**Overview**

I’ve long felt that Mount & Blade needed more options for kings to control their culture and how things are conducted within it. Many mods have taken a stab at trying to improve this aspect of the game and I’ve taken inspiration from the changes I agreed with. My goal here has been to make kingdoms less generic, add in some conveniences for the player and improve the immersion a little.

Within these topics you should find at least a generic sense of what each sub-system does and how to alter it to your own needs.

**Message Filtering**

There are a number of game updates shown in the message log while you travel the world map that simply do not pertain to your kingdom and this can distract you from seeing information that is more pertinent. The goal here was to alter what information you see, how you perceive it and limit some of the distracting ‘pop-up’ menus that appear in the game naturally.

Enabling message filtering:

You should find message filtering enabled by default, but if you wish to disable it then visit the main mod options page under the ‘camp’ menu. From there you should find an option listed as ‘Faction Only Notifications‘. If it is checked then it is enabled.

Effects of enabling this option:

1) Messages related to lords being captured, towns being sieged, villages being raided, lords being defeated and lords defecting to another faction will now be hidden unless the lord or town in question belongs to your faction.

2) Messages that are not hidden will be colored based on how this information benefits or damages your kingdom. Events that are beneficial will be green, ones that are detrimental will be red and ones that are neither will be light blue.

3) The pop-up menus that appear notifying you of peace or war breaking out will now be suppressed. They will show up as a simple message in the message window with red (war) or green (peace) coloring. If your faction is involved the pop-up menu will still occur.

**Policies & Decrees**

**Dialog Options**

Some new dialog options have been added for dealing with lords and kings.

**Breaking a Mercenary Contract**:  
By speaking to the king you can now choose to end a mercenary contract. You will receive no pro-rated pay for doing so.

**Declaring Independence**:  
Speaking to the leader of your faction you may choose to end your vassalage and will have an option to keep or give back your fiefs. If you leave and keep your fiefs you will effectively be declaring independence, but expect this to instigate war with your previous liege.

**Ransoming a Lord (via dialog):**  
Whenever a lord is your captive, you may offer them the chance to ransom themselves for a lesser amount. If you meet the requirements, you may be able to try to intimidate them into paying more than the usual amount, but this will have some consequences.

**Forcing a king to give up their claim to the throne**:  
If you manage to take a king prisoner and vastly out match their kingdom then you may have a chance at coercing them into relinquishing their claim to the throne. If successful their kingdom will become a part of your own with all of their vassals switching to your allegiance.

**Offering Troops to a Vassal**:  
While speaking to a vassal you may offer to give them troops with a scaling relation gain based on the quality and quantity of the troops that are given.

**Exchanging fiefs** (planned)  
If you are speaking to a fellow vassal then you may be able to exchange fiefs with them provided that the deal is of a comparable nature. Generally the person you are offering a trade will expect to get the better deal.

**Morale System**

A number of new factors influence how the mod’s morale system works. I wanted to get the game away from native’s design of simply everything being a positive except for party size becoming a large negative.

Party Size: It makes more sense to me that folks would be happier having a large number of allies than they would be fighting outnumbered. Natively this is always a negative value equal to the size of your party. Now it functions as a positive effect with a +1 per 8 troops benefit.

Leadership: This factor functions the same as it does in the native system applying a positive benefit based upon your leadership score. The only difference is that it is now roughly 1/3rd as effective as it once was.

Food: This factor functions nearly the same as it does in the native system. Generally all of your different food types are added together and then you receive a 50% bonus on top of that. Now you receive the listed benefit of each food type only without the +50% bonus. This is because the new storekeeper system allows you to carry a much greater variety of food then you normally would have.

Days on the Road: To balance out the positive influences listed above now your party morale will be limited by campaign length. This factor will continually become more negative the longer you spend outside of your owned lands, but will rapidly improve when you are nearby or resting within your fief or those of your faction. This effect is capped at -50 to 0 morale.

Party Unity: Also balancing out morale is a measure of how well your party gets along. Whereas the changes to the party size factor benefits large parties, this unity factor is more beneficial to smaller parties. Party unity is capped at -40 to +40 morale. This value is generated from the following components:

+3 for every point of leadership that you and your companions (combined) possess.

-1 for every 3 troops in your party from your own faction.

-1 for every troop in your party from any other faction.

-2 for every mercenary in your party.

Disabling the alternate party morale system:

If you dislike this method of calculating morale you can disable it and return to the native system by visiting the main mod options under the ‘camp’ menu. Then simply uncheck the option listed as ‘Use Alternate Morale System’.

**Companion Advisors**

While still in the system’s infancy, my goal here is to improve the usefulness of companions that might otherwise be left by the roadside. Instead of discarding a companion because they do not get along well with your current party you may instead appoint them to an advisory role at one of your fiefs. Advisors can be appointed by speaking to your chief minister in your royal court. They may be dismissed by speaking to them directly.

**Castle Steward**:  
This is the main advisor acting in your stead while you are unavailable. Having a steward gives you someone you can request advice on fief construction, the current state of affairs and serves as a point of contact for quests generated from that location. If no steward is appointed then these quests will not activate.

**Captain of the Guard**: (planned)  
Serving as the head of your fief’s defensive forces, this advisor will have a hand in garrison recruitment, training of your troops and commissioning of patrols to protect your lands from bandits.

**Credits**

While the works contained in this diplomacy system are largely my own there are several aspects that were drawn from or inspired by works in other mods and I’d like to take a moment to credit them here for their ideas.

**Prophesy of Pendor** (Mod)  
Message filtering  
Ransoming a lord via dialog.  
Gaining relation with a lord by giving them troops.

**Floris Mod Pack** (Mod)  
Declaring Independence

**Diplomacy** (Mod)  
Exchanging fiefs with a fellow vassal.  
The appointment of advisors in general though our approaches are different.

**Individuals**:  
Deftech – Suggesting the message filtering system.