
- **The Lord of Kumar**

And there are two lords in the southern area that are also in danger;

- **Lord Blood**
- **The Lord of Shadows**

There are regiments of Doomdarks armies already posted at The Citadel of Gorgrath, and the four keeps surrounding it. These hordes will spew forth almost immediately and they will attack Lord Blood by day four, he will usually be the first casualty of the free in the war of the Solstice.

Korinel stands at the Village of Kor in the Forest of Kor. His Citadel has already fallen and is the starting place for a large number of the enemy. He will be attacked by day five, he has about 1,000 soldiers but will be dead by day nine or ten. Korinel is the hardest Lord to recruit, because by day two the plains of Kor and the plains of Korkith will be teaming with enemy soldiers, as will the plains of Valethor. And unfortunately you have to pass through these places and into the jaws of the enemy to recruit him.

Morkin already needs to go north on his quest for the Ice Crown, but because he can't hide he would gain far too much attention for this mission.

Corleth the Fey can hide, but is needed to recruit the Fey in the south.

Luxor the Moonprince can hide, but is far too important for such a task.

Rorthron the Wise is ideal, he can hide, can never have an army and won't play too much a part later in the game. So send him north to the village of Kor. ***Make sure you hide him every night.*** He should reach Korinel by day four.

As **Morkin** needs to go north to find the Ice-Crown, after he has recruited Shadows he can be used to recruit Farflame, Lothoril and Fawkrin. However choosing to use him for this can prove perilous. A number of Doomdarks armies sole objective in the war is to kill Morkin. They will purposely seek him out. Also Doomdarks armies have a ***four location radius when marching.*** If they find anything interesting in this circle while they aimlessly go about their business they will check it out. Taking Morkin into Dodrak to recruit Farflame can take him too close to the armies on the plains of Korkith. They will then start to attack him and he will find it very hard to escape their circle of terror. Farflame however can be a good travelling companion for Morkin, he is very good in a fight. How daring do you feel?

You therefore have the indecision of should Morkin recruit Farflame or should you hope that Rorthron can get to him in time?

The Choices;

1. Send Morkin Northwest to the edge of the map, then directly north to the top of the map and then east onto the Citadel of Gloom. You can't recruit Gloom but just being with him will help in the few battles which will follow, when some of Doomdark's armies finally track him down. During the journey keep him on the plains and try not to stop on any other terrain feature. Doomdark's armies tend to overlook the plains! On the journey up you may be tempted to nip over and recruit Lothoril. You can achieve this, but just remember the warning for Farflame; the same applies.

2. Travel north through the Ashimar mountains using the Ogrim plains and up to Lake Ogrim. This will keep you away from Doomdark's armies. From lake Ogrim you can travel directly east to the Tower of Dodrak where you will be able to see and recruit Farflame, travel west back to the frozen wastes and then north to Moonhenge where you can recruit Fawkrin. Then directly east to recruit Lothoril, then up to Gloom.

There are already armies at the Lith of Ashimar, you should deal with this problem as soon as possible.

Keep 52 will usually fall on day five. There are two hundred recruitable warriors there but you are unlikely to be able to get Luxor or Blood there quick enough to avoid getting caught up in a battle either along the way or way back. This is a necessary sacrifice.

The first attack on Xajorkith usually occurs around the night of day 12 onwards.

By about day 50 the last of the attacks on Xajorkith will have taken place. Apart from the multitude of Doomdark's armies still waiting in the north around the Plains of Despair and the Citadel of Ushgarak there are only a few roaming armies still in the game. These have lost their way a little and probably not make it down to Xajorkith.

When you start to push north you could easily leave Xajorkith a few days earlier - it just means you will have to deal with a few of Doomdark's armies on the march.

As you take back the citadels and keeps you want to try to maximise the number of men you recruit from these.

You can use pretty much anyone to take back the keeps, but by about this time a number of lords will not fight due to tiredness or the Ice Fear. As the days pass by and the Ice Fear reduces due to the number of keeps and citadels you take back, these lords will be able to fight again.

A tip for any lords you won't fight; use them and place them in front of any wandering armies that are left. When Doomdark's armies attack them, they'll soon fight back!

You should be able to take back all the Keeps and Citadels except for the ones on the Plains of Despair; ie: 3, 2, 4, 5, 6, 7, and 14 by Day 80. You can also have wiped out all of doomdark's wandering armies.

Do not attempt the final push up Usgarak before you have rested and regrouped all your characters - as there is still an awful lot of armies on the Plains of Despair.

The Theory...

This plan is based on one main premiss; Doomdark's armies have one fixed tactic and that is to attack Xajorkith in numbers. Doomdark's hordes will march south on a fixed plan (see **Strategic Places** for further information) and because of this, if you wait for them, they will come to you.

So in a nutshell the outline is as follows;

- Recruit all the southern Lords and send them to the Citadel of Xajorkith.
- Recruit all the northern Lords and send them to the Citadel of Dreams.
- Send Morkin and his group to the Citadel of Gloom and wait for a final movement to take the Ice Crown from the Tower of Despair,
- Wait until most of Doomdark's armies have attacked the Citadel of Xajorkith somewhere around day fifty and then push north and take back all the Keeps and Citadel while marching north towards Ushgarak.
- You should be able to recapture all the Keeps and Citadels apart from the one's on the Plains of Despair ie: 3, 2, 4, 5, 6, 7, 14 by day 80.
- Regroup at keep 22
- Slowly take back the Citadels on the Plains of Despair, from the outside in; over the following 10 days.
- Before taking Ushgarak, set Morkin to take the Ice Crown.
- Kill... Kill.. Kill..
- The same day Ushgarak falls, move Morkin into the same location as either Lorgrim or Fawkrin.
- Night.

Victory to the Free! by day 90

The Itinerary...

the following is based on a general theory of who should do what. as the game will play a little different every time you may not be able to complete the steps exactly. you may find that a different character reaches another before the intended one.

the itinerary doesn't take into account un-warranted encounters with doomdark's armies, try to avoid them for as long as possible. you may be forced to fight earlier than you really wanted to, if so just remember to play the numbers game; the armie with the most men will often win. If any thing gets in the way of your chosen gameplan then just follow your instinct... this is after all a game.

Luxor The Moonprince

day 2	keep 56	recruit	Blood
day 4	keep 53	recruit	100 warriors
day 5	keep 43	recruit	200 warriors
day 6	keep 39	recruit	Herath
day 7	keep 35	recruit	300 riders
day 8	keep 30	recruit	200 warriors
day 8	keep 28	recruit	200 warriors
day 8	keep 25	recruit	100 riders
	Citadel 20		
day 9	keep 17	recruit	100 warriors
day 12	keep 9	recruit	200 warriors
day 12	Tower of Lorgrim	recruit	Lorgrim
day 15	Keep 1	Recruit	100 riders

Morkin

day 1		Recruit	Shadows
day 5		Recruit	Farflame
day 10		Recruit	Fawkrin
	Keep 11	recruit	Lothoril
day 11	Citadel 0	goto	Gloom

Corleth The Fey

day 3	Village of Thrall	Recruit	Thrall
day 5	Keep 69	recruit	Mitharg
day 7	Keep 98	Recruit	Thimrath
day 9	Citadel 96	goto	Xajorkith

Rorthron The Wise

day 4 or 5	Village of Kor	recruit	Korinel
day 13	Citadel 0	recruits	Gloom

The Lord Of Gard

day 11	Keep 86	recruit	500 riders
day 12	Keep 87	recruit	200 warriors
day 16	Citadel 96	Goto	Xajorkith

The Lord Of Marakith

day 6	Citadel 51	recruit	200 warriors
day 7	Keep 46	recruit	100 riders
day 8	Keep 40	recruit	100 riders
	Citadel 24	Goto	Dreams

The Lord Of Xajorkith

day 9	Citadel 96	Recruit	400 riders
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The Lord Of Gloom

day 13	Citadel 0	Recruit	200 warriors
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The Lord Of Shimeril

day 3	Citadel 65	recruit	200 warriors
day 4	Keep 64	recruit	400 riders
day 8	Citadel 68	Recruit	Dawn
day 10	Citadel 96	Goto	Xajorkith

The Lord Of Kumar

day 7	Citadel 47	recruit	500 riders
day 8	Keep 37	recruit	100 warriors
	Citadel 24	Goto	Dreams

The Lord Of Ithorn

day 8	Keep 16	recruit	100 riders
	Citadel 24	Goto	Dreams

The Lord Of Dawn

day 8	Citadel 68	Recruit	400 warriors
day 9	Keep 76	Recruit	Trorn
day 12	Citadel 96	Goto	Xajorkith

The Lord Of Dreams

day 12	Citadel 24	Recruit	200 warriors
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The Lord Of Dregrim

day 5	Citadel 67	recruit	200 warriors
day 5	Keep 57	recruit	Athoril
day 6	Keep 55	recruit	Utarg
day 7	Citadel 47	recruit	Kumar
day 8	Keep 31	recruit	Whispers
	Citadel 24	Goto	Dreams

Thimrath The Fey

day 7	Keep 98	Recruit	200 riders
day 9	Citadel 96	Goto	Xajorkith

The Lord Of Whispers

day 8	Keep 31	recruit	100 warriors
	Citadel 24	Goto	Dreams

The Lord Of Shadows

day 1	Lith of Ashimar	Battle	
day 3, 4 or 5	Follow	Morkin	

The Lord Of Lothoril

day 9	Keep 11	recruit	200 warriors
	Follow	Morkin	

Korinel The Fey

day 9	Keep 11	recruit	Lothoril
	Follow	Morkin	

The Lord Of Thrall

day 5	Citadel 67	Recruit	Dregrim
day 5	Citadel 67	Recruit	200 warriors
	Citadel 24	Goto	Dreams

Lord Brith

day 6	Keep 74	recruit	100 riders
day 8	Keep 72	recruit	200 warriors
day 8	Keep 71	recruit	100 warriors
day 11	Keep 90	recruit	100 warriors
day 11	Citadel 86	recruit	Gard
day 11	Keep 81	recruit	200 warriors
day 12	Keep 91	recruit	100 warriors
day 13	Keep 101	recruit	100 warriors
day 15	Keep 88	recruit	100 warriors
	Citadel 96	goto	Xajorkith

Lord Rorath

day 8	Keep 99	recruit	200 riders
day 12	Keep 92	Recruit	100 warriors

day 12	Keep 95	recruit	200 warriors
day 12	Citadel 96	Goto	Xajorkith

Lord Trorn

day 9	Keep 76	recruit	100 warriors
day 9	Keep 79	recruit	100 warriors
day 11	Keep 84	recruit	100 warriors
day 12	Keep 94	recruit	100 riders
day 16	Citadel 96	Goto	Xajorkith

The Lord Of Morning

day 8	Keep 77	recruit	100 warriors
day 8	Keep 78	recruit	100 warriors
day 9	Keep 75	recruit	200 riders
day 9	Keep 80	recruit	100 warriors
day 9	Keep 83	recruit	100 warriors
day 10	Citadel 96	Goto	Xajorkith

Lord Athoril

day 5	Keep 57	recruit	100 warriors
day 6	Citadel 51	recruit	Marakith
day 6	Citadel 51	recruit	400 warriors
	Citadel 20	recruit	400 warriors
	Citadel 24	Goto	Dreams

Lord Blood

day 2	Keep 56	recruit	300 warriors
day 2	Keep 58	recruit	100 warriors
day 3	Citadel 65	Recruit	Shimeril
day 3	Citadel 65	recruit	500 warriors
day 3	Keep 60	recruit	100 warriors
day 3	Keep 59	recruit	100 warriors
day 4	Keep 64	deploy	200 riders
day 6	Keep 74	recruit	Brith
day 8	Keep 99	Recruit	Rorath
day 11	Citadel 96	Goto	Xajorkith

Lord Herath

day 6	Keep 39	recruit	200 warriors
day 8	Citadel 20	Recruit	Ithorn
day 8	Citadel 20	recruit	200 warriors
day 9	Keep 19	recruit	200 warriors
	Citadel 24	Goto	Dreams

Lord Mitharg

day 5	Keep 69	recruit	100 warriors
day 8	Keep 77	recruit	Morning
day 10	Keep 82	recruit	200 warriors
day 13	Keep 89	recruit	100 warriors
day 14	Citadel 96	Goto	Xajorkith

The Utarg Of Utarg

day 6	Keep 55	recruit	200 riders
	Citadel 96	Goto	Dreams

Fawkrin The Skulkrin

day 10	Follow	Morkin
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Lorgrim The Wise

day 12	Follow	Luxor
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Farflame The DragonLord

day 5	Follow	Morkin
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The Character Breakdown

luxor the moonprince

luxor embarks on his northern expedition. it will take approx. fifteen days and will take him close to the odd scuffle or two, usually a brief overnight encounter.

- day 1: he sets off northeast toward keep 56, the keep of blood. the night will be spent southwest of the mountains of shadows on the northern edge of the forest.
- day 2: arriving at keep 56 he promptly recruits blood. his next mission is to find and recruit lord herath. herath lies at the foot of the mountains of ithiril so send luxor east over the plains of blood towards the plains of marakith, stopping at keeps 54 and 53 on the way. he won't make the first keep by nightfall.
- day 3: passing through bloodhenge he will make keep 54 by the end of the day.
- day 4: he arrives at keep 53, the keep of marakith where he recruits 100 warriors. from here it's northeast to keep 43. you may be tempted to nip over and recruit marakith - don't! if you do then keep 43 will probably be lost when you go to it, and more importantly herath may be lost also. night will be spent on the plains of marakith, southwest of a cavern.
- day 5: he arrives at keep 43 after recruiting 200 warriors he must then travel northeast to keep 39, the keep of herath where he can recruit lord herath. night will be spent on the plains of marakith, west of the tower of marakith.
- day 6: he arrives at keep 39 where he recruits lord herath. he then must move swiftly to be able to recruit the soldiers from three keeps in ithiril, 35, 30 and 28. keep 35 lies almost directly north of the mountains of ithiril.
- day 7: he arrives at keep 35. this keep may have already fallen. if not he can recruit 300 riders, otherwise leave the keep and do not attempt battle. should you place luxor into battle he will just get delayed and doomdark has a large number of reinforcements ready to arrive at this keep. next travel northeast toward keep 30.
- day 8: he arrives at keep 30 where there are 200 warriors to recruit. on the same day he should be able to get to keep 28 to the northeast and recruit 200 warriors. northwest lies keep 25 where some 100 riders are available. head east towards the citadel of ithorn and recruit some extra men if you have been caught in combat during the night.
- day 9: he arrives at keep 17 which is northeast of the citadel of ithorn. recruit 100 warriors and then head on a longer journey north westerly to keep 9 in the mountains of droon.
- day 10: travelling north up the plains of ithiril and towards the plains of lorgrim. he makes camp in the shadow of the tower of fadrath to the north.
- day 11: almost making his destination he camps in the mountains of droon. east of keep 9
- day 12: he arrives at keep 9 where he recruits 200 warriors. he should now head northeast to the top corner of the land of midnight to recruit lorgrim the wise from the tower of lorgrim. if he travels directly north to the snowhall of lorgrim he will find a cup of dreams. this will allow him to reach lorgrim by the end of this day. after recruiting lorgrim, luxor has one last journey to make for a while and that is westerly to the keep of lorgrim in the downs of lorgrim. keep 1. night will be spent at the tower.
- day 13: journeying back south to the lith of fadrath and then west over the plains of fadrath, the downs of lorgrim are almost within reach.
- day 14: a final push west across the downs of lorgrim. the keep of lorgrim is almost within sight.
- day 15: he arrives at keep 1. this has most likely fallen to doomdark's hordes. if you battle with them you should be able to take them quite easily.

morkin

morkin's quests starts here;

- day 1: he travels northwest and recruits shadows. (nw, nw, ne)
- day 2: the next destination is the ruin of coroth in the mountains of dodrak between the plains of ogrim and korkith. he should travel north over the plains of ashimar to the mountains of ashimar.
- day 3: travelling up the plains of ogrim towards the forest of dodrak, he enters the forest and then continues towards the mountains of dodrak.
- day 4: passing through the mountains, morkin will almost reach the tower of coroth by nightfall.
- day 5: passing the tower, he arrives at the ruin of coroth where he recruits farflame the dragonlord. his next destination will be moonhenge where he wants to recruit fawkrin the skulkrin. his journey starts northwest. he will not leave the mountains by nightfall.
- day 6: he must cross the plains of ogrim to reach the mountains of toomog. but be very wary of doomdark's armies. camp is made just south of the downs of mirrow.
- day 7: passing west through the mountains, he will return to the plains of ogrim.
- day 8: a northern push toward moonhenge will result in night being spent on the plains of moon just south of the henge.
- day 9: reaching moonhenge he can recruit fawkrin. you may wish to send him east to recruit lord of lothoril from keep 11 if korinel hasn't already do so. otherwise morkin's next destination is the citadel of gloom. depending if you are being followed by doomdark's men or you can see armies on the horizon. travel directly north to the

frozen wastes and the east through the mountains of gloom. or travel east, northeast clipping through the forest of lothoril and north over the mountains of gloom. either way there are cups of dreams in the numerous liths east of moonhenge.

day 10: he can reach the mountains of gloom by nightfall.

day 11: reaching the citadel of gloom, he will not be able to coax gloom into joining the campaign so he can now rest for a few days.

corleth the fey

day 1: he must make a short journey east to the village of thrall. here he intends to recruit the lord of thrall. the night will be spent on the plains of blood.

day 2: today he will get as far as the plains of iserath just north of the citadel of shimeril.

day 3: he reaches the village of thrall where he recruits lord of thrall. he next wants to travel south to keep 69, the keep of mitharg where its lord awaits to join the campaign. the forest of thrall will provide shelter for the night.

day 4: leaving the forest and crossing south over the plains of iserath. he will almost manage to reach the keep by nightfall.

day 5: he enters the keep and recruits lord mitharg. he then wants to journey south over the mountains of odrark and the plains of rorath toward the keep of thimrath the fey. he won't manage to leave the mountain range before nightfall.

day 6: a good journey south over the plains of rorath, passing the village of odrark will see corleth into the forest of thimrath by nightfall.

day 7: arriving at the keep of thimrath on the plains of corelay, corleth can recruit thimrath the fey and then travel east toward the citadel of xajorkith. he will almost manage to get to the tower of corelay before nightfall.

day 8: with xajorkith in sight, corleth makes camp just southwest of the citadel.

day 9: corleth is the first lord to reach the citadel of xajorkith.

rorthron the wise

day 1: rorthron embarks upon his journey to the village of kor to find korinel the fey. he should journey north through the forest. remember to hide him every night. if your path gets blocked by an army. go to battle and then hide straight away. this will move you into the location but not actually commit you to the fight.

day 2: crosses the plains of ashimar and enters the mountains of dodrak just east of the keep of dodrak.

day 3: leaving the mountains his first stop is the lith of valethor where he can find a cup of dreams. just to the north is the keep of valethor. now this part of the journey can be different almost every time. we ideally want to be travelling quite tightly east of the keep and through the mountains of gorgrath. but if doomdark's armies have blocked the way rorthron may be forced to take the longer journey west of the keep. (note: while documenting this, i had to take the journey west and thus will carrying describing as such) the night is spent in a forest, west of the lith of coroth.

day 4: enters the forest of kor from the south.

day 5: he reaches the village of kor. after recruiting korinel he then must start a long journey north-westerly to the citadel of gloom. where he is to recruit the lord of gloom. leaving the forest of kor behind him to the south he starts on the plains of kor.

day 6: heading towards the mountains of korkith. camp is made at a lith on the plains of kor, west of lake moon.

day 7: travels west through the mountains of korkith.

day 8: crossed the plains of glorim, stopping east of a keep just southeast of the forest of lothoril.

day 9: he makes it into the forest of lothoril by nightfall.

day 10: passing north of the tower of lothoril through the forest. nightfall is spent just north of the henge.

day 11: the mountains of gloom will give welcome during this day.

day 12: leaving the mountains he almost makes it to the citadel of gloom.

day 13: destination complete. recruits the lords of gloom and then sits and waits with the rest at the citadel.

the lord of shadows

day 1: shadows immediately moves east to the lith of ashimar, taking a horse in the process. he is the first of the free alliance to taste battle. he attacks the enemy immediately.

day 2: the battle continues...

day 3: the battle continues...

day 4: the battle continues...

day 5: victory to the free! shadows can now continue with the rest of his tasks. send him north to catch up with morkin. he can then help deflect any trouble that chooses to find morkin during his journey. leaving the plains of ashimar behind him, he makes the plains of ogrim that separates the mountains of ashimar.

day 6: passing between lake toomog and lake ogrim, he can almost reach morkin by nightfall.

day 7: passing west through the mountains, he will return to the plains of ogrim.

day 8: the battle and quick flight north has finally taken its toll on shadows and no movement is made today.

- day 9: morning shows an army of doomdark's just north of his position. with fatigue firmly in place a decision is made not to move him.
- day 10: he must attempt to catch up with morkin. the journey north starts again. by the end of the day he has made it to just south of moonhenge.
- day 11: travelling northeast and close behind morkin, he makes it as far as the plains of lothoril just before the mountains of gloom.
- day 12: tiredness attack again and the day is spent resting.
- day 13: tiredness continues and the day is spent resting.
- day 14: a final trek across the mountains and he reaches the plains of the lost just east of the citadel of gloom.
- day 15: reaches the citadel of gloom to be reunited with morkin.

lord blood

lord blood has quite an active role in this campaign.

- day 2: joins the campaign and immediately recruits 300 warriors from his keep before heading southeast to keep 58. here he recruits 100 warriors and then travels south to the citadel of shimeril on the plains of iserath. he won't get much further than the gates of the keep before nightfall.
- day 3: arrives at the citadel and recruits shimeril into the campaign. taking 500 warriors from the citadel he then heads northwest to keep 60 where he picks up another 100 warriors and then east to keep 59.
- day 4: picks up another 100 warriors and moves on southwest past the lith of the moon and onto keep 64, the keep of the moon. here he adds 200 riders to the guard before heading off southeast to keep 74, the keep of brith. however he makes this journey by going south and visiting gardhenge. here is a cup of dreams.
- day 5: visiting gardhenge and then east through the mountains of ishmalay and into the forest of ishmalay. (note: the journey via gardhenge proved to be a red herring and just journeying southeast from keep 64 would have allowed him to reach brith on day 5!)
- day 6: arriving at the keep of brith and recruiting him. his next destination is south at keep 99, the keep of rorath. so he travels southeast over to the village south of the forest of brith.
- day 7: passing through the mountains of odrark, past keep 82 and onto the plains of rorath.
- day 8: arrives at the keep of rorath and recruits lord rorath before leaving east to make the long journey to the citadel of xajorkith. he enters the forest of thimrath before nightfall.
- day 9: leaving the forest and crossing the plains of corelay. he almost makes keep 98 by nightfall.
- day 10: brief visit to the keep of thimrath and carries on toward the tower of corelay.
- day 11: arrives at the citadel of xajorkith.

the lord of thrall

- day 3: thrall's first mission is to recruit the lord of dregrim over on the far east side of the map at citadel 67. so he starts his journey east by heading first southeast to dawnhenge.
- day 4: reaching the henge he will find a cup of dreams. further travel east will get him to the outskirts of the forest of dregrim, just west of the citadel.
- day 5: arriving at the citadel he recruits the lord of dregrim and 200 warriors. he tries to leave the forest north.
- day 6: upon the plain of the targ, southwest of the tower of kumar is a good as place as any to camp for the night.
- day 7: enters the mountains of kumar south of the plains of herath.
- day 8: crossing the plains of herath and on into the forest of whispers.
- day 9: leaves the forest of whispers and heads west toward the forest of dreams. the night is spent on the plains of ithiril,
- day 10: attacked during the night and cannot move, so in battle.
- day 11: continues on west through the forest and on toward the citadel of dreams. not quite reaching dreams due to exhaustion.
- day 12: arrives at the citadel of dreams.

the lord of shimeril

- day 4: after being recruited by blood, shimeril takes 200 warriors from his citadel and heads west to keep 64. he won't make it across the downs of mitharg before nightfall.
- day 5: reaches the keep of the moon and recruits 400 riders. he then journeys back east toward the citadel 68, the citadel of dawn.
- day 6: he will have made it to the plains of iserath just west of a village.
- day 7: leaving the plains of iserath and onto the plains of dawn, the citadel of dawn is just on the horizon behind the mountains.
- day 8: reaches the citadel of dawn and recruits the lords of dawn. he then starts the journey south toward citadel 96, xajorkith.
- day 9: sets up camp in the plains of corelay not far from the lord of morning.
- day 10: reaches the citadel of xajorkith.

korinel the fey

- day 5: sets off north to leave the forest of kor behind. he wants to be travelling to keep 11, keep of lothoril or citadel 0, citadel of gloom. picks up a horse on leaving the forest and sets up camp on the plains of kor.
- day 6: heading northwest to the mountains of korkith, reaches a ruin by nightfall.
- day 7: travels over the downs of korkith and past the northern reaches of the mountains of korkith. reaches a point in between the plains of glorim and ugrak.
- day 8: manages to cross the plains of glorim, passes through the forest of lothoril and on into the clearing with the keep of lothoril in.
- day 9: reaches lothoril and recruits him, he then sets off west to catch up with morkin. he will make it onto the plains of lothoril just northeast of the plains of moon. there are doomdark's armies abroad and he will fight before the night is out.
- day 10: the battle continues...
- day 11: the battle continues...
- day 12: victory to the free! korinel continues up to the northeast corner of the plains of lothoril to catch up with morkin.
- day 13: enters the mountains of gloom and heads north to the citadel of gloom.
- day 14: reaches the citadel of gloom

the lord of dregrim

- day 5: first recruits 200 warriors from his citadel and then heads north to keep 57, keep of athoril. he should reach there just before nightfall, where he recruits lord athoril.
- day 6: heading northeast to keep 55, the keep of utarg which he should make the same day. leaves utarg and heads north to citadel 47, the citadel of kumar. the night will be spent out in the open on the plains of the targ.
- day 7: reaches kumar and recruits him to the cause and then heads off north to the keep 31, the keep of whispers. only reaching the plains of herath by nightfall.
- day 8: reaches whispers and recruits him and then starts off north through the forest toward the plains of ithiril.
- day 9: crossing the plains of ithiril he heads west toward the citadel of dreams.
- day 10: carry on west and joins the battle against doomdark's armies and thrall.
- day 11: leaves the battle and continues onto the citadel of dreams. reaching it later that day.

lord athoril

- day 5: after being brought into the campaign, athoril recruits 100 warriors from his keep and heads north across the plains of the targ towards the mountains of kumar. he then starts west following the mountains until he reaches the citadel of marakith.
- day 6: on reaching marakith, recruit him and then recruit 400 warriors. he then starts on the long journey northeast up to citadel 20, the citadel of ithorn. spend the night in the safety of marakith's citadel.
- day 7: attacked in the night, leaves the battle and crosses the mountains of kumar and enters the forest of kumar.
- day 8: attacked again in the night, leaves the battle and heads through the mountains of kumar.
- day 9: the battle continues...
- day 10: leaves the battle and retreats northeast to the forest of whispers.
- day 11: still in the forest of whispers, he was attacked again in the night and thus is still running away.
- day 12: desperately fleeing toward the citadel of dreams he passes by keep 25 and makes camp amongst doomdark's armies.
- day 13: loses the battle! immediately goes into hiding and waits for doomdark's armies to pass by.
- day 14: time passes...
- day 15: time passes...
- day 17: ahem! forgot about him! continues the journey west toward the citadel of dreams.
- day 18: continues on into the forest of dreams and almost reaches the citadel by nightfall.
- day 19: reaches the citadel of dreams.

lord mitharg

- day 5: recruits a further 100 warriors from his keep and then sets off southeast to keep 77, the keep of morning. night will be spent on the plains of rorath, just north of the mountains of morning.
- day 6: journey through the mountains of morning.
- day 7: travels through the forest of morning and almost reaches the keep by nightfall.
- day 8: reaches morning and recruits him and then sets off back west to keep 82. crossing the plains of rorath.
- day 9: almost reaches the keep of odrak by nightfall.
- day 10: picks up 200 warriors from the keep of odrak and then journeys southeast to keep 89. entering the forest of thimrath before travel east through the mountains of corelay.
- day 11: still travelling through the mountains he is too south of his required destination and thus needs to head back north to the keep.
- day 12: reaching keep 89 he takes 100 warriors and then prepares to start the journey to xajorkith.

day 13: travels across the plains of corelay.
day 14: reaches the citadel of xajorkith.

farflame the dragonlord

day 5: farflame's role in this campaign is one of protection. keep him with morkin as much as possible.

the lord of marakith

day 6: taking 200 warriors, marakith heads off northeast through the mountains of kumar toward keep 46. exiting the mountains into the forest of kumar.
day 7: reaches the keep and recruits 100 riders and then sets off northeast through the mountains of kumar toward keep 40.
day 8: recruits 100 riders from keep 40 and off north over the plains of herath to the forest of whispers. staying the night at keep 37.
day 9: enters the forest of whispers and travels north.
day 10: reaches the citadel of ithorn and prepares to travel west to the citadel of dreams.
day 11: is attacked during the night but overcomes the enemy. continues west toward the citadel. he spends the night on the plains of ithril within reach of doomdark's armies, who will be attacked again during the night.
day 12: continues on to the citadel, passing into the forest and almost making the citadel.
day 13: reaches the citadel of dreams.

lord brith

day 6: recruits 100 riders and then sets off east through the mountains of ishmalay to keep 72.
day 7: travels across the plains of gard.
day 8: reaches keep 72 and recruits 200 warriors and then continues west toward keep 71, almost reaching the keep of torkren before nightfall.
day 9: recruits 100 warriors from keep 71 and heads south through the mountains of torkren almost reaching the forest by nightfall.
day 10: travelling south he passes by keep 85 and onto keep 90.
day 11: reaches keep 90 and recruits 100 warriors. next travels northeast to citadel 86, citadel of gard where he recruits lord gard before heading northeast to keep 81. he reaches the keep by nightfall where he recruits 200 warriors.
day 12: travels on south to keep 91 where he picks up 100 warriors and then on further south to keep 101, where he takes a further 100 warriors. he then must travel northeast to keep 88. (here however i set off northwest and thus will be delayed!)
day 13: travels north up the plains of gard and then east through the mountains of ishmalay.
day 14: passing through the mountains, heads across the plains of brith toward keep 88.
day 15: reaches keep 88 and recruits 100 warriors before setting off southeast toward the citadel of xajorkith. entering the mountains of odrak by nightfall.
day 16: leaving the mountains and crossing the plains of rorath he almost reaches the keep of thimrath by nightfall.
day 17: travels ever eastward, across the plains of corelay on to the citadel of xajorkith.

lord herath

day 6: recruits 200 warriors and then sets off to citadel 20, ithorn. journeying north through the mountains of ithril. night is spent at keep 35.
day 7: continue northeast past keep 30 and on to keep 28. spending the night at a lith.
day 8: reaches the citadel of ithorn and recruits ithorn and 200 warriors then sets off northwest to keep 19.
day 9: travels southwest over the plains of ithril toward the forest of dreams.
day 10: carries on southwest and enters into battle against doomdark's armies and thrall.
day 11: leaving the battle he continues the journey onto the citadel of dreams - almost making it before nightfall.
day 12: reaches the citadel of dreams.

the utarg of utarg

day 6: utarg travels north, he basically cannot do much in the way of recruiting as there is only two keeps with his armies in. keep 35 and keep 48. so just send him north to ithorn and then west to the citadel of dreams. night will be spent at the citadel of kumar.
day 7: travels across the plains of herath toward the forest of whispers, not quite making the forest by nightfall.
day 8: travels into the forest of whispers and almost reaches the keep by nightfall.
day 9: leaving the forest and crossing the plains, he almost reaches the citadel of ithorn by nightfall.
day 10: passing by the citadel of ithorn and then west toward the forest of dreams and ultimately the citadel of dreams. night is spent out in the open on the plains of ithril.
day 11: attacked during the night - the battle continues.
day 12: victory to the free! after finishing the battle he continues on west to the citadel of dreams. making camp at the base of the walls.
day 13: reaches the citadel of dreams.

the lord of kumar

- day 7: recruits 500 riders from his citadel and then travels north across the plains of herath toward the forest of whispers, not quite making the forest by nightfall.
- day 8: passing through the forest he makes camp near utarg.
- day 9: following utarg he makes camp with him again.
- day 10: still with utarg
- day 11: still with utarg - and in battle.
- day 12: still with utarg.
- day 13: reaches dreams with utarg.

thimrath the fey

- day 7: recruits 200 riders and then sets off east toward the citadel of xajorkith.
- day 8: reaches the citadel of xajorkith and waits

the lord of ithorn

- day 8: travels northwest to keep 16, keep of ithiril. reaching there same day he recruits 100 riders and spends the night.
- day 9: attacked in the night and taking victory he then continues into the forest of dreams.
- day 10: reaches the citadel of dreams

the lord of dawn

- day 8: takes 400 warriors and travels southeast round the mountains of corelay toward keep 76. keep of trorn.
- day 9: reaches trorn and recruits him then sets off to citadel 96, xajorkith. moving south toward the mountains of corelay.
- day 10: continues to pass through the mountains of corelay.
- day 11: leaving the mountains and entering the plains of corelay he swings west and heads toward the citadel of xajorkith.
- day 12: reaches the citadel of xajorkith.

lord rorath

- day 8: recruits 200 riders and heads off east to keep 98. enters the forest of thimrath but doesn't leave before nightfall.
- day 9: not quite reaching the keep before nightfall he makes camp at the base of the walls.
- day 10: northeast up to keep 92, almost making it before nightfall.
- day 11: making keep 92 he recruits 100 warriors, then continuing southeast to keep 95 where he recruits 200 warriors and then finally on east to the citadel of xajorkith, where he reaches later that day.

the lord of morning

- day 8: picks up 100 warriors and sets off east toward keep 78, recruiting 100 warriors and then northeast onto keep 75 in the plains of corelay. almost making the keep by nightfall.
- day 9: a busy day he recruits 200 riders from keep 75, south to keep 80 where he picks up another 100 warriors then south west to keep 83 for another 100 warriors before setting off south to the citadel of xajorkith.
- day 10: reaches the citadel of xajorkith.

the lord of whispers

- day 8: takes 100 riders from his keep and sets off northwest toward the citadel of dreams. camping on the plains of ithiril.
- day 9: enters the forest of dreams and travels west toward the citadel of dreams.
- day 10: reaches the citadel of dreams

the lord of lothoril

- day 9: follows korinel and travels west to catch up with morkin. he makes camp on the plains of moon, east of moonhenge.
- day 10: enters into battle with doomdark's armies on the plains of lothoril, north of the liths.
- day 11: the battle continues...
- day 12: follows korinel.

lord trorn

- day 9: takes 100 warriors from his keep and heads east to keep 79 where he recruits a further 100 warriors. he then continues southeast through the mountains of corelay down to keep 84.
- day 10: continues through the mountains, almost reaches keep 84 by night fall.
- day 11: recruiting 100 warriors from keep 84 and then continues southeast to keep 94. leaving the mountains and spending the night on the downs of corelay just south of a lith on the plains of corelay.

day 12: reaches keep 94 and recruits 100 riders and prepares to set off west to the citadel of xajorkith the next day.
day 13: travels across the plains of corelay on towards the citadel.
day 14: reaches the citadel of xajorkith

the lord of xajorkith

day 9: recruits 400 riders and does little else but waits...

fawkrin the skulkrin

day 10: leaves moonhenge and heads northeast over the plains of lothoril and through the pass that cuts through the forest of lothoril.
day 11: crossing the plains and reaching the forest of lothoril, camp is set southeast of the mountains of gloom.
day 12: continuing north through the mountains of gloom. the citadel of gloom is within sight by nightfall.

the lord of dreams

day 11: joins the campaign, but just waits with the others at his citadel.

the lord of gard

day 11: taking 500 riders from his citadel, he then travels east across the plains of gard, and onto keep 87 on the eastern side of the mountains of ishmaley.
day 12: reaches keep 87 and recruits 100 warriors. doomdark's armies are northwest of the keep.
day 13: is attacked in the night but wins the battle. so sets off southeast over the plains of brith and down towards keep 98.
day 14: almost makes the keep of thimrath by nightfall.
day 15: continues east toward the citadel of xajorkith - camping upon the plains of corelay.
day 16: reaches the citadel of xajorkith

lorgrim the wise

day 12: joins the campaign and follows luxor.

the lord of gloom

day 13: joins the campaign and waits at his citadel.

The Daily Breakdown

day 1

luxor sets off northeast toward keep 56, the keep of blood. the night will be spent southwest of the mountains of shadows on the northern edge of the forest.

morkin travels northwest and recruits shadows. (nw, nw, ne)

corleth must make a short journey east to the village of thrall. here he intends to recruit the lord of thrall. the night will be spent on the plains of blood.

rorthron embarks upon his journey to the village of kor to find korinel the fey. he should journey north through the forest. remember to hide him every night. *if your path gets blocked by an army. go to battle and then hide straight away. this will move you into the location but not actually commit you to the fight.*

shadows immediately moves east to the lith of ashimar, taking a horse in the process. he is the first of the free alliance to taste battle. he attacks the enemy immediately.

day 2

luxor arrives at keep 56 he promptly recruits blood. his next mission is to find and recruit lord herath. herath lies at the foot of the mountains of ithiril so send luxor east over the plains of blood towards the plains of marakith, stopping at keeps 54 and 53 on the way. he won't make the first keep by nightfall.

morkin's next destination is the ruin of coroth in the mountains of dodrak between the plains of ogrim and korkith. he should travel north over the plains of ashimar to the mountains of ashimar.

corleth he will get as far as the plains of iserath just north of the citadel of shimeril.

rorthron crosses the plains of ashimar and enters the mountains of dodrak just east of the keep of dodrak.

shadows, the battle continues...

blood joins the campaign and immediately recruits 300 warriors from his keep before heading southeast to keep 58. here he recruits 100 warriors and then travels south to the citadel of shimeril on the plains of iserath. he won't get much further than the gates of the keep before nightfall.

day 3

luxor passes through bloodhenge he will make keep 54 by the end of the day.

morkin travels up the plains of ogrim towards the forest of dodrak, he enters the forest and then continues towards the mountains of dodrak.

corleth reaches the village of thrall where he recruits lord of thrall. he next wants to travel south to keep 69, the keep of mitharg where its lord awaits to join the campaign. the forest of thrall will provide shelter for the night.

rorthron leaves the mountains his first stop is the lith of valethor where he can find a cup of dreams. just to the north is the keep of valethor. now this part of the journey can be different almost every time. we ideally want to be travelling quite tightly east of the keep and through the mountains of gorgrath. but if doomdark's armies have blocked the way rorthron may be forced to take the longer journey west of the keep. (*note: while documenting this, i had to take the journey west and thus will carrying describing as such*) the night is spent in a forest, west of the lith of coroth.

shadows, the battle continues...

blood arrives at the citadel and recruits shimeril into the campaign. taking 500 warriors from the citadel he then heads northwest to keep 60 where he picks up another 100 warriors and then east to keep 59.

thrall's first mission is to recruit the lord of dregrim over on the far east side of the map at citadel 67. so he starts his journey east by heading first southeast to dawnhenge.

day 4

luxor arrives at keep 53, the keep of marakith where he recruits 100 warriors. from here it's northeast to keep 43. *you may be tempted to nip over and recruit marakith - don't! if you do then keep 43 will probably be lost when you go to it, and more importantly herath may be lost also.* night will be spent on the plains of marakith, southwest of a cavern.

morkin passes through the mountains, he will almost reach the tower of coroth by nightfall.

corleth leaves the forest and crossing south over the plains of iserath. he will almost manage to reach the keep by nightfall.

rorthron enters the forest of kor from the south.

shadows, the battle continues...

blood picks up another 100 warriors and moves on southwest past the lith of the moon and onto keep 64, the keep of the moon. here he adds 200 riders to the guard before heading off southeast to keep 74, the keep of brith. however he makes this journey by going south and visiting gardhenge. here is a cup of dreams.

thrall reaches the henge he will find a cup of dreams. further travel east will get him to the outskirts of the forest of dregrim, just west of the citadel.

shimeril, after being recruited by blood, shimeril takes 200 warriors from his citadel and heads west to keep 64. he won't make it across the downs of mitharg before nightfall.

day 5

luxor arrives at keep 43 after recruiting 200 warriors he must then travel northeast to keep 39, the keep of herath where he can recruit lord herath. night will be spent on the plains of marakith, west of the tower of marakith.

morkin passes the tower, he arrives at the ruin of coroth where he recruits farflame the dragonlord. his next destination will be moonhenge where he wants to recruit fawkrin the skulkrin. his journey starts northwest. he will not leave the mountains by nightfall.

corleth enters the keep and recruits lord mitharg. he then wants to journey south over the mountains of odrark and the plains of rorath toward the keep of thimrath the fey. he won't manage to leave the mountain range before nightfall.

rorthron reaches the village of kor. after recruiting korinel he then must start a long journey north-westerly to the citadel of gloom. where he is to recruit the lord of gloom. leaving the forest of kor behind him to the south he starts on the plains of kor.

shadows, victory to the free! shadows can now continue with the rest of his tasks. send him north to catch up with morkin. he can then help deflect any trouble that chooses to find morkin during his journey. leaving the plains of ashimar behind him, he makes the plains of ogrim that separates the mountains of ashimar.

blood visits gardhenge and then east through the mountains of ishmalay and into the forest of ishmalay. (*note: the journey via gardhenge proved to be a red herring and just journeying southeast from keep 64 would have allowed him to reach brith on day 5!*)

thrall arrives at the citadel he recruits the lord of dregrim and 200 warriors. he tries to leave the forest north.

shimeril reaches the keep of the moon and recruits 400 riders. he then journeys back east toward the citadel 68, the citadel of dawn.

korinel sets off north to leave the forest of kor behind. he wants to be travelling to keep 11, keep of lothoril or citadel 0, citadel of gloom. picks up a horse on leaving the forest and sets up camp on the plains of kor.

dregrim first recruits 200 warriors from his citadel and then heads north to keep 57, keep of athoril. he should reach there just before nightfall, where he recruits lord athoril.

athoril, after being brought into the campaign, athoril recruits 100 warriors from his keep and heads north across the plains of the targ towards the mountains of kumar. he then starts west following the mountains until he reaches the citadel of marakith.

mitharg recruits a further 100 warriors from his keep and then sets off southeast to keep 77, the keep of morning. night will be spent on the plains of rorath, just north of the mountains of morning.

farflame's role in this campaign is one of protection. keep him with morkin as much as possible.

day 6

luxor arrives at keep 39 where he recruits lord herath. he then must move swiftly to be able to recruit the soldiers from three keeps in ithiril, 35, 30 and 28. keep 35 lies almost directly north of the mountains of ithiril.

morkin must cross the plains of ogrim to reach the mountains of toomog. but be very wary of doomdark's armies. camp is made just south of the downs of mirrow.

corleth, a good journey south over the plains of rorath, passing the village of odrark will see corleth into the forest of thimrath by nightfall.

rorthron heads towards the mountains of korkith. camp is made at a lith on the plains of kor, west of lake moon.

shadows passes between lake toomog and lake ogrim, he can almost reach morkin by nightfall.

blood arrives at the keep of brith and recruits him. his next destination is south at keep 99, the keep of rorath. so he travels southeast over to the village south of the forest of brith.

thrall, upon the plain of the targ, southwest of the tower of kumar is a good as place as any to camp for the night.

shimeril will have made it to the plains of iserath just west of a village.

korinel heads northwest to the mountains of korkith, reaches a ruin by nightfall.

dregrim heads northeast to keep 55, the keep of utarg which he should make the same day. leaves utarg and heads north to citadel 47, the citadel of kumar. the night will be spent out in the open on the plains of the targ.

athoril reaches marakith, and recruits him, then recruit 400 warriors. he then starts on the long journey northeast up to citadel 20, the citadel of ithorn. spend the night in the safety of marakith's citadel.

mitharg journeys through the mountains of morning.

marakith takes 200 warriors and then marakith heads off northeast through the mountains of kumar toward keep 46. exiting the mountains into the forest of kumar.

brith recruits 100 riders and then sets off east through the mountains of ishmalay to keep 72.

herath recruits 200 warriors and then sets off to citadel 20, ithorn. journeying north through the mountains of ithiril. night is spent at keep 35.

utarg travels north, he basically cannot do much in the way of recruiting as there is only two keeps with his armies in. keep 35 and keep 48. so just send him north to ithorn and then west to the citadel of dreams. night will be spent at the citadel of kumar.

day 7

luxor arrives at keep 35. this keep may have already fallen. if not he can recruit 300 riders, otherwise leave the keep and do not attempt battle. should you place luxor into battle he will just get delayed and doomdark has a large number of reinforcements ready to arrive at this keep. next travel northeast toward keep 30.

morkin passes west through the mountains, he will return to the plains of ogrim.

corleth arrives at the keep of thimrath on the plains of corelay, corleth can recruit thimrath the fey and then travel east toward the citadel of xajorkith. he will almost manage to get to the tower of corelay before nightfall.

rorthron travels west through the mountains of korkith.

shadows passes west through the mountains, he will return to the plains of ogrim.

blood passes through the mountains of odrark, past keep 82 and onto the plains of rorath.

thrall enters the mountains of kumar south of the plains of herath.

shimeril leaves the plains of iserath and onto the plains of dawn, the citadel of dawn is just on the horizon behind the mountains.

korinel travels over the downs of korkith and past the northern reaches of the mountains of korkith. reaches a point in between the plains of glorim and ugrak.

dregrim reaches kumar and recruits him to the cause and then heads off north to the keep 31, the keep of whispers. only reaching the plains of herath by nightfall.

athoril is attacked in the night, leaves the battle and crosses the mountains of kumar and enters the forest of kumar.

mitharg travels through the forest of morning and almost reaches the keep by nightfall.

marakith reaches the keep and recruits 100 riders and then sets off northeast through the mountains of kumar toward keep 40.

brith travels across the plains of gard.

herath continues northeast past keep 30 and on to keep 28. spending the night at a lith.

utarg travels across the plains of herath toward the forest of whispers, not quite making the forest by nightfall.

kumar recruits 500 riders from his citadel and then travels north across the plains of herath toward the forest of whispers, not quite making the forest by nightfall.

thimrath recruits 200 riders and then sets off east toward the citadel of xajorkith.

day 8

luxor arrives at keep 30 where there are 200 warriors to recruit. on the same day he should be able to get to keep 28 to the northeast and recruit 200 warriors. northwest lies keep 25 where some 100 riders are available. head east towards the citadel of ithron and recruit some extra men if you have been caught in combat during the night.

morkin's northern push toward moonhenge will result in night being spent on the plains of moon just south of the henge.

corleth has xajorkith in sight, he makes camp just southwest of the citadel.

rorthron crosses the plains of glorim, stopping east of a keep just southeast of the forest of lothoril.

shadows, the battle and quick flight north has finally taken its toll on shadows and no movement is made today.

blood arrives at the keep of rorath and recruits lord rorath before leaving east to make the long journey to the citadel of xajorkith. he enters the forest of thimrath before nightfall.

thrall crosses the plains of herath and on into the forest of whispers.

shimeril reaches the citadel of dawn and recruits the lords of dawn. he then starts the journey south toward citadel 96, xajorkith.

korinel manages to cross the plains of glorim, passes through the forest of lothoril and on into the clearing with the keep of lothoril in.

dregrim reaches whispers and recruits him and then starts off north through the forest toward the plains of ithiril.

athoril is attacked again in the night, leaves the battle and heads through the mountains of kumar.

mitharg reaches morning and recruits him and then sets off back west to keep 82. crossing the plains of rorath.

marakith recruits 100 riders from keep 40 and off north over the plains of herath to the forest of whispers. staying the night at keep 37.

brith reaches keep 72 and recruits 200 warriors and then continues west toward keep 71, almost reaching the keep of torkren before nightfall.

herath reaches the citadel of ithron and recruits ithron and 200 warriors then sets off northwest to keep 19.

utarg travels into the forest of whispers and almost reaches the keep by nightfall.

kumar passes through the forest he makes camp near utarg.

thimrath reaches the citadel of xajorkith and waits

ithron travels northwest to keep 16, keep of ithiril. reaching there same day he recruits 100 riders and spends the night.

dawn takes 400 warriors and travels southeast round the mountains of corelay toward keep 76. keep of trom.

rorath recruits 200 riders and heads off east to keep 98. enters the forest of thimrath but doesn't leave before nightfall.

morning picks up 100 warriors and sets off east toward keep 78, recruiting 100 warriors and then northeast onto keep 75 in the plains of corelay. almost making the keep by nightfall.

whispers takes 100 riders from his keep and sets off northwest toward the citadel of dreams. camping on the plains of ithiril.

day 9

luxor arrives at keep 17 which is northeast of the citadel of ithorn. recruit 100 warriors and then head on a longer journey north westerly to keep 9 in the mountains of droon.

morkin reaches moonhenge he can recruit fawkrin. you may wish to send him east to recruit lord of lothoril from keep 11 if korinel hasn't already do so. otherwise morkin's next destination is the citadel of gloom. depending if you are being followed by doomdark's men or you can see armies on the horizon. travel directly north to the frozen wastes and the east through the mountains of gloom. or travel east, northeast clipping through the forest of lothoril and north over the mountains of gloom. either way there are cups of dreams in the numerous liths east of moonhenge.

corleth is the first lord to reach the citadel of xajorkith.

rorthron makes it into the forest of lothoril by nightfall.

shadows, morning shows an army of doomdark's just north of his position. with fatigue firmly in place a decision is made not to move him.

blood leaves the forest and crossing the plains of corelay. he almost makes keep 98 by nightfall.

thrall leaves the forest of whispers and heads west toward the forest of dreams. the night is spent on the plains of ithiril,

shimeril sets up camp in the plains of corelay not far from the lord of morning.

korinel reaches lothoril and recruits him, he then sets of west to catch up with morkin. he will make it onto the plains of lothoril just northeast of the plains of moon. there are doomdark's armies abroad and he will fight before the night is out.

dregrim crosses the plains of ithiril he heads west toward the citadel of dreams.

athoril, the battle continues...

mitharg almost reaches the keep of odrak by nightfall.

marakith enters the forest of whispers and travels north.

brith recruits 100 warriors from keep 71 and heads south through the mountains of torkren almost reaching the forest by nightfall.

herath travels southwest over the plains of ithiril toward the forest of dreams.

utarg leaves the forest and crosses the plains, he almost reaches the citadel of ithorn by nightfall.

kumar follows utarg he makes camp with him again.

ithorn is attacked in the night and taking victory he then continues into the forest of dreams.

dawn reaches trorn and recruits him then sets off to citadel 96, xajorkith. moving south toward the mountains of corelay.

rorath doesn't quite reach the keep before nightfall he makes camp at the base of the walls.

morning has a busy day he recruits 200 riders from keep 75, south to keep 80 where he picks up another 100 warriors then south west to keep 83 for another 100 warriors before setting off south to the citadel of xajorkith.

whispers enters the forest of dreams and travels west toward the citadel of dreams.

lothoril follows korinel and travels west to catch up with morkin. he makes camp on the plains of moon, east of moonhenge.

trorn takes 100 warriors from his keep and heads east to keep 79 where he recruits a further 100 warriors. he then continues southeast through the mountains of corelay down to keep 84.

xajorkith recruits 400 riders and does little else but waits...

day 10

luxor travels north up the plains of ithiril and towards the plains of lorgrim. he makes camp in the shadow of the tower of fadrath to the north.

morkin can reach the mountains of gloom by nightfall.

rorthron passes north of the tower of lothoril through the forest. nightfall is spent just north of the henge.

shadows must attempt to catch up with morkin. the journey north starts again. by the end of the day he has made it to just south of moonhenge.

blood briefly visits the keep of thimrath and carries on toward the tower of corelay.

thrall is attacked during the night and cannot move, so in battle.

shimeril reaches the citadel of xajorkith.

korinel, the battle continues...

dregrim carries on west and joins the battle against doomdark's armies and thrall.

athoril leaves the battle and retreats northeast to the forest of whispers.

mitharg picks up 200 warriors from the keep of odrak and then journeys southeast to keep 89. entering the forest of thimrath before travel east through the mountains of corelay.

marakith reaches the citadel of ithorn and prepares to travel west to the citadel of dreams.

brith travels south he passes by keep 85 and onto keep 90.

herath carries on southwest and enters into battle against doomdark's armies and thrall.

utarg passes by the citadel of ithorn and then west toward the forest of dreams and ultimately the citadel of dreams. night is spent out in the open on the plains of ithiril.

kumar is still with utarg

ithorn reaches the citadel of dreams

dawn continues to pass through the mountains of corelay.
rorath travels northeast up to keep 92, almost making it before nightfall.
morning reaches the citadel of xajorkith.
whispers reaches the citadel of dreams
lothoril enters into battle with doomdark's armies on the plains of lothoril, north of the liths.
trorn continues through the mountains, almost reaches keep 84 by night fall.
fawkrin leaves moonhenge and heads northeast over the plains of lothoril and through the pass that cuts through the forest of lothoril.

day 11

luxor almost makes his destination he camps in the mountains of droon. east of keep 9
morkin reaches the citadel of gloom, he will not be able to coax gloom into joining the campaign so he can now rest for a few days.
rorthron, the mountains of gloom will give welcome during this day.
shadows travels northeast and close behind morkin, he makes it as far as the plains of lothoril just before the mountains of gloom.
blood arrives at the citadel of xajorkith.
thrall continues on west through the forest and on toward the citadel of dreams. not quite reaching dreams due to exhaustion.
korinel, the battle continues...
dregrim leaves the battle and continues onto the citadel of dreams. reaching it later that day.
athoril is still in the forest of whispers, he was attacked again in the night and thus is still running away.
mitharg is still travelling through the mountains he is too south of his required destination and thus needs to head back north to the keep.
marakith is attacked during the night but overcomes the enemy. continues west toward the citadel. he spends the night on the plains of ithril within reach of doomdark's armies, who will be attacked again during the night.
brith reaches keep 90 and recruits 100 warriors. next travels northeast to citadel 86, citadel of gard where he recruits lord gard before heading northeast to keep 81. he reaches the keep by nightfall where he recruits 200 warriors.
herath leaves the battle and continues the journey onto the citadel of dreams - almost making it before nightfall.
utarg is attacked during the night - the battle continues.
kumar is still with utarg - and in battle.
dawn leaves the mountains and enters the plains of corelay he swings west and heads toward the citadel of xajorkith.
rorath makes keep 92 he recruits 100 warriors, then continuing southeast to keep 95 where he recruits 200 warriors and then finally on east to the citadel of xajorkith, where he reaches later that day.
lothoril, the battle continues...
trorn recruits 100 warriors from keep 84 and then continues southeast to keep 94. leaving the mountains and spending the night on the downs of corelay just south of a lith on the plains of corelay.
fawkrin crosses the plains and reaching the forest of lothoril, camp is set southeast of the mountains of gloom.
dreams joins the campaign, but just waits with the others at his citadel.
gard takes 500 riders from his citadel, he then travels east across the plains of gard, and onto keep 87 on the eastern side of the mountains of ishmalay.

day 12

luxor arrives at keep 9 where he recruits 200 warriors. he should now head northeast to the top corner of the land of midnight to recruit lorgrim the wise from the tower of lorgrim. if he travels directly north to the snowhall of lorgrim he will find a cup of dreams. this will allow him to reach lorgrim by the end of this day. after recruiting lorgrim, luxor has one last journey to make for a while and that is westerly to the keep of lorgrim in the downs of lorgrim. keep 1. night will be spent at the tower.
rorthron leaves the mountains he almost makes it to the citadel of gloom.
shadows tiredness attacks again and the day is spent resting.
thrall arrives at the citadel of dreams.
korinel, victory to the free! korinel continues up to the northeast corner of the plains of lothoril to catch up with morkin.
athoril desperately flees toward the citadel of dreams he passes by keep 25 and makes camp amongst doomdark's armies.
mitharg reaches keep 89, he takes 100 warriors and then prepares to start the journey to xajorkith.
marakith continues on to the citadel, passing into the forest and almost making the citadel.
brith travels on south to keep 91 where he picks up 100 warriors and then on further south to keep 101, where he takes a further 100 warriors. he then must travel northeast to keep 88. (here however i set off northwest and thus will be delayed!)
herath reaches the citadel of dreams.
utarg, victory to the free! after finishing the battle he continues on west to the citadel of dreams. making camp at the base of the walls.

kumar is till with utarg.
dawn reaches the citadel of xajorkith.
lothoril follows korinel.
trorn reaches keep 94 and recruits 100 riders and prepares to set off west to the citadel of xajorkith the next day.
gard reaches keep 87 and recruits 100 warriors. doomdark's armies are northwest of the keep.
lorgrim joins the campaign and follows luxor.
fawkrin continues north through the mountains of gloom. the citadel of gloom is within sight by nightfall.

day 13

luxor journeys back south to the lith of fadrath and then west over the plains of fadrath, the downs of lorgrim are almost within reach.
rorthron's destination is complete. He recruits the lords of gloom and then sits and waits with the rest at the citadel.
shadows tiredness continues and the day is spent resting.
korinel enters the mountains of gloom and heads north to the citadel of gloom.
athoril loses the battle! immediately goes into hiding and waits for doomdark's armies to pass by.
mitharg travels across the plains of corelay.
marakith reaches the citadel of dreams.
brith travels north up the plains of gard and then east through the mountains of ishmalay.
utarg reaches the citadel of dreams.
kumar reaches dreams with utarg.
trorn travels across the plains of corelay on towards the citadel.
gard is attacked in the night but wins the battle. so sets off southeast over the plains of brith and down towards keep 98.
gloom joins the campaign and waits at his citadel.

day 14

xajorkith was attacked during the night! here it begins.
luxor final push west across the downs of lorgrim. the keep of lorgrim is almost within sight.
shadows final trek across the mountains and he reaches the plains of the lost just east of the citadel of gloom.
korinel reaches the citadel of gloom
athoril waits, time passes...
mitharg reaches the citadel of xajorkith.
brith passes through the mountains, heads across the plains of brith toward keep 88.
trorn reaches the citadel of xajorkith
gard almost makes the keep of thimrath by nightfall.

day 15

luxor arrives at keep 1. this has most likely fallen to doomdark's hordes. if you battle with them you should be able to take them quite easily.
shadows reaches the citadel of gloom to be reunited with morkin.
athoril waits, time passes...
brith reaches keep 88 and recruits 100 warriors before setting off southeast toward the citadel of xajorkith. entering the mountains of odrak by nightfall.
gard continues east toward the citadel of xajorkith - camping upon the plains of corelay.

day 16

brith leaves the mountains and crosses the plains of rorath he almost reaches the keep of thimrath by nightfall.
gard reaches the citadel of xajorkith

day 17

athoril, ahem! forgot about him! continues the journey west toward the citadel of dreams.
brith travels ever eastward, across the plains of corelay on to the citadel of xajorkith.

day 18

athoril continues on into the forest of dreams and almost reaches the citadel by nightfall.

day 19

athoril reaches the citadel of dreams.