

Rough Guide to the

Twilight World



Map by Zilo&Signe

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Other credits:

- Fiur (help with Balrog)
- Radar (creation of Runelords)
- ArchWarlock&Ogo (concept of „megadwelling”)

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INSTALLATION

In order to avoid any problems with functioning of the map, it is recommended: 1) move other maps from Maps folder before playing Twilight World; 2) move Twilight World from Maps folder if you want to play other maps.

General info

Map name: Twilight World

Size: 176x176 (large), underground only

Number of players: 2

Source of inspiration for the map is Moria from Lord of the Rings.

Map is designed for 1 on 1 online gaming. Main „brand” features of the map are lots of interaction with the opponent due to the many opponent controlled garnizons and special creatures that you cannot see on other maps. Hopefully, balance, too ☺

Final battle might take place somewhere from week 5 (with very aggressive and rush-style playing from both opponents) till week 8+ (with no-hurry and defense oriented game).

Minimap



Heroes

Banned heroes are Wyngal, Ythlin, Haggash, Urghat and Helmar. Although there are arguably several other very good heroes, any other restrictions are left to agreement between players.

Artifacts

There is a great variety of artifacts on the map, but during first weeks of the game you will see only few and getting the most powerfull artifacts is no easy task. Random relicts are few and will be available only very late in the game (unless you are playing Dungeon or Academy with Artifact Merchant in the town).

Banned artifacts (will not appear on the map):

Amulet of Necromancy

Boots of Levitation

Crown of Leadership

Mask of Equity

Ring of Unrepentant

Rune of Flame

Wings of Angel

Also no Tear of Asha on the map.

Preset artifacts that will appear always on the same place and only on this place:

Bag of Endless Gold (2x)

Boots of Open Road (4x)

Boots of Swift Journey

Cuirias of Dwarven Kings (2x)

Emerald Slippers (2x)

Greaves of Dwarven Kings (2x)

Helm of Dwarven Kings

Magic Wand (of Ressurrection) (4x)

Magic Scroll of Earthquake

Phonix Feather Cape (2x)

Ring of Speed

Sextant of the Sea Elves (2x)

Shacles of the Last Man (2x)

Shield of the Dwarven Kings

Staff of the Netherworld (2x)
 Treeborn Quiver
 Turban of Enlightenment (2x)
 Unicorn Horn Bow

Preset artifacts that will appear always on the same place, but can appear as random artifacts as well:

Tome of Dark Magic (2x)
 Tome of Destructive Magic (2x)
 Tome of Light Magic (2x)
 Tome of Summoning Magic (2x)

Spells

Only spells that will not appear in any mage guild or magic tome are Instant Travel, Earthquake and Divine Vengeance (although Seraphs can use Divine Vengeance and thus it is possible to learn it with Arcane Intuition). Regeneration will not appear on any mage guild or magic tome, but is available in the shrine right nearby starting town.

Skills and Perks

As map contains some areas of water, landing/boarding back on ship is crucial for gameplay. As a consequence, Snatch perk is banned from the map and it will not be offered at any level-up.

Alterations to the Weekly Growth of some creatures

In the name of fine-polishing of the balance and better gameplay, weekly growth of three creatures has been modified:

Goblins/Goblin Trappers/Goblin Witch-Doctors.....+5 (from 25 to 30)
 Hunters/Master Hunters/Arcane Archers-1 (from 7 to 6)
 Dark Raiders/Grim Raiders/Brisk Raiders.....+1 (from 4 to 5)

Telereports

On both sides there are many one-way portals with single exit on starting island – they serve as a shortcut back to town.

Also on both sides there are two pairs of two-way portals that leads to hidden treasury areas with more player-aligned dwellings.

Joiners

Some monsters on the map will always join to your army:

- 1)Pristine Unicorns nearby starting town;
- 2)Sprites nearby Balrogs garnizon (the one where you can get through two monolith near home);
- 2Archdemons, Familiars and Imps in „Inferno zone” on both sides;
- 3)two pairs of Death Knights and stack of Balrogs in the center;
- 4)two groups of creatures with some tactical potential (numbers from 2 to 4) in the center.



Rest of the monsters are either neutral (might join, usual diplomacy rules apply) or wild (will never join your hero).

A bit more info on gameplay

In short words, map has very harsh beginning (~ first two weeks). Thus getting on with sailing and capturing first dwellings and mines outside your home island is essential. However later on gameplay offers more riches and it should be fairly easy to finish build up your town before final action will take place. Yet in most games money will be pressing matter until the very end of game as soon as you will capture mega-dwellings.

Somewhere around week 4 or 5 you might want to make plans about capturing some of those „megadwellings” or may be even start preparations for breaking to the center and rushing your opponent.

Some notes on online gaming

Simultaneous turns

Simultaneous turns should last very long - in most games until the very end, when heroes of both players meet in the center.

Suggested rules

There is one recommended map-specific rule. If map is played online, I suggest to use rule „no boat stealing after one player has ended turn”.

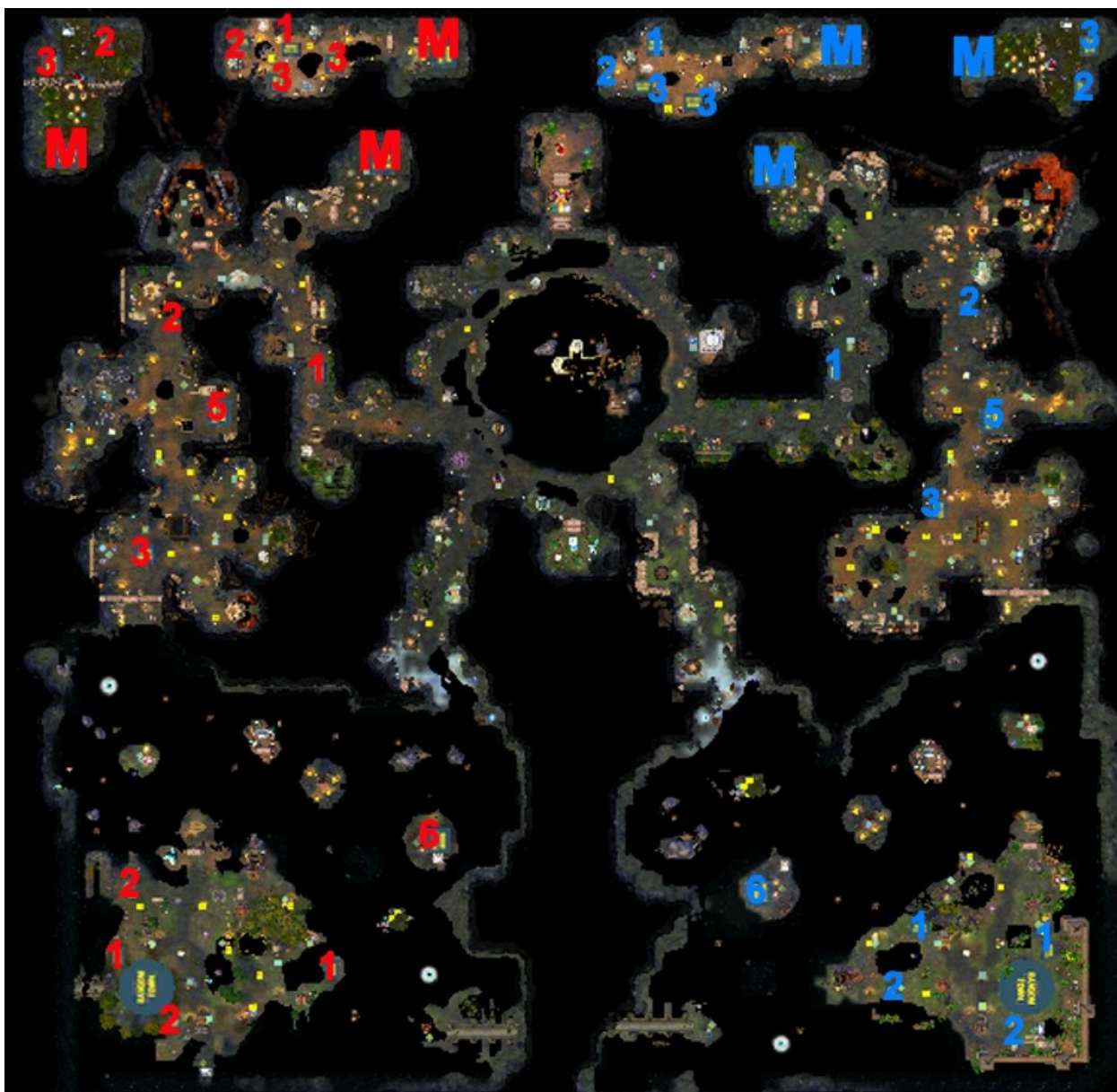
Some notes on single-player gaming

Map is fairly challenging in single player mode, too. AI player has some bonuses (bonus Runelord population every week + additional resources) and is programmed to act more aggressively than usual. In general, if playing against AI, you have ~2 month to prepare, around week 9 you can expect AI attack.

Dwellings

On Twilight World each player has only 1 town. Yet there are many dwellings on the map, so you can expect armies like on 2 or 3 town maps, especially if both players are not rushers and the game lasts longer.

Initial dwellings are mostly those of low-level monsters. However there are 3 „megadwellings” on either side of the map, where all creatures of higher levels can be recruited in the same building. Although its not easy to get to those, in late game you can expect from your kingdom up to 8 dragons or titans per week ;)



Red color represents Player 1 aligned dwellings, blue – Player 2 aligned dwellings.

Number indicates level of the dwelling (e.g., 1 – 1st level dwelling). „M” means „megadwelling” with all creatures of level 4-7.

Special Creatures

Balrogs

By Fiur&Zilo



As old as Ashan itself Balrogs are - first offsprings of the Dragon of Chaos, created long before the first demons came into being. Only in rare dark places deep below the surface of the earth few of those divine spirits of primeval fire still linger. Nor sword, nor arrow, nor fire can do harm to Balrogs and woe inevitable awaits all who has wondered deep enough to meet them.

Creature level: 8

🔪 45

🔱 32

☀️ 70 - 95

👤 8

🏠 13

❤️ 1300

Elemental. Large Creature. Immune to Fire. Strike and Return. Incorporeal. Stormstrike. Whip Stike. Hexing Attack. Magic proof 25%.

Runelords

By Radar



Through their experience with rune crafting, these renegade dwarven priests had been turning out of Arkath and in result bowed to Sylanna, the mysterious dragon god who gave birth to Earth - the place where the runes come from. Runelords had left destructive nature of the Dragon of Fire and finally found peace among their new brothers - the High Druids of Irollan.

Creature level: 5

🔪 10

🛡️ 9

☀️ 9 - 13

👤 3

🏠 10

❤️ 65

🔧 7

Living Creature. Shooter. Immune to Earth. No Range Penalty. Caster.

Spellbook (total mana of 12):



Mana 5, mastery Advanced



Mana 6, mastery Expert

Origins of the Twilight World

For centuries and centuries uncounted dwarves have dwelt under the mountain Fandras in the very north of wide elven realm of Ironlann. Darkness of underground their bright torches and polished crystals have conquered, vast caverns their patient labour has turned into spaces of beauty. Kingdom of Many Lights, so those caves were named and speaking of this name brought up in every mind thoughts of carved marble, and gold, and jewels, and precious metals of various kinds, transformed by the skill of dwarven masters into fair artifacts with strange magical abilities.

Yet not so long ago time of grievous disaster fell upon dwarven kingdom and its inhabitants. Mountain Fandras, in which many generations of dwarves put so much faith, betrayed them – fierce streams of dark, cold water from the very heart of the Mountain punished dwarves, leaving large part of Kingdom of Many Lights under water and ruining many of the dwarven marvels. Once proud and mighty folk of miners and crafters become scattered and leaderless.

Sensing weakness of the dwarves, companies of cutthroats, initially mostly formed from wild Orcs and nearby clans of Dark Elves, started to pillage caves of Fandras. During first years after floods such raids were seldom, for fear from dwarven axes was still great. However, as the years went by and dwarven axes in many cases proved to be too dull to repel invaders, plundering became more and more common. It was no strange sight to see near entrances into caves companies of human mercenaries, groups of gem-greedy wizards or even silent lines of undead, marked with their eternal radiant greenness. Instead of Kingdom of Many Lights name of the Twilight World appeared – a place with no rulers and no rules, where great fortunes await those who are brave and reckless enough.

Are you ready to be one of those rich-seekers and to risk an expedition into the depths of the Twilight World, despite the rumors that many of the adventurers don't come back from those caves and that the ancient fear, „shadow and flames”, has been released in the depths of the Mountain?

