



# Ekim Aster's Guide to Thriving in Your First Two Weeks



Image courtesy of Khanis Wolfpack

# Ekim Aster's Guide to Thriving in Your First 2 Weeks

Welcome to Lands of Lords! LoL is challenging to get started in, but its complex city building mechanics, great community, and nearly-endless diversity makes it well worth learning. This guide starts after you've made an account but before you've settled anywhere. It should take a new player through the first few weeks and provide information for building a solid foundation for a great metropolis. Also, please note that my expertise is in the continent Terra Media, so domains on other continents will be slightly different.

Update June 4<sup>th</sup>, 2019: The great flood is about to occur, sinking all of the old continents and allowing new lands to arise. I'll try to update this guide for the new LOL5 rules as I can, but not everything is up to date.

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# The Login Screen

You just created your lord or lady, now you're at the login screen. Let's take a look at it. First thing, if you can, you'll want to widen your browser window so that all 5 columns are shown.

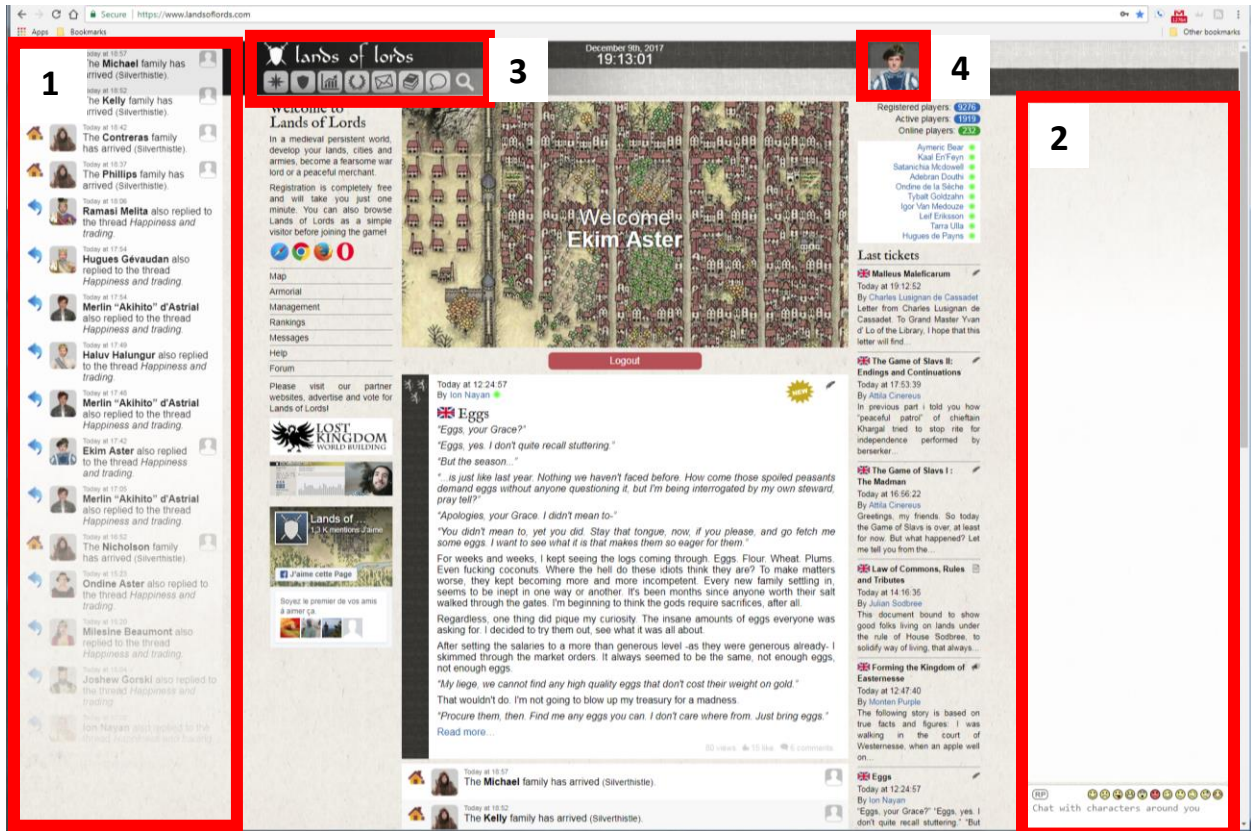
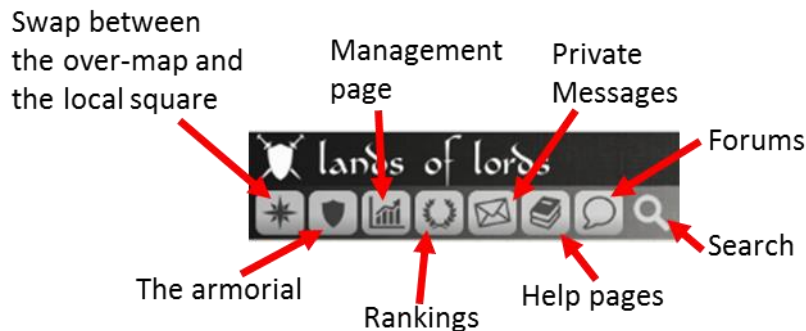


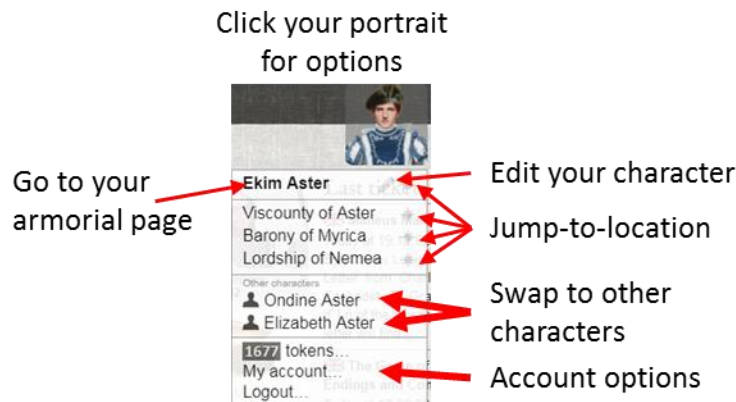
Figure 1. The welcome page

1. The left-most column is for announcements. It will be blank when you start.
2. The right-most column is where you can chat with characters in the same square as you. It also works with telepathic communication, more on that later.
3. This is the main set of navigation buttons is at the top left.



- a. The compass symbol swaps between the local view and the over-map
- b. The armorial allows you to find information on players and organizations

- c. The management page allows you to quickly manage your finances, units, buildings, and resources
  - d. The rankings is mostly for flavor and role playing (RP), but it lists things like the richest players, the ones who fight the most, etc.
  - e. Private messages are in-game RP communications
  - f. The help pages have a lot of detail, but can be difficult to navigate. See below for advice
  - g. The forums are an out-of-character (OOC) place to seek help, report bugs, and offer suggestions
  - h. The search functions lets you type in text and recommends pages from the management page, help, forums, armorial, or even over-map that meet your text
4. Your character portrait is at the top-right. Click on it for several options



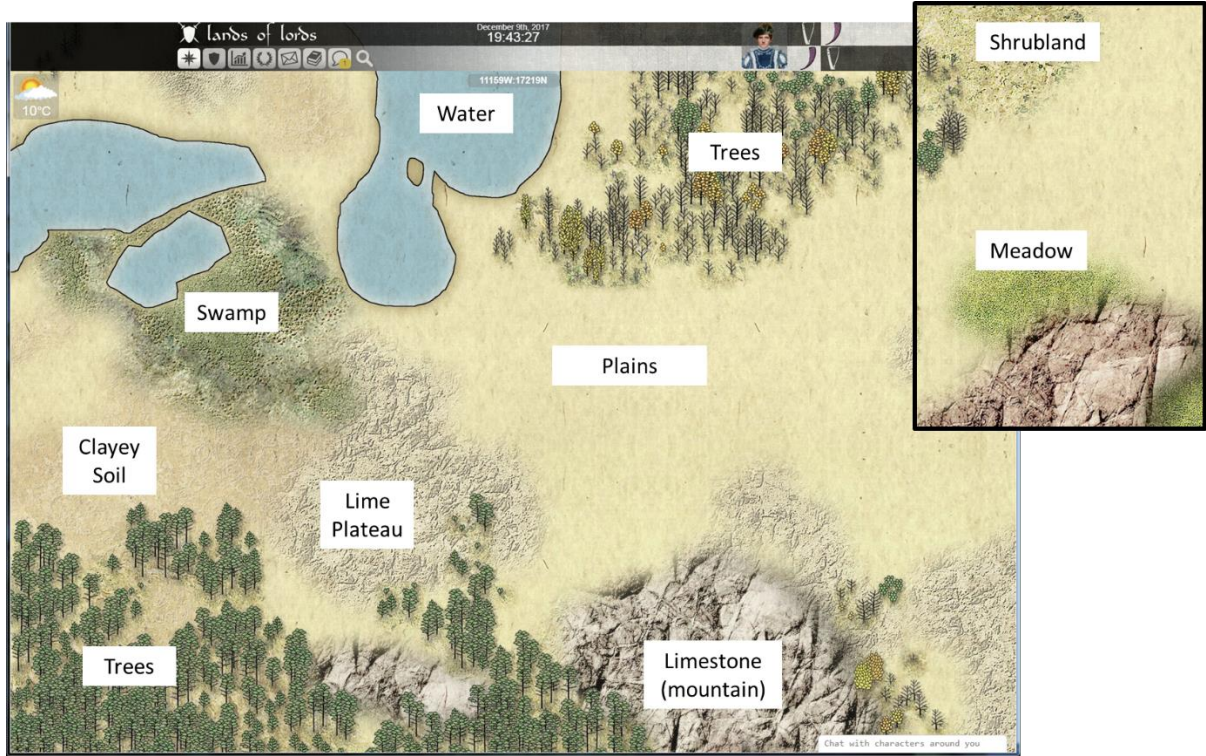
- a. Selecting your name takes you to your armorial page
- b. The pencil takes you to the page to edit your character
- c. The list immediately below are the domains that you own. I have three, the Viscounty of Aster, the Barony of Myrica, and the Lordship of Nemea.
- d. The compass symbols to the right of my name and my domains are shortcuts to the over-map at their location
- e. Each account can have up to three characters. Swapping between characters lets you manage their domains (each character can have up to three)
- f. Other account options

## Founding Your First Domain

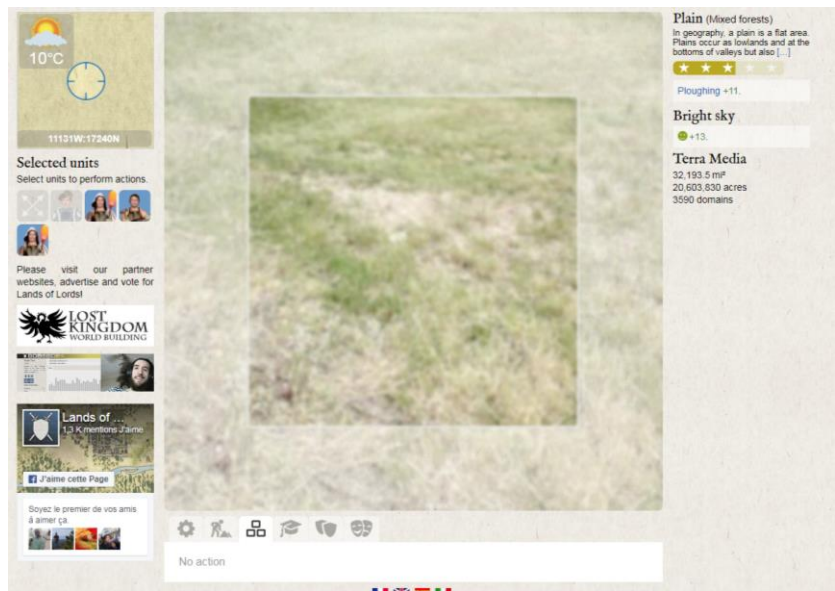
Ok, enough of looking at the main screen, you want to found your first domain! DO NOT AUTOMATICALLY FOUND IT WHERE THE GAME PLACES YOU! <- All caps so you know it's true. The game places you somewhere that might be great, but is ~~probably terrible~~ might not be<sup>1</sup>. Looking at the over-map, you'll see a lot of things you'll expect to see on the map:


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<sup>1</sup> In January 2018 new starts were updated to place you at start locations close to trees and stone and at a moderate temperature. They're not universally terrible anymore.



Zooming all of the way in and clicking on a location brings up the local view:



More on this screen [down below](#). For now, the upper-right tells you what it is (Plain, the type of tree, etc.) as well as a little flavor text about it. Two important things here are the quality and the bonus it provides, which is a function of the type of terrain and the quality. This  is the quality bar. It shows up everywhere, and shows the quality of the terrain, building, or good that it refers to. Quality ranges from 0-100%, and hovering over it usually gives you the exact value. Plains give a bonus to Ploughing, which is useful for fields and orchards. Clicking on the flavor text (“In geography...”)



There’s not much there. It’s important to note that the text in the red box is purely flavor text – don’t expect it to contain any useful information either here for Plains or for any other help text. The green box contains the skill bonus that Plains give to units in that location. Ploughing +10. But above in our location, it gives Ploughing +11, what gives?


## Quality

The skill bonus of everything in LoL is modified by the quality.

- At 0% quality, the stated value is cut in half (+10 -> +5)
- At 50% quality, it is what’s stated (+10 -> +10)
- At 100% quality, the stated value is doubled (+10 -> +20)

In between, there’s a binomial formula.

Quality modifies the bonus, as described by the blue box Quality.

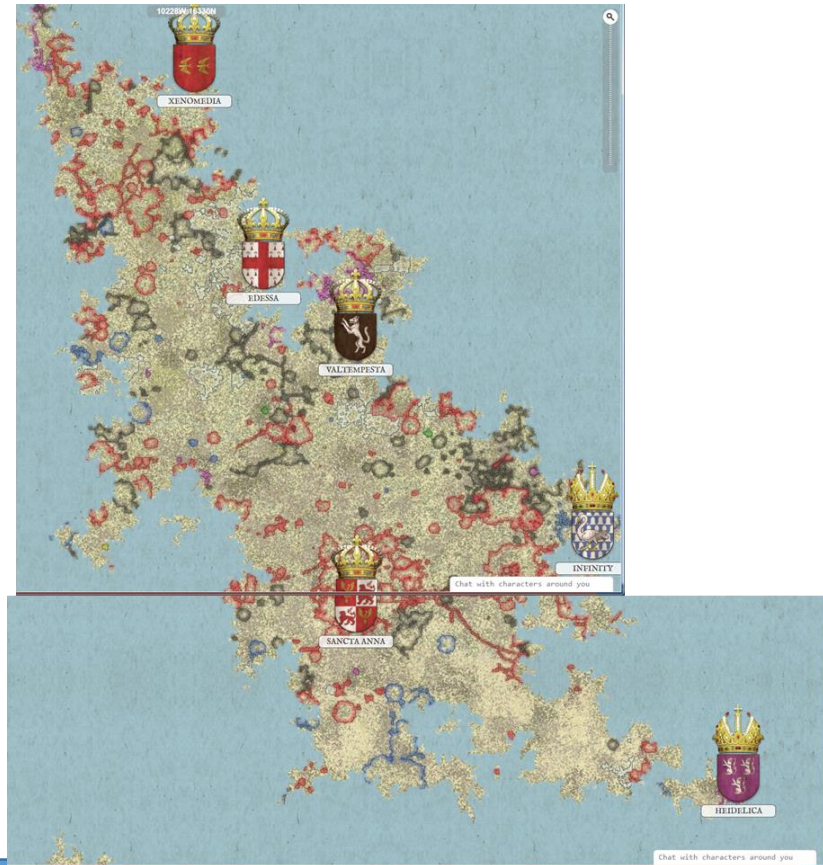
Hit the compass navigation button  to go back to the over-map. Use the zoom bar on the right or ctrl-mouse wheel to zoom all of the way out.

## The Continents (Pre-Flood)

This is Terra Media, the (pre-flood) middle continent. It's where my domains were. Terra Media is characterized by hot temperatures in the summer and mild winters, small-ish forests, and a wide variety of trees. At this zoom level, the only domains you see are kingdoms and empires.

To the north-northeast is the continent of Tetra, the original continent, a place of vast forests, huge and well-developed domains, and cold winters, especially up north.

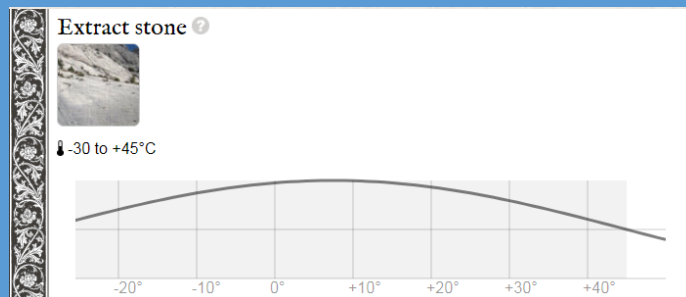
To the south is Tropica, a hot land with dense jungles but plentiful precious metals and gems.



## Seasons & Temperature

The world of LoL follows the season in the northern hemisphere. In summer, LoL's lands are warm or hot. In winter, they get significantly colder.

Temperature has a major effect on what a domain can produce. Every good has a minimum, maximum, and optimal temperature. Outside of that range, producing it becomes harder or even impossible. Some goods, like Walnuts, can only be harvested in a narrow range from 15-20°C. Others, like limestone, can be harvested at any temperature. The help page for that good shows the range. Being off-ideal temperature reduces the quality and quantity of the final product.



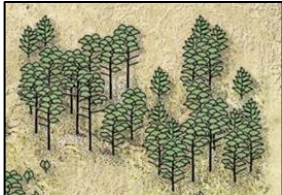


## Picking a Spot

Navigate around the map and look for an unclaimed location with good resources and room to expand. Some examples of good resources include:



Meadow gives bonuses to harvesting crops, raising cattle & horses, and a few other less-used skills. It is critical for a horse or cattle industry, as it is the only place Hay can be grown. Hay is harvestable from 10-45°C.



Trees are critical to building a domain, as wood is needed for almost everything. These are pine trees, a good source of building-wood on Terra Media. Other trees grow fruits or nuts or can support hunters. The help page for each tree type, accessed by clicking on the flavor text from the local view, shows what can be harvested there.

Here's what can be done at Oak trees:



Stone, particularly limestone, is also important as a building material.



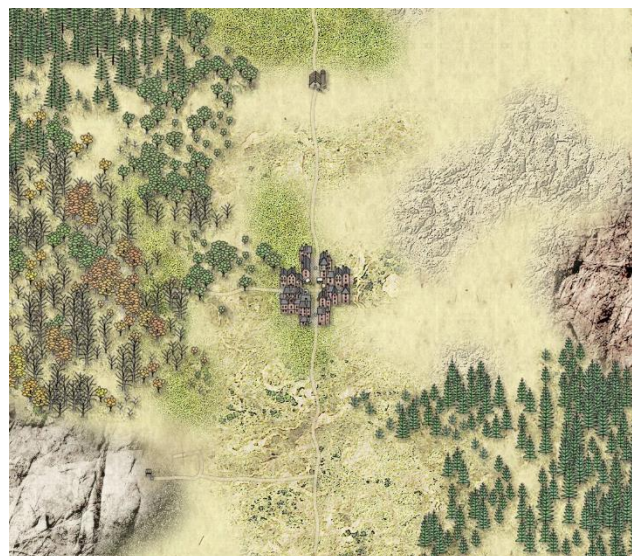
Metal ores like Iron (left), silver (center), and gold (right). Smelting them is a good source of money. Copper, lead, and tin are more common but less valuable. Also present (but not pictured) are gems: sapphires, rubies, emeralds, and diamonds are out there to find! Note: some ore deposits might not be visible until settled on.

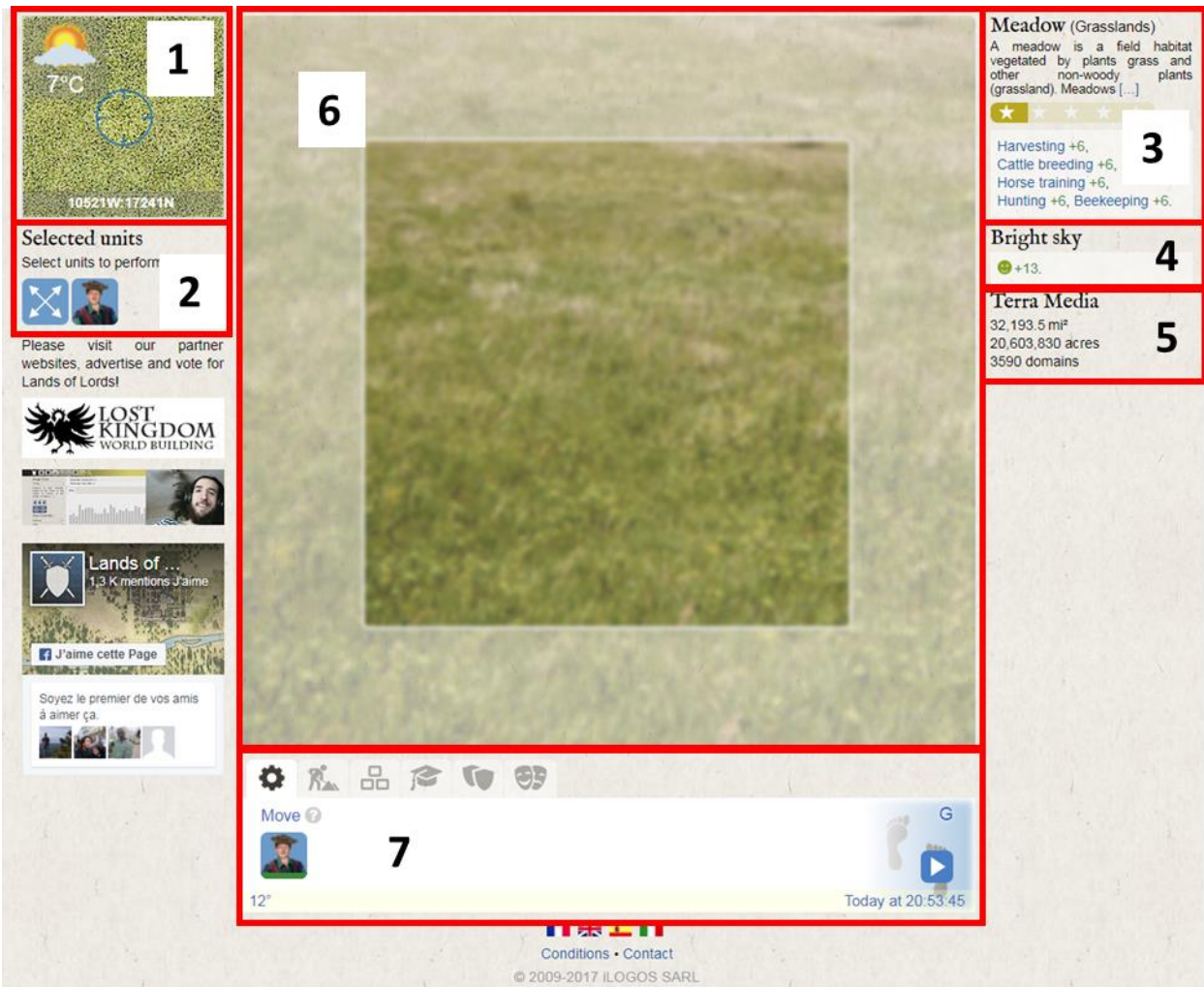
You'll want at a minimum decent sized forests and stone near your starting location. In a recent start, I picked this location for its forests, meadow, and nearby limestone. It has room to expand if I cut down some of the nearby trees.

If you find a spot near the coast (sea and coast squares), you'll eventually be able to build a lighthouse and trading ships so you can buy and sell goods from the other continents.

## Moving and Founding

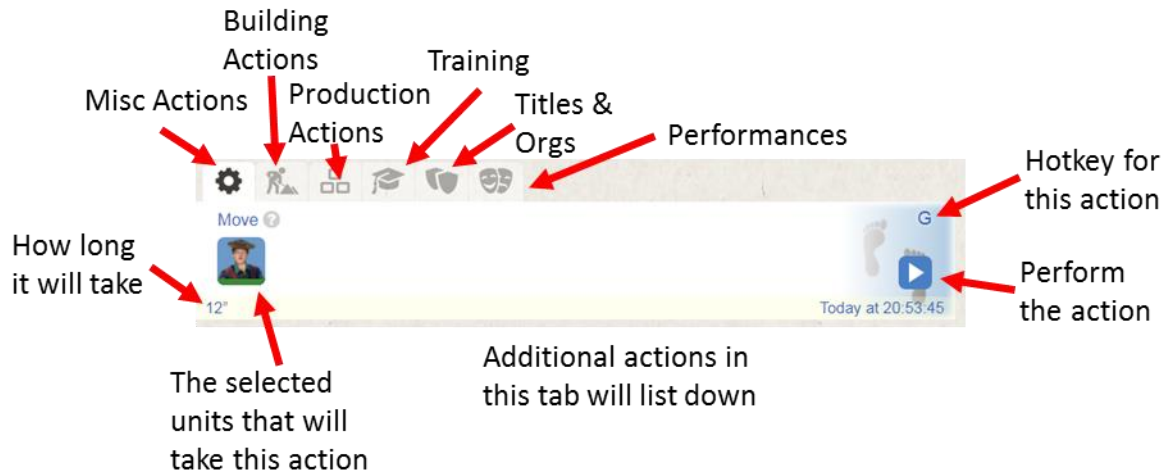
So you found your spot! Now you need to figure out how to start a domain there. At your spot, go to the local view. Before we continue, let's go over the local view:






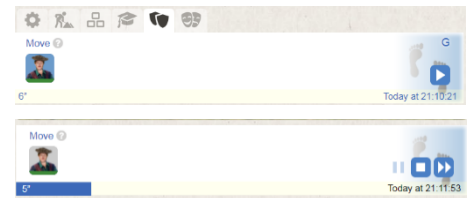
1. This is a sort of mini-map of the surrounding 5x5 area. Clicking on one of the squares will move the local view to that square
2. The selected units. Click on a unit to select it (blue) and again to de-select it
3. The flavor text, quality, and bonuses of the terrain, as described above
4. The weather and the happiness bonus or malus it applies. This changes frequently, so can be ignored for now.
5. The current land mass (e.g. Terra Media, Tetra, Tropica, or one of the islands), its size, and the number of domains on it
6. The local area, a 6x6 grid. Each unit occupies one space inside this grid, and all 36 spaces are in this same acre. Quick tip: Dragging a unit outside of this grid moves the unit to the adjacent tile on the main map. Another quick tip: using the arrow keys on this screen moves the view one tile in that direction.

7. A zoom-in of the action bar. For now, we will focus on Building, Production, Training, and Titles & Orgs

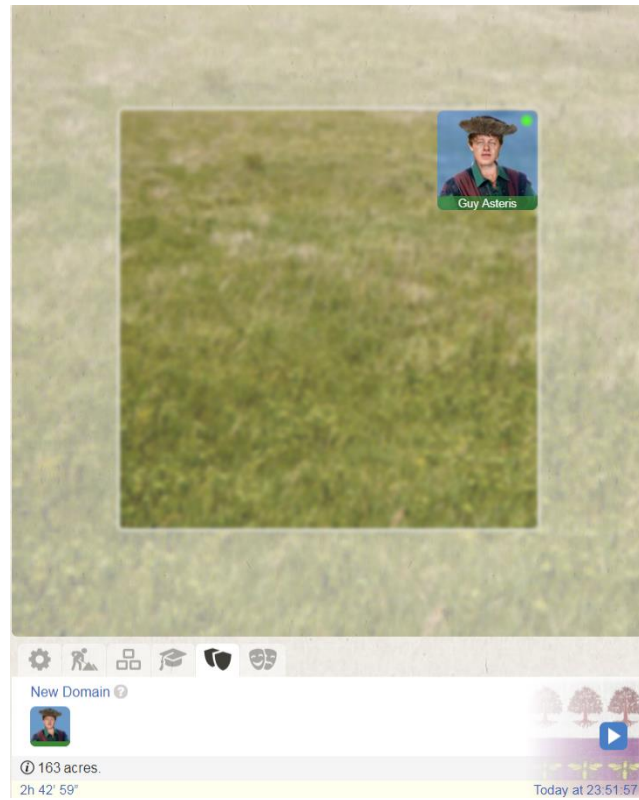


- Buildings let you put up buildings and roads. It also is where the Tree Felling action is, which destroys the tree in return for a large amount of wood
- Production lets you harvest resources or perform production activities at their buildings
- Training matters once you have settlers – it specializes them into a profession and makes them significantly better at that profession than a plain settler
- Titles and Organizations is where you can found a new domain!

Back to founding that domain! First, you'll want to select your lord and move them to this location. Move will show up on all of the tabs. It might say it will take many hours to get there – don't worry, in the tutorial, everything is instant. Click the arrow to move, and then the  to make it instantly complete. Now re-



select your lord (taking an action automatically de-selects the units), go to the Titles & Organization tab, and found a New Domain!<sup>2</sup>



Founding a new domain here will take 2 hours and 42 minutes, but again we can speed that up to instant during the tutorial. It's also worth noting here that the domain will, at first, be 163 acres. That's 163 squares: each location is one acre. By the same token, distance in LoL is measured in arpents, which is the length of side of a one acre, square piece of land.

## “Cells”

The terrain of LoL is broken into “cells” of roughly 100-500 acres each, in pretty random shapes. Your starting domain will take over one or two cells, but soon after you'll be able to expand into more adjacent, unowned cells.

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<sup>2</sup> A recent patch changed it so that there are temperature, resource, and distance constraints on founding your first domain. If there is no option to found a domain, that might be the cause.

## The Tutorial

The tutorial takes you through buildings huts and houses. In a minute or so after you found the domain, a few settlers will join you. You use them to build huts in the same way as you moved and founded the domain, through the action panel, just on the build tab. One build order is Hut -> Two Huts -> Three Huts -> Four Huts -> Street (East/West, North/South, or Crossing) -> Two Houses -> ... -> More Houses. Another build order is to just start with streets and add houses.



During the tutorial, it's usually best to build up to 1 or 2 streets. I like the cross pattern for the initial streets as it creates symmetry, but you might like a line or some other shape. A note on building: once you make something an E/W, N/S, or Crossing, you cannot change it to another type without tearing it down. Also worth knowing at this point is that your streets and crossings form the backbone of your settlement, but you can also build huts -> four huts -> eight houses adjacent to streets.

I'm a little crazy, so I like to plan out my settlements. For example, the grid to the right shows a hypothetical plan. N represents North / South Streets, E is East/West Streets, H is plain Houses, and C are crossings. M is the starting square, which you have to upgrade to a Market as soon as you can. Sc shows where I placed my school, but more on that after the tutorial. You can see that Houses can be placed next to roads, but no further than that. The school has to be placed next to a street or houses.

|   |   |    |   |   |   |   |
|---|---|----|---|---|---|---|
|   |   | H  | N | H |   |   |
|   |   | H  | N | H |   |   |
| H | H | H  | N | H | H | H |
| E | E | E  | C | E | E | E |
| H | H | H  | N | H | H | H |
|   |   | H  | N | H |   |   |
| H | H | H  | N | H | H | H |
| E | E | E  | M | E | E | E |
| H | H | Sc | N | H | H | H |
|   |   | H  | N | H |   |   |
|   |   | H  | N | H |   |   |


You'll finish the tutorial when you've placed about 2 streets and maybe a hut or two. Then it suggests you build a barn for some fields.<sup>3</sup> Don't (exception: if you want to do it for RP reasons, then go for it! RP reasons trump pretty much anything I say in this guide).

<sup>3</sup> The same patch that updated the tutorial added early-game missions to build roads, quarry stone, harvest wood, and a few other things. Those are all good things to do! But still, don't build a barn until you read more.

## Immediately Following the Tutorial, Ideally Before Logging Off

At this point, there are several game mechanics that become important.

### Immigration & Emigration

The first is immigration. Go to the management  page



and click into the unit management screen. At the top of that page is some important information. You can hover over each for a tooltip with some extra information. Right now, the Expansion Radius will probably be red meaning you cannot expand into adjacent cells yet. Your happiness will start at 50% and is discussed in more detail in the [happiness section below](#). The Available Population Space, called "Migratory Flow" in the tooltip, shows how much room you have for new population. If it is positive, new settlers will arrive and take off ~100 each. If it is below -500, units will slowly leave until it goes over -500 again.

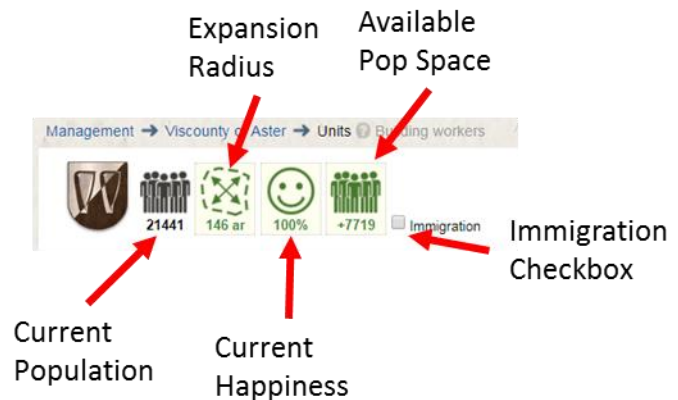


Figure 2. Note that in LOL5 the immigration checkbox is supposed to be removed

Note that each settler/unit represents 10 workers and ~100 population.

## Training Units

Trained units have a lot of advantages over untrained settlers. They get to use equipment, which provides a bonus to skills; they get points in their primary skills for each level they gain; and they can automate actions that they'll perform even when you're offline. For example, this is Phillips:



### Stats

Each settler has 6 stats randomly chosen between 2 and 20: Strength, Agility, Constitution, Intelligence, Wisdom, and Charisma. The profession-specific stats are located on the help page for that profession:

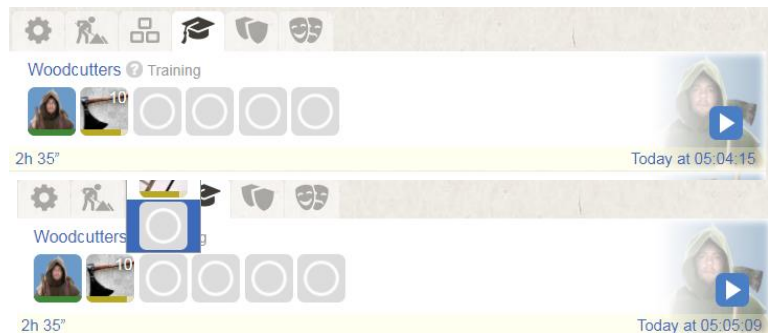
**St/Co.** Training ground: All trees. Equipment: Axes 10, optional: Saws 10, Work horses 5, Carts / Wagons 5, Ropes 5.

Additionally, high stats improve skills. Each stat point over 10 increases the skills that use it by 1. The stats that each skill uses can be seen in the skills help pages like [this one for industrial skills](#).


I get to this screen by

clicking his icon in the action pane. Phillips has a high strength, so I'm going to train him to be a woodcutter. Right now his Tree felling skill is -8 (not pictured). Training him requires axes, and I have high quality ones:

But those spaces to the right are for other tools that are optional. Clicking on the first one, I see that it's saws. I can look up [saws in the help](#) and see that they add +10 to tree felling, so I add them. The next three are for horses, carts, and ropes. None of them add to tree felling, so I don't add them.



Help → Resources → Work tools → Saws




### Saws


A saw is a tool consisting of a tough blade with a hard toothed edge. It is used to cut through material, most often wood. The cut is made by placing the toothed edge against the material and moving it forcefully forth and less forcefully back or continuously forward.



10871N: 14103N  
Mature oaks  
Lordship of Silverthistle


This action takes place on one of the following buildings: **Tool factory**. *You are currently on a building of type: Oaks.*


 1 kg. Skill bonuses (equipment): **Sawing +10, Tree felling +10, Carpentry +5, Cladding +5, Parquetry +5, Cabinet making +5, Joinery +5, Turnery +5, Lutherie +5.**

**Phillips**  
Woodcutters  
Lordship of Silverthistle




Lvl: 1  **St: 16. Ag: 8. Co: 8. In: 9. Wi: 13. Ch: 12.**  +8/+0/+8 (+5).  66.40.

 Axes (of high quality), Saws (of high quality).


 Tree felling +55, Melee combat +19, Fruit picking +11, Sawing +7, Carriage +1, Apprenticeship +0, Ploughing -1, Finding -1.

[Manage this unit](#)




I train Phillips as the woodcutter (it takes 2:35 hours) and now his tree felling is +55! Also, I can stick him in a nearby Ash forest and turn on automation by clicking on the “Manage this unit” button.

“Manage this unit” brings me to the Unit Management page where I can see his equipment on the equipment tab 





Management → Lordship of Silverthistle → Units → Phillips










**Phillips**  
Woodcutters  
Lordship of Silverthistle  
[Locate on the map](#)




Lvl: 1  **St: 16. Ag: 8. Co: 8. In: 9. Wi: 13. Ch: 12.**  +7/+0/+7 (+10).  66.40.

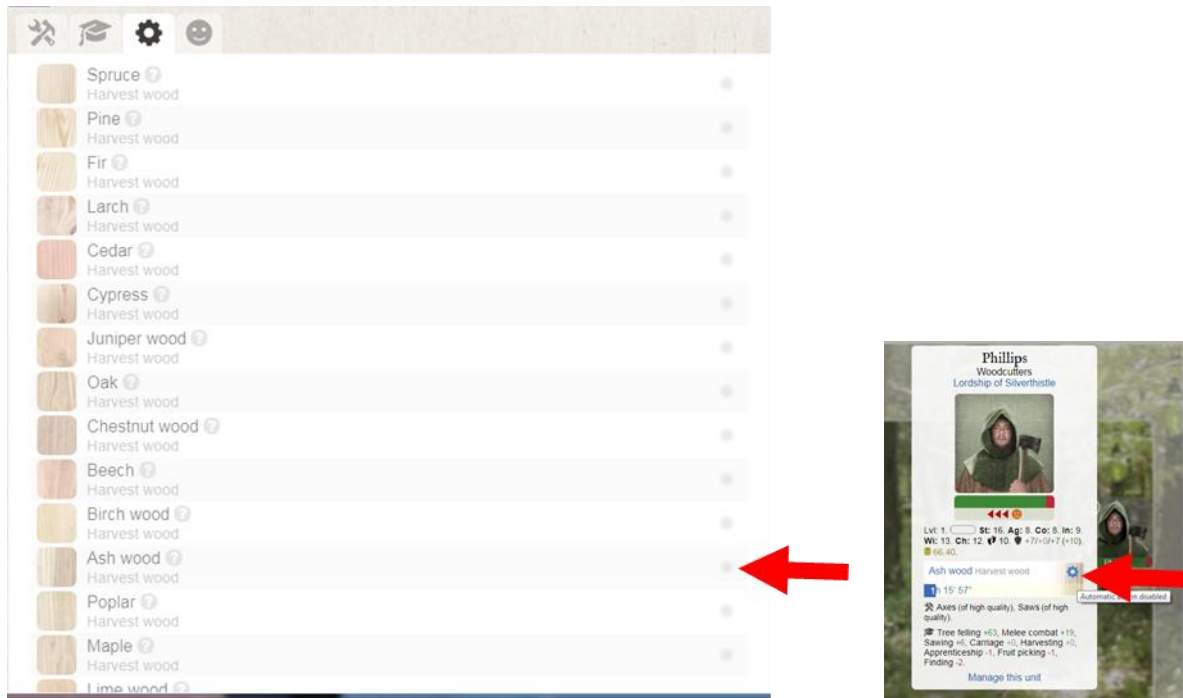
Ash wood Harvest wood  
1h 20' 28"

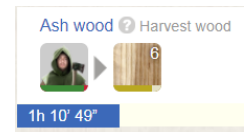
-  Axes  Equip
-  Saws  Equip
-  Work horses Equip
-  Carts / Wagons Equip
-  Ropes Equip



view all of his skills on the skills tab , set automation on the automation tab , or see what is affecting his happiness on the happiness tab .



I can automate him harvesting Ash Wood by clicking the radio toggle where the arrow is (left image). There's also a shortcut to do it through the unit popup (right image). My woodcutter is now automatically harvesting wood at a fairly high quality. He'll slowly move around to the trees and harvest any that are available to be harvested. Manually moving him is faster and more efficient, especially if you have a lot of time and not many units, but it becomes almost impossible when your city gets larger.



## Harvesting vs Tree Felling

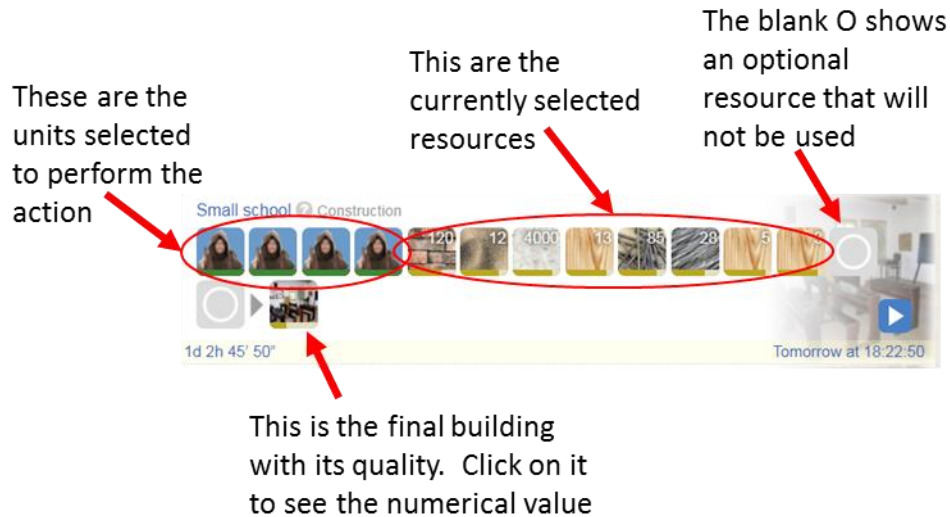
Harvesting is in the Production Actions tab and is a way to sustainably gather wood. You can harvest wood from a tree with a one-week cooldown. Tree Felling is on the Building Actions tab and permanently removes the tree, but gives far more wood. In general, it's advisable to harvest more often than Felling because trees take a long time – months – to grow and there's no way to plant most of them. If you do need the wood, cut down trees where you plan on building your town anyway, or in the middle of forests where neighboring trees can spread saplings to the cleared area.

## Building a School

Why build a school? At a [school](#), you can train Carpenters, Bricklayers, Roofers, and a lot of other professions. Every one of them is better at what they do than settlers. For example, a carpenter can build a hut in about 7.5 hours. The same hut, built by a settler, would take 12-13 hours. And the quality

will be a lot better with the carpenter. When I found a new domain, the first thing I do is build a street and then a school. I'd strongly suggest taking all of your settlers except maybe one who is trained as a woodcutter and building a school first thing. It will take 1 to 1.5 days to complete, but it will accelerate everything else after that.

Let's take a minute to look at the action to complete the school:



It shows your selected units that are in this square, the resources you've selected to build with, optional resources, and the quality of the completed building.

## Stone vs Stone vs Bricks

Different stones give different bonuses. The [help page for Construction Skills](#) shows:

**Masonry**  
*Co/Ag.* Specialized units: Bricklayers +5 //vi, Architects +1 //vi, Brickmakers +1 //vi, Stonemasons +1 //vi, other units -20. Equipment: Trowels +5.  
 Raw material: Granite +25, Basalt +20, Lead +20, Limestone +15, Marble +15, Bricks +10, Lime +10, Sandstone +10, Sand +5.



Granite, which gives +25, is the best, and bricks or sandstone, which only give +10, are the worst. Lime and Sand are separate construction elements. What's not clear is that building things with granite takes a lot longer than building with Brick. The school above, which will take ~27 hours in brick, would take ~55 with granite. Right now it doesn't matter, as all you start the game with is bricks, but it's useful to know for later. You get the same effect with wood – Pine is faster than Oak for example – but the effect is less pronounced.

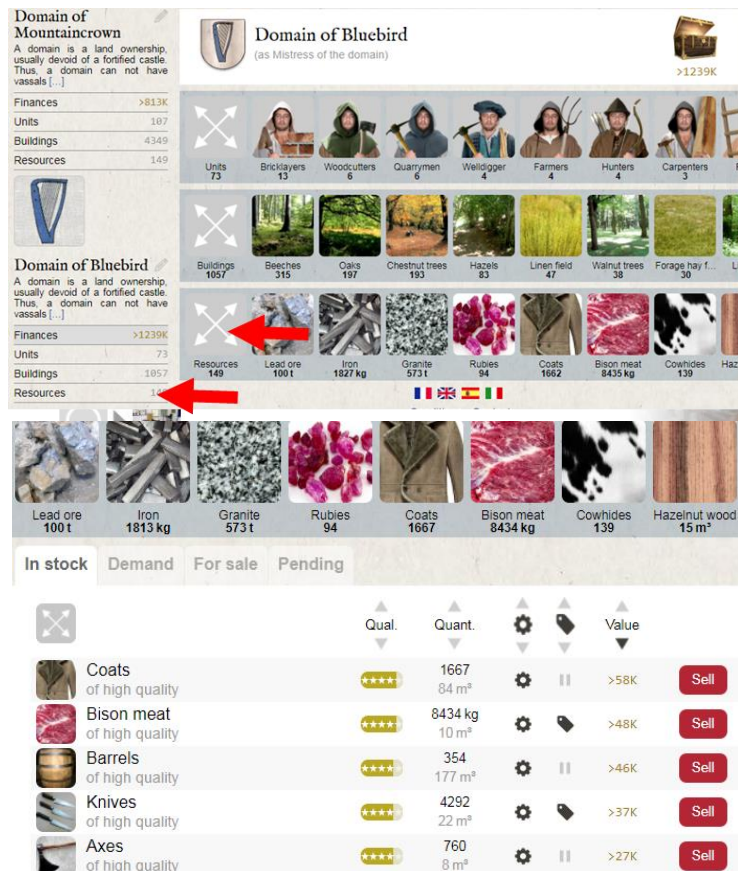
To select a different resource, click on the resources and a list will pop up. You'll quickly learn the difference in stone types, and eventually even be able to differentiate all of the varieties of wood! Some of the building materials only have one option, so won't have a pop up. Some, like wood, will have many. But you probably only have one type of wood now, so use that. The help pages for the various skills show you the bonuses different materials give. Now that your workers are set training as a woodcutter and building a school, it's time to figure out how to pay them!

## Paying Wages

The first step to keeping your units happy is to pay them. There are more details below in the Consumption section and in the [Consumption](#) and [Happiness](#) help pages, but for now we just need to make sure they get paid at the end of the day (between 00:00 and 01:00 game time).

But you didn't start with any money, so how do you pay your workers? You need to sell some things to get money.

From the management  page, click on the resources text or expand-arrow thing  to get to the resources management page. This shows the resources, the quality, quantity, two toggles for allowing automated production and automated sale, and the current estimated value based on the average sale price. Don't believe that number right now, because the quality of the starting goods is so low that they do not sell for average price.



**Domain of Mountaincrow**  
A domain is a land ownership, usually devoid of a fortified castle. Thus, a domain can not have vassals [...]

Finances >813K  
Units 107  
Buildings 4349  
Resources 149

**Domain of Bluebird**  
(as Mistress of the domain)  
>1239K

Units 73  
Bricklayers 13  
Woodcutters 6  
Quarrymen 6  
Weldigger 4  
Farmers 4  
Hunters 4  
Carpenters 3

Buildings 1057  
Beeches 315  
Oaks 197  
Chestnut trees 193  
Hazels 83  
Linen field 47  
Walnut trees 38  
Forage hay f. 30

Resources 149  
Lead ore 100 t  
Iron 1827 kg  
Granite 573 t  
Rubies 94  
Coats 1662  
Bison meat 8434 kg  
Cowhides 139

Lead ore 100 t  
Iron 1813 kg  
Granite 573 t  
Rubies 94  
Coats 1667  
Bison meat 8434 kg  
Cowhides 139  
Hazelnut wood 15 m<sup>3</sup>

|                            | Qual. | Quant.                       |       | Value |      |
|----------------------------|-------|------------------------------|-------|-------|------|
| Coats of high quality      | ★★★★  | 1667<br>84 m <sup>2</sup>    | ⚙️    | >58K  | Sell |
| Bison meat of high quality | ★★★★  | 8434 kg<br>10 m <sup>2</sup> | ⚙️ 🗑️ | >48K  | Sell |
| Barrels of high quality    | ★★★★  | 354<br>177 m <sup>3</sup>    | ⚙️    | >46K  | Sell |
| Knives of high quality     | ★★★★  | 4292<br>22 m <sup>2</sup>    | ⚙️ 🗑️ | >37K  | Sell |
| Axes of high quality       | ★★★★  | 760<br>8 m <sup>2</sup>      | ⚙️    | >27K  | Sell |

## Selling Things

You need to sell a few things to get some money in. What I do, and what I'd recommend, is selling your wagons and your work horses. Both add the carriage skill, which is useful for production sites far from your market center, but right now your domain is so small that nothing is far from your home market so no one needs carriage skill.

Clicking on the resource Wagons will bring you to the Wagon resource page. There's a lot of good information on this page:

The current quality of your stock.

Your current stock and an estimate of the value based on the average transaction price

Those two toggles from the resource page

How many of these your people want to consume (see Consumption later)

The price history and volume of sales per day

Quality slider – you can set this and see buy orders for that quality or lower and sell orders for that quality and higher

Sell orders, price and quantity

Buy orders, price and quantity. XXXXX is the merchant's guild, which is a low price but will buy unlimited amounts


| BUY   |       | SELL |        |
|-------|-------|------|--------|
| 1     | 50.00 | 2    | 179.00 |
| XXXXX | 50.00 | 4    | 180.00 |
|       |       | 4    | 190.00 |
|       |       | 49   | 200.00 |
|       |       | 60   | 497.00 |

I typically sell Wagons to XXXXX for 50 denier (the unit of money) each, for 600 total because you will have 12. You pay a 5% merchant's guild on all transactions, so you'll net 570. To sell them to XXXXX, click the red Sell button, enter the quantity, and do not enter a price. The game will automatically sell them to the highest Buy offer, in this case XXXXX for 50.

Work horses will sometimes sell at a low price (e.g. 400 or 500 denier per), so you can post them for sale by putting in a minimum price of 400 or 500. You'll make a lot more money than by selling them to XXXXX for 50 each, but it might take time (hours, days, or even never) for them to sell.

Note: in LOL5 selling to XXXXX gives diminishing returns. You'll be able to sell a few hundred thousand denier before it becomes pronounced though, so it's not worth worrying about yet.

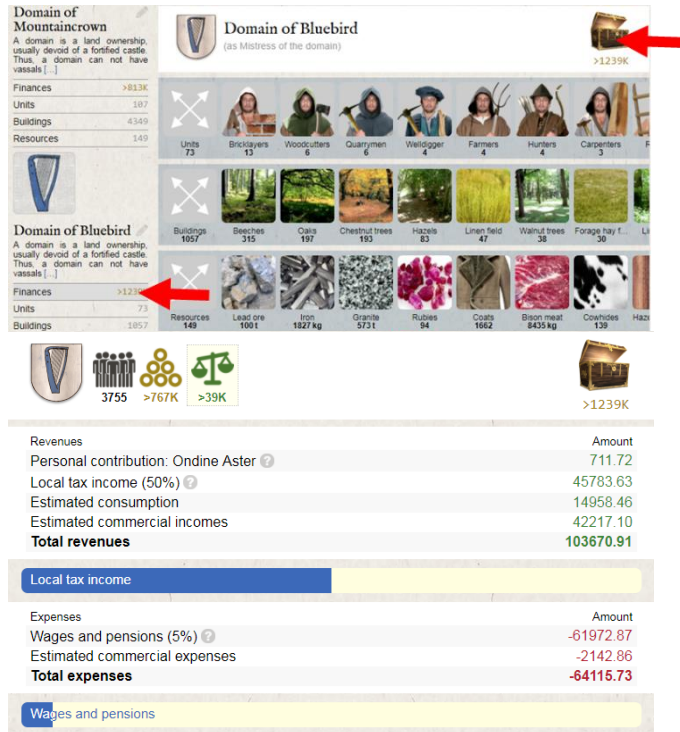
## Setting Wages

From the management  page, clicking on the treasure chest or the Finances button will take you to the finances page.

On this page, there are two sliders that I can control: one for Local Tax income and one for Wages and Pensions. Local tax income is not like in other games – you don't gain money by taxing your people. You just claw back money you already paid them. For now, leave it at or near 0%. They have no money, so you can't tax them.

The wages and pensions slider is the fraction of your treasury that you want to give your workers at the end of the day. Above it, it gives the actual value based on your current treasury. In the old world in Terra Media, it cost a unit ~100 denier a day to get all of their demands. That's not reasonable for a domain on the first day, so aiming for 25-50 denier per unit is a good target for your first few days. Assuming you have 5 units, you want to adjust the slider until the wages and pensions gets to about 250.

The [Finances](#) help page gives some information as well.



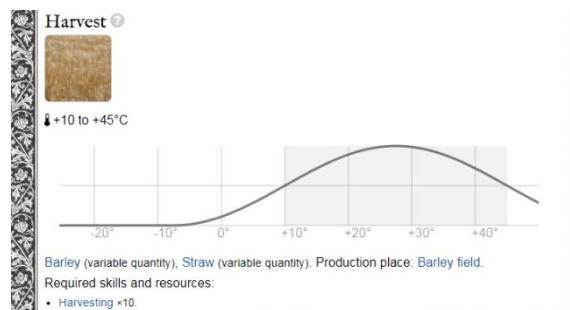
| Revenues                            | Amount           |
|-------------------------------------|------------------|
| Personal contribution: Ondine Aster | 711.72           |
| Local tax income (50%)              | 45783.63         |
| Estimated consumption               | 14958.46         |
| Estimated commercial incomes        | 42217.10         |
| <b>Total revenues</b>               | <b>103670.91</b> |

| Expenses                      | Amount           |
|-------------------------------|------------------|
| Wages and pensions (5%)       | -61972.87        |
| Estimated commercial expenses | -2142.86         |
| <b>Total expenses</b>         | <b>-64115.73</b> |

## Why Not Build a Barn, and Other Things Not to Do

The tutorial suggests that you build a **barn** to grow crops, but I said not to. What gives? Well, crops are great, and eventually you'll want to grow them and will indeed need a barn, but crops are not fast. After building the barn, plowing the fields, and sowing them, it takes 7 days for the first crop to be harvestable. And that's if they even grow. It is late fall in Terra Media right now, and the temperatures range from ~10°C in the north to the low 20's in the south. Whatever you plant probably won't even grow: crops need temperatures above 10-15 degrees to grow. How do you know that? Go to the help page for the crop you want to grow, e.g. [Barley](#). It gives the temperatures for Barley as 10-45°C. If you're reading this in the spring or summer when it's warmer, or you settled in Tropica where it's always hot, you can grow crops easily, but it's still not a good first building because of the slow return on time invested.



Also, check the temperatures before building a **hunter shelter**. You can hunt at trees in temperatures above freezing, you only need (and only can use) the shelter when temperatures are near freezing or below. How do you know that? The help page for the [Hunter Shelter](#) shows that it can produce two things: Bison meat and Reindeer meat. Clicking the pictures or links for them brings you to the help page for those resources, which lists the production temperature just like for Barley above. Almost every new player I've spoken to (including me when I started) makes this mistake. Of course, if it's below freezing where you are, it's not a mistake – it's downright useful.



I would also suggest **not chopping down all of the trees** nearby. If you need to take some that are in the way of where you want your city to be, great, or some in the middle of forests if you need the wood, ok. But wholesale chopping of forests will leave you with a lot now but none later. They won't regrow.

In your first week, a lot of people are going to send you, as a new player, letters asking you to join their kingdom, empire, organization, etc. Many will even offer money and/or domains. I would advise not immediately accept their offers. Get a feel for the game first. Ask if you can visit their palaces with your lord to speak with them. Find a group of people you like – don't just jump on any offer. Pretty much every organization in LoL would be happy to have you and help you get your legs so to speak, so choose one based on the people rather than the offer. Also, kingdoms and empires close to you are, generally speaking, preferable to ones far away. Don't worry too much about anyone attacking you early on. If someone does, there are at least 20 giant domains and countless mid-sized domains (including mine) who would consider it a pleasure to come to your aid and curb stomp the griefer. Attacking new players is not acceptable.


**Don't be Trollish.** There are bad apples everywhere, and LoL is no different. Some people form second or third anonymous accounts and use them to "troll" other players. Typical troll activities include: claiming domains or dissolving parishes belonging to an organization (e.g. a Kingdom or Empire) without asking, attacking settlers, or founding a domain right on the border of an active domain. If you want to take over an existing domain with a dead lord, just ask the suzerain or king. They'll probably be very happy to have you take over and join their organization!

## Other Things to Do


### Talk to people

There are a couple ways to do this:

#### Telepathic Communication

To “speak” (text chat) with a randomly selected lord, select your lord (assuming you’re not building anything), go to the Various Actions tab , and start Telepathic contact. It will attempt to connect you to a random lord. Note that it requires their agreement, and some might be logged in but afk. If one doesn’t accept, try another. Before you do, make sure your browser window is large enough to see the chat (right column of Figure 1) or else they’ll speak and you won’t see it.

#### In-Game Mail

The  mail icon allows you to send letters (in character generally) to any other player. You can also send a letter from their character screen. For example, my domain of Aster bordered Fiesole. If I zoom in on the map and go to the local view anywhere in Fiesole, I’ll see its flag on the right side.



Clicking that flag will take me to the Fiesole armory page where I can send a message to Ciacco Alghieri, the Duke of Fiesole. Maybe I’ll say:

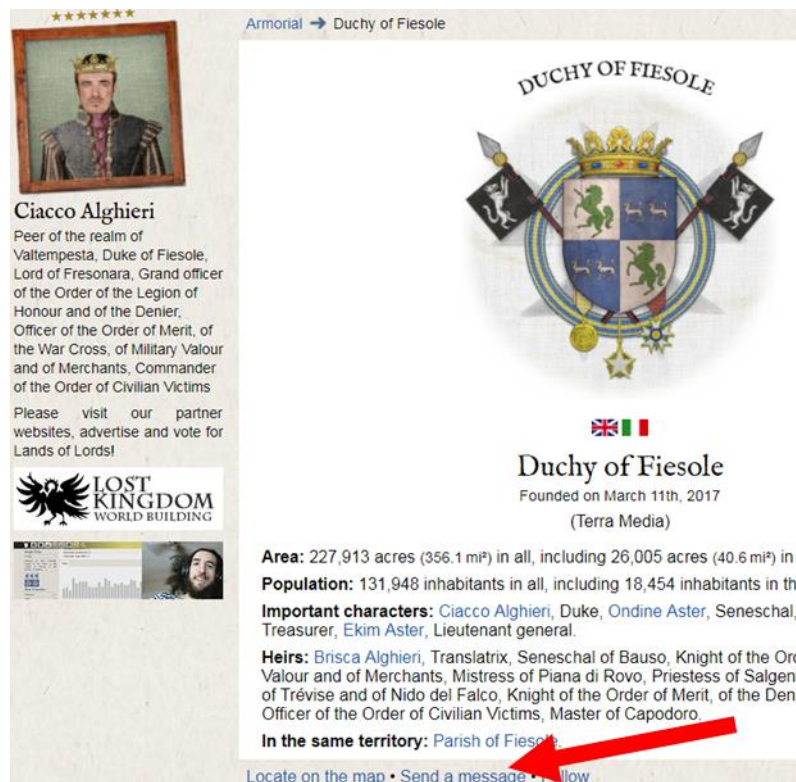
*Duke Ciacco,*

*My name is Ekim, I’m new to these lands and appear to have settled near your duchy. I was wondering if I might come by your palace and introduce myself in person?*

*Sincerely,*

*Ekim of Aster*

We became friends and I joined his kingdom, Valtempesta!



Armorial → Duchy of Fiesole

**Ciacco Alghieri**  
Peer of the realm of Valtempesta, Duke of Fiesole, Lord of Fresonara, Grand officer of the Order of the Legion of Honour and of the Denier, Officer of the Order of Merit, of the War Cross, of Military Valour and of Merchants, Commander of the Order of Civilian Victims  
Please visit our partner websites, advertise and vote for Lands of Lordst

**Duchy of Fiesole**  
Founded on March 11th, 2017  
(Terra Media)

**Area:** 227,913 acres (356.1 mi<sup>2</sup>) in all, including 26,005 acres (40.6 mi<sup>2</sup>) in 1  
**Population:** 131,948 inhabitants in all, including 18,454 inhabitants in the  
**Important characters:** Ciacco Alghieri, Duke, Ondine Aster, Seneschal, Treasurer, Ekim Aster, Lieutenant general.  
**Heirs:** Brisca Alghieri, Translatrix, Seneschal of Bauso, Knight of the Ord Valour and of Merchants, Mistress of Piana di Rovo, Priestess of Salgent of Trévisé and of Nido del Falco, Knight of the Order of Merit, of the Denier Officer of the Order of Civilian Victims, Master of Capodoro.  
**In the same territory:** Parish of Fiesole

Locate on the map • Send a message • Follow

## Write a Ticket

This will introduce yourself to the world. You post a ticket either under your character or your domain, and it should make an in-character announcement, news, or document. I've seen several new players do this very well, and it always led to them getting whatever help they needed to get started.

## Explore your Surroundings

Look around your domain on the map and see what resources you'll be able to expand onto soon. See what domains and kingdoms are near you. You'll see a decent number of abandoned domains around, both large and small. How can you tell a domain is abandoned? There won't be any non-Lord units around. When the lord stops playing (RP, called the sleeping sickness) the peasants won't be paid, fed, or otherwise cared for and will slowly leave. Here's a partially developed, dead domain and another that looks like it barely made it out of the tutorial:

No dots for units, or just one and it's a lord/lady



Huts that have fallen down in disrepair

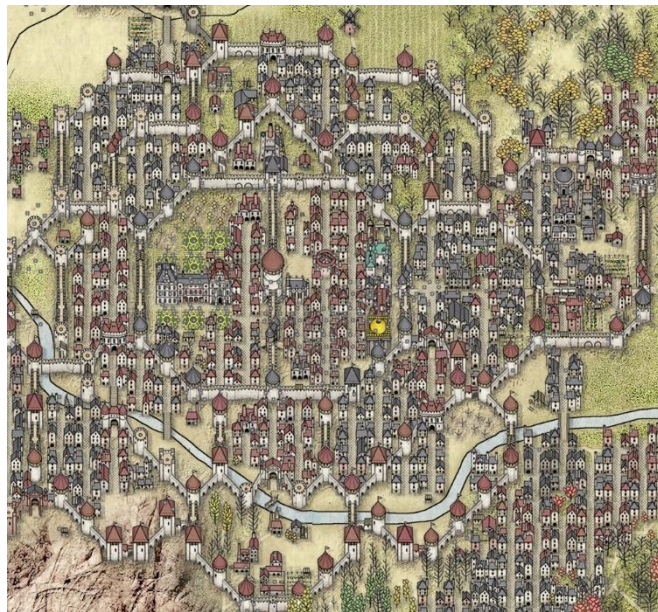
Just the lord, no other units



That's what this guide is for – to help people figure out the game so there are fewer dead domains!

You'll also see flourishing domains and awesome city design. To the right is the core of Demos, the seat of Queen Jade Evidian, who makes most of the highest quality goods in LoL. I'm not jealous at all.

So take a look around, there's a lot to see!





## Your First Two Weeks

Your first few weeks of building is going to be about four main things:

1. Construction & builders
2. A construction goods economy to help supply your builders
3. A consumption good economy to feed and care for your people
4. A money-generating / money saving economy

There's no exact portions for any of them, and there's a lot of overlap, but aim to develop all four areas and you'll be on the path to stability.

### Construction & Builders

This is the simplest – you'll want to expand your city. To do so, you need to build huts, streets, houses. And to build any economy you'll need builders to put up the structures. You have a lot of choice in how you do it also. There are several combinations of builders you can use for huts and houses, and which one is "best" depends on your playstyle.

#### Huts

If you look at the [help page for huts](#), it shows that, to build a hut, you need:

- 15 "units" of carpentry
  - 25 "units" of cladding
  - 10 "units" of joinery
  - 5 (optional) "units" of glazing
- and ignore carriage and sawing for now

These units represent the relative amount of work by each skill. The translation from unit to time is a fairly complex function of the builder's skill and the number of builders; I haven't seen anyone derive it yet, but the [help page on calculation](#) goes into how improved skill and increased number of units affects the action's duration.

Back to the 15 units of carpentry, 25 of cladding, and 10 of joinery that need to be done. If I use one carpenter, Bolton, he has 56 carpentry skill, 39 cladding, and 26 joinery. He'll build the hut in 7 hours 22 minutes. I can add a roofer, Shah, with 54 cladding skill and 45 carpentry skill and the time goes down to 4 hours 32 minutes (your times will vary). Neither combination is inherently better than the other. I generally start with just a single carpenter and then swap to the pair once I have more units. The important thing to know is that there are diminishing returns as you add more units: 2 carpenters and 2 roofers will be faster but not be twice as fast as 1 carpenter and 1 roofer.

#### Streets, Crossings & Houses

The [help page for streets](#) shows that it requires

- 5 surveying; 5 digging; 20 carpentry; 30 masonry; 15 roofing; 20 parquetry; 10 joinery

The image shows two screenshots from a game. The top screenshot is the 'Hut' construction screen. It displays the title 'Hut' and a small icon of a hut. Below the title, it shows '15 inhabitants', '5 m²', '11' (height), '+5' (cost), and '+0/+5/+10 (+60)' (resources). The 'Construction' section shows five icons representing different materials: wood, nails, cladding, glazing, and carriage. Below these icons, it lists 'Required skills and resources':

- Carpentry ×15: Lumber 4 m³, Nails 8.
- Cladding ×25: Cladding woods 125 m², Nails 25.
- Joinery ×10: Joinery woods 1 m², Nails 3.
- Glazing ×5 (optional): Glass / Paper 20, Lead / Joinery woods 5 kg.
- Carriage, Sawing depending on the resources.

The bottom screenshot shows a character profile for 'Bolton', a Carpenter from the 'Viscounty of Aster'. It features a portrait of Bolton holding a hammer and a piece of wood. Below the portrait, it shows his stats: Lvl: 10, St: 15, Ag: 14, Co: 12, In: 14, Wi: 12, Ch: 15, and a gold icon with '1715.30'. It also lists his skills: Hammers (of high quality), Saws (of high quality), Pliers (of high quality), Ladders (of high quality), Work horses (of high quality), Ropes (of high quality), and his profession skills: Carpentry +58, Cladding +39, Sawing +34, Parquetry +32, Carriage +27, Joinery +26, Ploughing +25, Melee combat +9.

That doesn't mean you need a digger and a surveyor – most units can do those skills to some extent. I've used a lot of different builder combinations for houses, depending on how much time I had to play. A carpenter and a bricklayer will take about 16 hours. Set them building once a day and you're good. A carpenter, a roofer, and two bricklayers will take 8-10 hours. I can set them building at 8am and 8pm and get two houses a day. A carpenter, a roofer, and one bricklayer works also. I like to refer to these as "building teams". There's no right way to make a building team, so try different things!

### Workshops and other Production Buildings

The help pages for each building gives the required work to build it, as well as other requirements like proximity to a road, to another building, or distance from a building of the same type. The [help page for workshops](#), an important element for production, looks like:

Flavor text – you will find no useful information here

The terrain types that this building can be built on

If this is an upgrade

Max distance to a road

Min separation from other buildings of this type

Some buildings have prerequisites like having a certain resource or having built a certain building

Workshops are special in that you need to specialize them into production facilities.

Help → Buildings → Manufacturing workshops → Workshop

**Workshop**

A workshop is a building made specifically for manufacturing goods. Generally speaking, all workers within a workshop have knowledge of the same trade or skill, and these companions work as a single unit to get things done.

Rys Khysal

10881W:14116N  
Lordship of Silverthistle

- Requires one of the following ground types: Bushland / Chalky soil / Clayey soil / Copper deposit / Diamond deposit / Emerald deposit / Gold deposit / Iron deposit / Lead deposit / Limey plateau / Meadow / Plain / Ruby deposit / Salt flat / Sapphire deposit / Schist / Shrubland / Silt / Silver deposit / Slate / Tin deposit / Tundra.
- Must be constructed or developed from: bare ground / Small workshop / Medium workshop.
- Requires a road within a radius of 2 arpents.
- Buildings of this type must be distant at least 2 arpents apart.
- Prerequisite: Houses and dwellings.

**Specializations**

Archery shop, Basketry shop, Cabinet making shop, Carpenter shop, Chandlery, Cooper factory, Engineering workshop, Lutherie shop, Rope factory, Saddlery shop, Soap factory, Spinning factory, Weaving factory, Wheelwright shop.

The green check boxes mean that condition is met. They will be red X's if it is violated or not met.

Workshops are special because they need to be further developed in order to be used. There are two paths for workshops: forges and regular workshops. From a small workshop, you can built it into a small forge, then a medium forge, and then a large forge. Or a small workshop can be built into a medium

workshop and then a large workshop. Forges are further specialized into toolmakers, nailmakers, and more (see the [help page for forges](#)). Workshops are specialized into the list in the image and on the [help page for workshops](#). Once specialized, you can produce a set of goods and, if you have the right profession, automate the production. Note that, in LOL5, not all domain types can have all specializations.

## Small, Medium, Large, and Huge

The size of the building has two effects. The first is that it increases the number of simultaneous actions (production lines) that can be done. So a small building can only have one action at a time. A medium can have 2 going at once. Large 3, and Huge 4. Note that multiple automated units taking the same action will join into one action (e.g. two well diggers at a Large Cistern will combine into one “Drinking Water” action, not two). If you want multiple lines to be effective, you need the automated units doing different actions (e.g. one automatically producing axes and one automatically producing hammers at a medium forge).

The other difference is that larger buildings usually have a larger skill bonus. For example, a small forge gives Fire +5; a medium Fire +10; and a large Fire +15. Non-forge workshops provide no skill bonus.

Generally speaking, carpenters, roofers, and bricklayers form the bulk of construction crews. Architects, diggers, plumbers and engineers are required for some buildings, but should not be the bulk of your construction crews. Units like cabinetmakers, pit sawers, and stonemasons are specialty and aren't really needed early on. Stonemasons in particular are a trap – despite their name, they only have 1 masonry skill vs a bricklayer's 5. Stonemasons can help with walls and other massive structures, but aren't needed for houses and early production buildings.

## Construction Goods Economy

Unless you plan on buying all of your wood and bricks or stone, you'll want a portion of your economy focused on gathering them for you. To gather stone, build a road from one of your streets (Extend Road from the Building Actions) to either limestone plateau terrain or rock (sandstone, limestone, basalt, marble, or granite). Then have someone build a quarry on that square. The quality of the quarry doesn't make a big difference. Quarries provide no skill bonuses, so a low quality one works just as well. It will need more repairs, but that's not a worry at this stage. After building the quarry, you can train a quarrymen unit there and set him to automated quarrying.

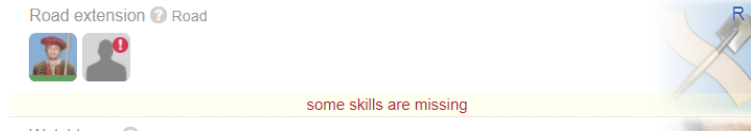
You can harvest wood with woodcutters as I described earlier.

Sand can be mined by diggers from sand pits, which are placed on silt (best) or riverbanks, lake edges, or sand dunes.

When you're building roads into mountains, you might need more than just a settler or a surveyor to do so. If you look at mountains, you'll see that they give a skill penalty to surveying, digging, and two forms of attack. If the skill penalty takes a unit below -25, it cannot perform that skill. In that sandstone, my surveyor has -25 digging and cannot build a road. That shows up as:



**Sandstone** (Mixed forests)  
Sandstone (sometimes known as arenite) is a clastic sedimentary rock composed mainly of sand-sized minerals [...]  
★ ★ ★ ★ ★  
● +0/+0/+8. Quarrying +16.  
Melee combat -6,  
Hast weapons -6,  
Surveying -19, Digging -25.





“some skills are missing” and clicking on the silhouette shows what skill is missing. I’d need to add a digger, or at least a unit with some digging skill, to build a road there.


The last of the principle building materials is Lime. Lime is made at a [Lime Kiln](#) by Lime burners, who take Limestone and some fire producing resources (wood, manure, charcoal, coal) to produce Lime.

## Consumption & Consumption Goods Economy

[Consumption](#) refers to units demanding goods in order to stay happy. As the help text states, lower level units demand less than higher level units, but that’s not important yet because you only have low level units! Units randomly select a consumption good from the list (>100 goods) based on the weight,

reported in that good’s help page. For example, the demand for [coconuts](#) is 4 hearts  Consumption 1 kg /unit. Demande: ♥♥♥♥.

and that 1 kg is consumed per demand. Eggs, by contrast, have 7 hearts  Consumption 12 /unit. Demande: ♥♥♥♥♥♥♥-1. but -1 when it is warm (>20°C), and 12 eggs are consumed per demand.

If the unit can afford the good and you have enough resources in your stocks, the unit will immediately consume it and gain happiness based on the goods quality (+0 to +100). If the unit cannot afford the demanded good (e.g. you didn’t pay the unit enough, or the good cost is very high), it will put in a -50 to the happiness equation. The average of all goods consumed or missed forms the happiness bonus from consumption. If you look on the unit management, unit details page, happiness tab  you can see all of the contributions to that unit’s happiness.

One important mechanic is alternatives – some goods have alternatives that can replace demands for them if that alternative is in stocks. That’s very powerful, as something like a Beer (average price 3.91 at the time of writing) can replace demands for Wine (average price 83.33 at the time of writing) **if the Beer is in your inventory.**

You don’t have to meet all of your unit’s demands, just enough that their happiness stays high. And exactly what goods you produce is going to depend on the exact resources you have. Some suggestions of mine for the first week or so are (but check the temperatures, and note that these are old-world pre-flood)

**Farm for Eggs, Hens** (-10 to 40°C): about 1 in 50 demands is for eggs, and they want 12 of them. That becomes expensive fast. Hens are about 1 in 60 demands. Building a farm and assigning a farmer to auto-produce Eggs & Hens (it is one action) solves both, and it’s very easy to get high quality. Buy water and whatever feed is cheapest, both aren’t expensive.

**Hunters** (varies, but <30°C): Whether it’s boar (fills demands for boar meat and pork), deer (deer and reindeer and the 3 hides), bison (beef and bison), or reindeer (deer and reindeer again), there are very few units as effective at filling demands as the Hunter. You just need to find the right type of tree for him to hunt in (>0°C) or build a hunter shelter (<0°C). Unlike woodcutters, a hunter can hunt at the same tree forever.

**Pork Butcher** (any temp): if you're lucky enough to be at the temperature and have the right trees to hunt boar, consider adding a Pork Butcher. He'll turn the boar meat into sausages, which meet demands for sausages and hams. Be careful that he doesn't turn *all* of the boar meat into sausages though. Added benefit is that sausages are fairly expensive and sell reasonable well.

**Vegetable Garden** (varies, but >0°C): One market gardener can supply turnips, leeks, onions, and cabbages to 50 or 100 units. They combine to form almost 1 in 20 or 1 in 30 demands, and have the added benefit of costing a lot: you can sell the excess quite easily. Note that this won't work as well as temperatures drop.

Longer term, you can plant orchards and fields for fruits, nuts, and crops, fishing boats, meat industries for tallow, lard, pork, sheep meat, and beef, and a lot more. But some of the above are quick to build to get you started.

While you're building your consumption industries, you'll need to purchase the goods to keep happiness up. Focus on the goods that give the best happiness for the denier, and make use of alternatives by keeping things like beer and flour (cheaper than wine and bread respectively) in your stocks.

### Money-Generating Economy

The fourth focus area is generating that cold hard cash to fill your treasury! There are two primary ways of generating money:

1. Selling goods to the merchant's guild (XXXXX)
2. Selling goods to other players

#### The Merchant's Guild

The Merchant's guild, represented by XXXXX in the buy order column, will buy an unlimited amount of any good for a low and diminishing price. They then turn around and put this good up for sale in a random trade zone at maximum price, where no one will buy it. They also charge 5% to both buyer and seller in a transaction, and charge for shipping between trade zones. Each continent is a trade zone, and there are a few dozen smaller islands that are their own trade zones as well.

I'd recommend a combination of both, but the exact details will of course vary according to the resources in your domain.

#### Selling to the merchant's guild

Selling to the merchant's guild is a steady source of income because they will buy unlimited amounts for the same price. When you're looking for goods to produce for sale to the merchant's guild, look for goods that you can produce in large amounts and/or have a high XXXXX price. Another benefit is that quality doesn't matter. The merchant's guild will pay the same amount for 10% quality as it does for 99% quality. Some examples include:

**Gold, Silver, Iron:** Gold and silver are fairly obvious, but iron is very good as well, especially in cold temperatures. All three are produced at a smelter, and it's very fast and easy to build a low blast furnace and get started if you have an ore deposit. You can also purchase the ore and just smelt it for money.

**Gems:** Unlike ore, gems need no processing and sell for 125 denier to XXXXX at first.

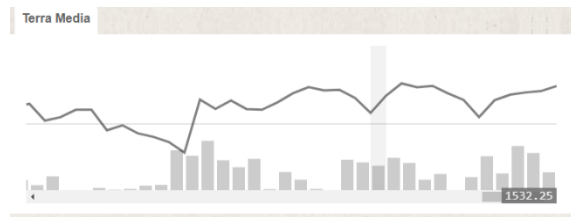
**Clay:** Clay only sells for 0.01 to XXXXX, but you can dig up 10,000 – 20,000 of it at a time, making it fairly lucrative as well as very common. It won't sustain you long term, but it's an option early on.

### Selling to other players

Selling to other players is harder but, in general, more lucrative. You just need to produce things that they'd be willing to buy! The first thing that means is quality. Very few players are going to buy low quality goods, no matter what the price. Fortunately, medium to high quality is quite attainable if you train units with high quality tools.

What should you sell to other players? That depends on where you started and what season it is of course! Very early on, it's likely to be easy things to harvest: stone, slate, or wood. Later, you can build some bigger facilities and produce one of over two hundred goods. Some questions to ask yourself when you're considering starting a production chain for income include:

1. Is there a demand for it? A lot of buy orders indicates a high demand, but you can also see how much is sold each day. See those gray bars in the management / resource detail page, shown on the right? Hover over one to see the trade volume of that good on each day. If only a few are sold each day, you probably cannot make money selling it.
2. Can I produce it at my temperature? This is quick but very important to check!
3. How hard is it to make? Something like tallow or candles is in extremely high demand, but in order to produce it you need to build a chain of at least 2 buildings and raise/buy sheep or cows.
4. What quality can you produce it at? Weapons and armor might have a high price, but people tend to buy the highest quality and not the lowest price weapons and armor. Other goods, like bricks, just have to be decent quality and other players will purchase them. Unfortunately, there's no easy way to know this

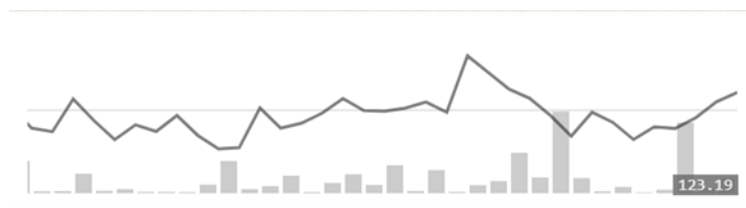


Wow, that's a lot to think about! Let's walk through two examples.

### Example 1: Bows

I like to shoot people, so maybe I'll make bows.

**Question 1:** is there a demand for it? In the resource management page, I look at the price and volume history:



Hovering over the gray bars, it looks like 500-5000 sell a day, and the average price has ranged from 30 to 200. Ok, so there's a reasonably steady market. Check.


**Question 2:** can I produce it at my temperature? I go to the help page for bows

✗ This action takes place on one of the following buildings: Archery shop. You are currently on a building of type: Market square.

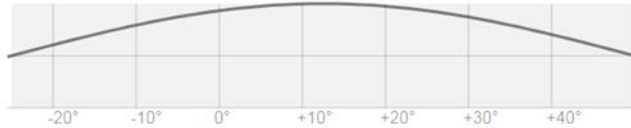
✓ Prerequisite: Bow woods.

1 kg. Skill bonuses (equipment): Ranged combat +15, Hunting +10.

**Fabrication** ⓘ



🌡️ -25 to +50°C



Bows 10. Production place: Archery shop.

Required skills and resources:

- Archery x20: Bow woods 10 m<sup>3</sup>, Hemp fibre 20 kg, Wax 2 kg (optional).
- Carriage depending on the resources.

and the temperature range is -25 to 50. So I can produce it at any temperature. Check.

**Question 3:** how hard is it to make? Back to that help page. The required skills and resources show the materials needed: Bow woods 10 m<sup>3</sup>, Hemp fibre 20 kg. It also shows that it requires Archery x20. Before I look at materials and workshops, I want to check what gives bonus to Archery skill, so I click on Archery:

Help → Skills → Crafts

**Archery**

Ag/In. Specialized units: Bowmakers +5 /lvl, other units -30. Equipment: Knives +5.

Raw material: Weirwood +25, Rosewood +25, Ash wood +20, Walnut wood +15, Pear wood +15, Oak +15, Maple +15, Juniper wood +15, Chestnut wood +10, Beech +10, Teak +10, Alder +10, Hevea +5, Hazelnut wood +5, Cedar +5, Bamboo +5, Wax +5.

Translating that to English says that **Agility / Intelligence** give a bonus to Archery, so I'll want a unit with high Ag/In. Bowmakers get +5 skill per level, so I'll want to train a Bowmaker. And the only equipment that gives a bonus is knives, so I'll want them to have high quality knives. For raw materials, Weirwood and Rosewood are the best (but are incredibly rare and expensive), followed by Ash wood (which is much more common and cheap). Hemp does not give a bonus. And I'm ignoring Wax for now as it's very expensive. So I can price check Ash wood and Hemp under Management -> Resources. Right now, I can get 70-80% quality Ash for about 42 denier. Hemp is 0.16 denier per kg. So the materials are about 43 denier per bow. Not too bad, but not great unless I have Ash wood.

Next up, where is it produced? Under "Fabrication" it lists an Archery shop as the production location. Clicking on that shop brings me to the help page for Archery shop




Archery shops are specializations of Workshops, Houses, Streets, and even Huts. That's basically the easiest thing to get ever. So bows are not that hard to make, check!

**Question 4:** What quality can you produce it at? Without making a bowmaker and checking, this is hard to calculate. I have a level 5 bowmaker with 90% quality knives. Using 80% Ash, I can make 82% bows. I can look at other 82% bows on the marketplace, they're 99 denier each. But 70% quality bows are 25 denier each. So my bows would probably sell for 75-100. Quality? Check.

|        |      |      |
|--------|------|------|
| ★ ★ ★  | ?    | SELL |
| 25.00  | 37   |      |
| 30.00  | 1179 |      |
| ★ ★ ★  | ?    | SELL |
| 99.00  | 90   |      |
| 125.00 | 500  |      |

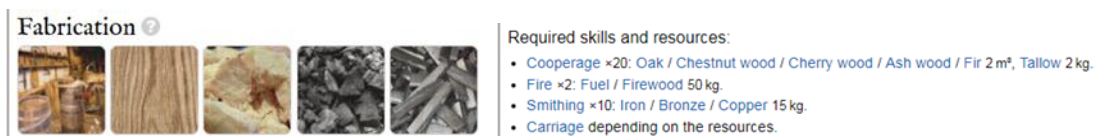
So should **you** make bows? I can't answer that for you. Maybe. It's your choice. If a lot of people read this and make bows, probably not. But if you have a high Ag/In settler and good Ash trees in your domain, bows might be a good choice. **The important part here is the logic in the process, not the particular item.**

*Example 2: Barrels*   
Beer goes in barrels.

**Question 1:** is there a demand for it? I look at the price and volume bars, and 100-1000 sell a day for a pretty steady price of 130-170. So there's some demand, but not a lot.

**Question 2:** can I produce it at my temperature? Barrels are -25 to 40, so yes.

**Question 3:** how hard is it to make? The help page lists the fabrication facility and four ingredients:



Oak / Chestnut wood / Cherry wood / Ash wood / Fir: 2 m<sup>2</sup> is not a lot, and many of these woods are inexpensive.

Tallow<sup>4</sup>: 2kg is not a lot, but Tallow is impossible to buy this winter. There are 0 sell offers and over 40,000 buy orders at max price. To produce it, you need sheep or cows and a slaughterhouse, and that production chain is going to take a long time to set up.

<sup>4</sup> Between writing this and releasing it, a patch added Pitch as an alternative to Tallow. The price and availability of Pitch remains to be seen, but it might completely change the calculation here.



I'm going to stop here, as barrels fail question 3 hard. Until you have a tallow production line set up, making barrels for money is probably not going to work. One of the amazing things about LoL though is that the season might change this. In the summer, more people will be able to grow hay to raise cows to produce tallow, and the availability of tallow will likely go up. Last summer and even fall, it was often available on the market. It only disappeared this winter.

Obviously, there's a lot to think about when you're deciding how to make money. I've tried at least a dozen ways, and each worked in their own way. I'm sure you'll find your own!

## Miscellaneous Topics

Some topics that aren't covered in depth above are included here.

### Population & Happiness

One of the main things new players want to do and wonder about is how to grow their population. Your population capacity is a function of two things: your current happiness and the available housing in your domain. In fact, (population capacity) = (available housing) \* (happiness). Remember, each unit is 100 population.



The available housing is shown in the management -> buildings page and is straightforward to increase. Just build more huts and houses. The happiness and the available population space, or how much room there is for new settlers to arrive, are shown in the management -> units page. But understanding the second half of the equation is harder.



Early on in the game, you increase happiness by doing two things: buying consumption goods from the demands list (or having them in stock), and paying your units enough so they can afford the consumption goods in your stock. The latter is very important, and is where most people go wrong, so I'll start there. All units make 8 demands a day, with the quantity of goods they demand multiplied by  $\sqrt{\text{level}}$ . At the time of writing this, the average consumption demand in Terra Media costs 6 denier. So you need to pay each unit 72 denier a day for it to be able to afford most of its demands. Early on in the game, I suggest people aim for 50, but later you'll want to pay them 100-200 each. The wage slider doesn't let you choose how much to pay each unit, so you'll have to estimate. There's no need to be too precise or to micromanage it daily – you can approximate and that will be good enough. Its ok if you pay them too much, you'll just get it back in taxes the next day.

Now that you're paying your workers enough, demands should start popping up in your demands list. Below is the demands list for a domain I just took over that has been neglected for a while. I typically sort by the number of demands and then look at the cost. Charcoal is a no-brainer. I can fulfill 166 demands for charcoal for about 56 denier. Sausages and Pork are expensive for a new domain, so they might not be worth it. Bread is 601 denier for 147 demands, and is a pretty good deal. Go through each item on the list and buy the ones that are affordable. You can either use the quick **Buy** button to buy up to 2x the demanded quantity in a pop-up window, or you can click on each and stock up on more if you have the money. I'm lazy, so I like to stock up once so I don't have to go through the demands list as often. But if you're low on time and cash, quick-buy works.

| In stock | Demand   | For sale | Pending | Quant. | Value |     |
|----------|----------|----------|---------|--------|-------|-----|
|          |          |          |         |        |       |     |
|          | Charcoal | 166      | 166 kg  | 56     | 81    | Buy |
|          | Sausages | 163      | 163 kg  | 2352   | 2446  | Buy |
|          | Pork     | 152      | 152 kg  | 3415   | 3372  | Buy |
|          | Bread    | 147      | 147 kg  | 601    | 478   | Buy |
|          | Potatoes | 138      | 138 kg  | 100    | 56    | Buy |
|          | Beer     | 126      | 126 l   | 582    | 567   | Buy |
|          | Turnips  | 119      | 119 kg  | 2088   | 2163  | Buy |

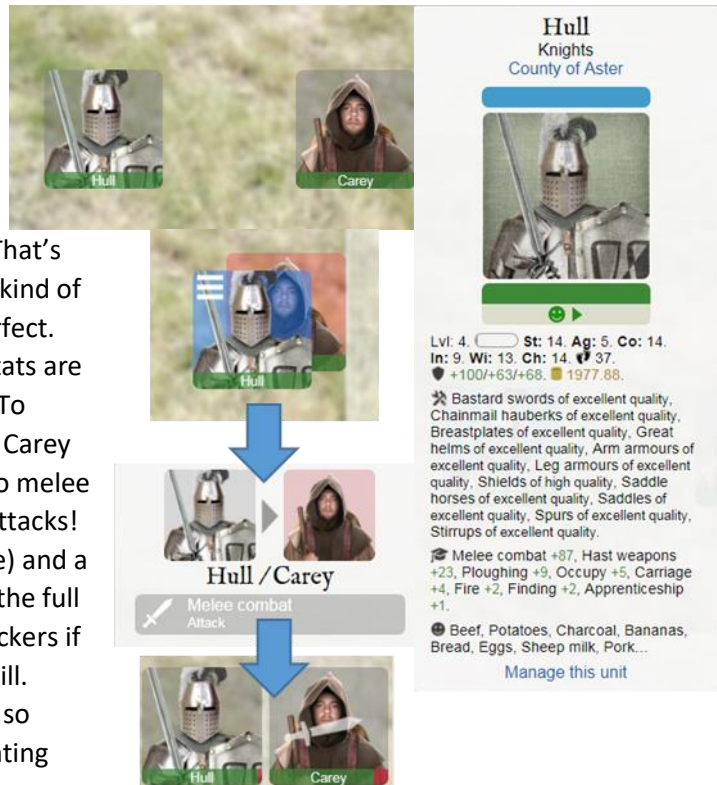
## Military & Combat

Early on in the game you don't usually have to worry about training a military or fighting in battles. That doesn't mean you can't – there was this hilarious and crazy group of "Slavs" that founded domains near each other and immediately set about fighting among themselves. But, unless you choose to, you probably won't see combat early on. Even so, here's some useful information!

There are four attack modes: melee, hast, ranged, and destruction:

### Melee

Melee occurs between units in the same location. Meet Hull and Carey. Hull is a knight. In the unit detail (seen by clicking on his portrait in the action panel or click-and-hold on his portrait in the main area), you can see that he has Melee combat +87, and some defensive stats:  $\heartsuit +100/+63/+68$ . That's his melee / hast / ranged defense. His Ag is kind of crappy for a knight, but they can't all be perfect. Carey is a good-for-nothing settler whose stats are so bad I can't train him as anything useful. To attack Carey, I drag Hull's portrait on top of Carey and then a popup appears asking if I want to melee attack him. I click Melee combat and Hull attacks! At this point, Carey might fight back (riposte) and a "chain" occurs. The [Combat](#) help page has the full details, but units will fight back against attackers if they have enough melee, hast, or ranged skill. Their skill decreases as they get more tired, so after getting hit a few times they'll stop fighting back.



### Hast

Hast? Wasn't that some spell from Final Fantasy? In LoL, Hast (roughly translated from French as "spear") is combat with pikes and halberds. ~~As currently balanced, Hast is significantly inferior to knight's melee attack, so you don't see a lot of people with armies of pikemen and halberdiers.~~ Hast has been significantly buffed at the end of LOL4 and now in LOL5, so is viable.

### Ranged


The ranged combat units and their ranges in arpents are Archers (1-4), Crossbowmen (0-2), and Ballistae (1-8). Ballistae have a 30 second cooldown between attacks that archers and crossbowmen don't have to compensate for their range. Ranged units, once selected, can attack another area using the misc action "Ranged Combat". Crossbowmen are special in that they can use ranged combat in their own tile against units several spaces away.



## Destruction

Catapults are the primary unit of destruction, and are used to demolish walls, towers, gates, keeps, and whatever else you want to knock down. Their range is 2-8 arpents, and they fire in a similar fashion as Ballistae: a “Destruction” action from the misc action menu. They also have a 30 second cooldown.

## Defense & Walls

Eventually you might choose to wall in your town. Walls provide a significant ranged defense and ranged attack bonus, and restrict access to both the tile they occupy and to any tiles completely enclosed by walls, towers, and gates. To the right is the details of one of my covered towers (an upgraded tower). It has 362 resistance to destruction attacks, provides +0/+7/+14 melee/hast/ranged defense to units fighting inside the tower, provides +145 ranged defense to units defending from attacks originating outside the tower, and gives +29 ranged combat skill to units in the tower. The  icon shows that this tile has restricted access. Only my units and units I give permission to can enter it. As mentioned above, walls can restrict access to complete enclosed spaces.



|       |       |      |       |       |
|-------|-------|------|-------|-------|
|       | Tower | Gate | Tower |       |
| Tower |       |      |       | Tower |
| Wall  |       |      |       | Wall  |
| Tower |       |      |       | Tower |
|       | Tower | Gate | Tower |       |

To the left is a completely enclosed space. The walls, towers, and gates restrict access (pink squares) to the entire area it surrounds. To the right is an incomplete wall that only restricts access (pink squares) to the walls, towers, and gate themselves. It’s important to know that towers can be built adjacent (north, south,

|       |       |      |       |       |
|-------|-------|------|-------|-------|
|       | Tower | Gate | Tower |       |
| Tower |       |      |       | Tower |
| Wall  |       |      |       | Wall  |
| Tower |       |      |       | Tower |
|       | Tower |      | Tower |       |

east, or west) of walls, adjacent and diagonally adjacent (north-east, south-east, north-west, or southwest) to gates, or diagonally adjacent to other towers. Walls can be build adjacent to towers or gates. Gates can be built adjacent to walls, adjacent to towers, or diagonally adjacent to towers. Keeps and Great Halls also can fit in, so take a look at some other people’s castles for ideas!




Also good to know is that Walls and towers can be built over mountains, coasts, and banks, but not river, sea, or marsh squares. So don’t build all the way to the water or marsh if you plan on walling in later!


## Roads


It's fairly simple to differentiate between roads and streets: streets have houses on them, roads don't. Streets count as roads, and roads extend from a street, but you build them very differently.


Roads extend from streets using the action "Extend Road" and the surveying and digging skills. To the right is an example of a road that is in the middle of nowhere. I can extend the road *from the end of the road* into any adjacent tile, including diagonals:



west:  ; north-west:  ; even north-east:  . I extended the road a few tiles

west, and now I want to go back and make a cross-road:  but there's no action for road. Why not? Because roads can only be extended off of the end, which is 3-4 arpents to the west. I have

to create an intersection at the point where I want to split the road, that looks like this:  . The intersection counts as a multi-directional road endpoint, and I can extend roads out from it in multiple directions. Also important to know is that **you cannot create intersections at the location of other**

**buildings**, including trees and fields. So I cannot build an intersection here:  without first chopping down the trees. Structures and fields can be built on intersections after you build roads off of them, but you need the intersection there first.