the LORDS of Midnight

AN INTRODUCTION

The Lords of Midnight was originally released by Mike Singleton on the Sinclair Spectrum back in the summer of 1984. At the time it was a groundbreaking release, showing for the first time almost real-time full panoramic views of what the player could see from every location and in every direction. It was also accompanied by a novella and a map, that set the background story, and eased the player into the adventure.

Today it may seem a little simple compared to modern day strategy adventure games, but it still retains a charm that makes it playable.

A number of years ago, when the iPhone was first released, I approached Mike about releasing Lords of Midnight for it. We discussed the merits of a simple turn based strategy game that allowed the player to dip in and out at will. The original game seemed perfect for the changing face of gaming on the move, a style of gaming that meant that we had less time, but more opportunities to play, and we both agreed that the basis of the game could lead to much more interesting developments in the future

Unfortunately nothing happened for another few years, but then two years ago, Mike got back in touch to ask if I was still interested in developing the game. Strangely enough I jumped at the idea. So we started work and started talking about what we wanted to achieve with the game and in what direction we wanted to take it.

Mike was ultimately interested in finally addressing the long lost sequel **Eye of the Moon**, and so we devised a development path that would allow us to address a number of the problems that revisiting an old classic poses. We needed to keep the essence of the game but update it just enough to bring it inline with modern expectations.

Development was slow over the next two years, both because of time commitments of working on a game in your spare time, and not least because of Mike's battle with cancer. Unfortunately in October 2012, that fight got the better of Mike, and he passed away peacefully in his sleep. Any thought of releasing the game suddenly took a back seat, and it seemed almost a futile task to attempt to travel the path that Mike and I had made for ourselves, alone.

After a few discussions, in particular with Mike's sons Jules and Tam, I came to the conclusion that the best thing would be to finish the game and release it as a tribute to Mike. It's not the game that we both intended to release, it doesn't look as we intended it to look, it is devoid of some of the great features that we wanted to showcase, but all that said, I am very happy with the final product, and I'm sure Mike would have been too. I hope that it does bring back a classic game, and firmly refreshes it for modern devices. For those of you who are familiar with the game, I hope that playing this version raises a smile to your face as you remember past campaigns fought in your youth. For those of you new to the game, I hope that we have produced something of at least some merit, that you can experience a little piece of computer gaming history, without the need to play on an emulator or even pick up on old game and computer on ebay!

The following document starts with the original two introductions, left intact, which I have included here for posterity. I hope they, despite their obvious datedness, help to instil the feeling of grandeur that the game held at its release, the belief that Lords of Midnight really was something new and epic. After that comes a modified version of the "**Guide To Play"** that shipped with the original, updated to reflect the new mechanics employed to allow you to experience the game on your new device.

Chris Wild

USING THIS BOOKLET

Welcome to the World's first-ever Epic game, **The Lords of Midnight**.

It more closely resembles a fantasy film than a computer game but the main difference is that you are in control of the main characters and whether you lead them to victory or defeat. The story is written around your exploits. The game sets the scene, controls the forces of evil and independent characters which move in and out of the plot and draws the landscape of Midnight and its people in a way never before seen in any computer game.

Author Mike Singleton has produced a game which can be played as a quest, a mighty wargame, or merely as a walk through the spectacular scenery of Midnight.

To see this scenery for yourself, Load up the game. Read Mike's own introduction to the game. Try moving through the scenery, using the compass keys to look around and the Move key to go forward in the direction you are facing.

You will find you own four characters, Luxor, Morkin, Corleth and Rorthron and using these keys will enable you to switch between them. Try and discover where your characters are on the map.

By now you will hopefully realise that the Lords of Midnight is something special and will be tempted to read the Chronicles of Midnight to ensure you make the most of the experience which awaits you.

There will be two more Epic games making up a Midnight trilogy, coming soon from Mike. **Doomdark's Revenge** details Luxor's quest to rescue the captured Morkin in the lands Beyond the Icy Wastes.

And **The Eye of the Moon** is the story of Morkin's search for the magical jewel which can look into the future. And takes place in the warm lands south of Midnight.

The Lords of Midnight is not simply an adventure game nor simply a war game. It is really a new type that we have chosen to call an epic game, for as you play the Lords of Midnight you will be writing a new chapter in the history of the peoples of the Free.

You will guide individual characters across the land of Midnight on vital quests but you will also command armies that must endeavour to hold back the foul hordes of Doomdark, the witch king. Nor will your task be easy for your computer is programmed to play the role of the Witch king and provide a guiding intelligence for the forces of evil ranged against you. Yours will be no inevitable victory.

Above all, at every stage of the game, you will only see the land of Midnight through the eyes of the characters and commanders you control. You will see no map plotting with unerring accuracy your own and the enemy's dispositions. Instead, as you switch your attention to each of the characters you control, you will see only what they would see from the spot where they stand: a panoramic view drawn in full perspective. Looking into the distance, you will see the mountains and forests and hills of the lands of Midnight: you will see armies camped on the plains, great citadels rising in the distance, the forlorn ruins of long forgotten fortresses. And if you wish to see what lies beyond that mountain range, beyond that dark forest, you must move forward and look for yourself!

We have called this unique feature "landscaping'', for it gives you the power to journey through the landscape of Midnight in the very same way as any traveller or captain of war, as you move forward and your path twists and turns, the landscape changes just as it would if you were really walking through Midnight. To achieve this effect, the Lords of Midnight program can create no less than 32,000 different panoramic views!

On the following pages, you will find the prelude to this epic game, the first passage of the chapter you must write in the long Book of Midnight. The story sets the scene for the events that will unfold in the game. It contains no vital clues to the defeat of Doomdark but serves to remind you of the desperate nature of your task and of the price of failure. We recommend you read it before embarking on your quest for victory. Further on, you will find our "Guide to Play": this is vital reading.

Good luck go with you on your quest and fare thee well!

Mike Singleton

The role you play

You, the player, take the role of Luxor the Moonprince, Lord of the Free. By virtue of the Moon Ring, which lends you the Power of Vision and the Power of Command, you can control other characters that are loyal to you, move them through the landscape of Midnight and look through their eyes. Some of these characters are simply individuals, others are commanders at the head of whole armies: when you move a commander, his army moves with him.

The computer plays the part of Doomdark, the Witchking of Midnight and controls the characters and armies loyal to him. In addition, the computer also governs the actions of the independent characters and forces in the land of Midnight

A choice of games

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 playa 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 icefear which withers men's minds. By virtue of his birth, halfhuman, halffey, 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 countermoves.

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.

Victory for Doomdark

To win, Doomdark must achieve two objectives. First, he must eliminate Morkin: as long as Morkin is alive, the game will continue. Second, he must subdue the armies of the Free. This can be done in two ways, either by eliminating Luxor the Moonprince who is their commander or by taking the Citadel of Xajorkith in the land of Corelay, the home of all their hopes.

If Luxor is killed, you, the player, lose all control over the other characters in the game except for Morkin, his son. If, by any chance, Morkin manages to find the Moon Ring that Luxor wore and which was the source of Luxor's Powers of Vision and Command, he can put it on and you will regain control over those

characters still loyal to the Free. However, once he does this, Morkin will immediately become known to Doomdark and his quest to seize the Ice Crown will become almost impossible.

If Xajorkith is taken by Doomdark but Morkin is still alive. Luxor can continue the armed struggle against the Witchking. For Doomdark to win, Xajorkith must be Doomdark's and Morkin must be dead, OR both Luxor and Morkin must be dead.
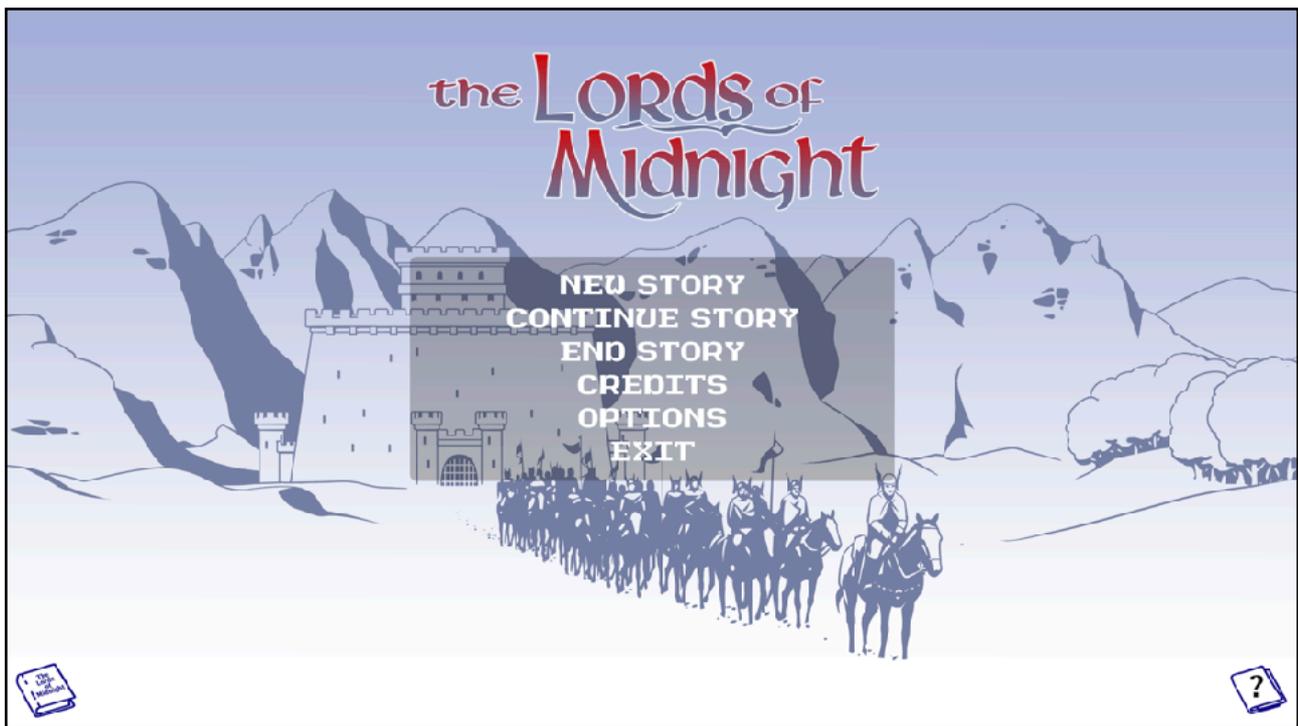
The Ice Fear and the Moon Ring

The Ice-Fear is Doomdark's greatest weapon, sapping men's courage and reducing armies to rabble. If strong enough, it may even cause characters once loyal to Luxor and the Free to desert to Doomdark's control. He can use it either as a general effect, spread equally over the lands of Midnight or concentrate it in particular places.

The only shield against it is the Moon Ring that Luxor wears: this radiates the strength and warmth of his mind. The closer a character or Army is to Luxor, the less will be the demoralising effect of the Ice-Fear. The same applies if Morkin is the wearer of the Moon Ring. There is one drawback: the Witchking can sense the warmth of the Moon Ring and so, at any stage of the game, he knows the precise whereabouts of its wearer.

The strength of the Ice-Fear also depends on Doomdark's confidence. As the Witchking takes citadel after citadel of the Free so does the Ice-Fear grow. but where he suffers defeat or doubt the Ice-Fear dwindles. The Ice Crown has a cold intelligence of its own and as Morkin comes closer towards it. it will feel the approaching danger and bend a greater and greater part of its force towards its own protection. So, as Morkin approaches the Ice Crown, more and more of the Ice-Fear will be directed at him alone but it will not affect him. Instead, the burden of its terror will begin to lift from the armies and commanders of the Free.

NEW STORY 'N'

The Lords of Midnight represents save games via the story mechanic. You can start up to eight new stories and play them by choosing **Continue Story** 'C' from the main menu. While playing the game it will save your progress in the current story so that you don't need to think about saving the game.

You can delete a story at any stage by selecting **End Story** 'E' from the main menu.

When you continue a story you will see a selection of stories denoted by various colour bookmarks, and a small description of the state of the story.

CREDITS 'Z'

This will display the credits screen. Nothing crazy just thanks to a whole group of people who have helped over the years.

OPTIONS 'O'

This will take you to the options screen.

EXIT 'esc'

On devices that support exiting – Desktop, this will close the game down and return to the desktop.
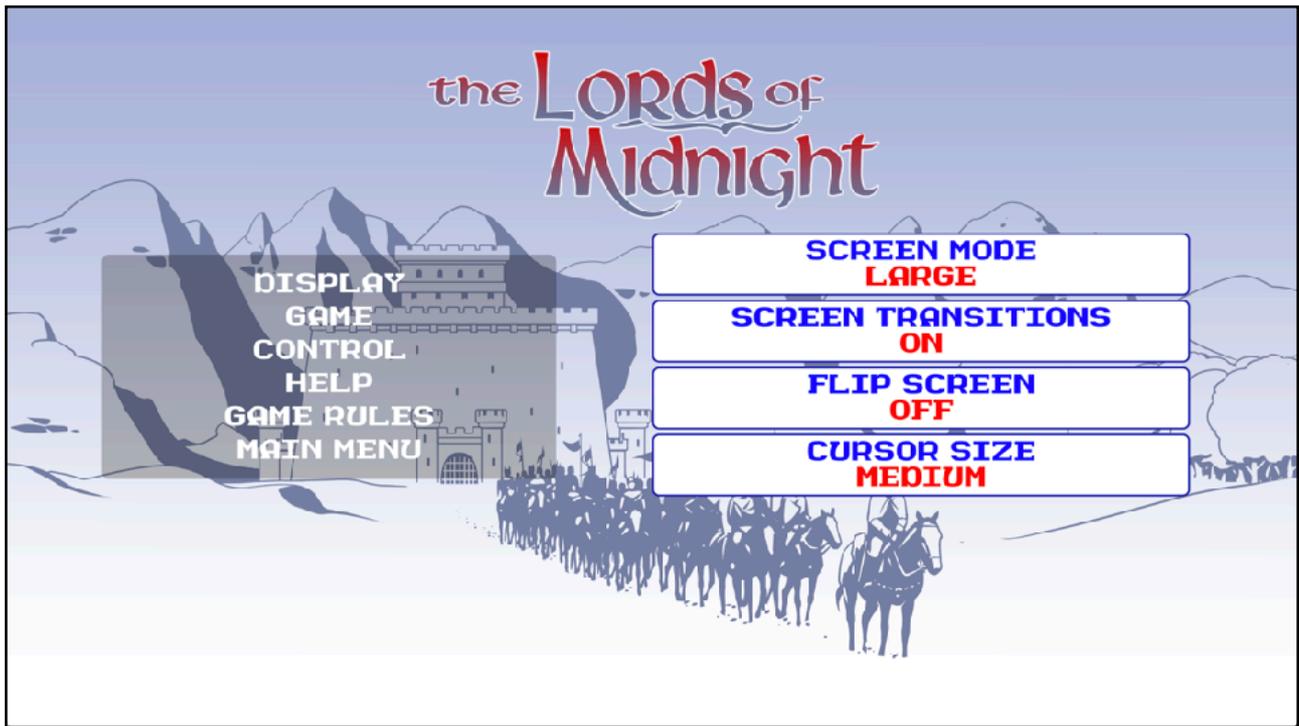
	This book will bring up this guide either in the browser, as a PDF, or as en ebook depending on your device and options.		This book will bring up the novella that accompanies the story that introduces the game.

Options

DISPLAY 'D'

SCREEN MODE

On Desktop devices, this option allows you to toggle either into native fullscreen mode, or one of 3 window modes. The window modes are sized based on your desktop resolution, but use a 4:3 aspect ratio rather than the native aspect ratio of your desktop.

SCREEN TRANSITIONS

With this option you can speed up the transitions between screens by removing the animations.

FLIP SCREEN

Similar to screen transitions, this option speeds up the display by removing much of the animation when looking around in the game. This makes the game more like the original.

CURSOR SIZE

On Desktop devices this option allows you define the size of the mouse pointer – Small, Medium, or Large.

GAME 'G'

AUTO FIGHT

With this option on, you lords will automatically fight wolves, dragons, skulkrin, and trolls, when you try to leave a location that they are in.

AUTO UNHIDE

With this option on, your lords will automatically unhide when you move them if they are already hidden.

AUTO SEEK

With this option, your lords will automatically perform a seek when entering a location.

AUTO APPROACH

With this option on, your lords will automatically make a recruitment approach when entering a location.

AFTER APPROACH

With this option, after with a successful approach, you can control if you the game swaps you to the new lord or not.

NIGHT DISPLAY

The night display has a slight slowdown to emulate the original 8bit game. Turning this option off will speed up the night process.

BATTLE REPORT

The battle reporting on the night screen emulates the original 8bit game by display multiple battles in the same area multiple times. With this option you can reduce the number of times battles in a particular area are reported.

NIGHT CONFIRM

This option either enables or disables the **'Are you sure?'** Confirmation when you choose night.

CONTROL 'C'

COMPASS DELAY

With this option you can control how long it takes before the compass is displayed when you hold the screen on the LOOK screen.

NAVIGATION STYLE

With this option you can control how you interact with the look screen to look and move around the landscape.

1. **Swipe and Push** – You can drag the screen to look around, and swipe down to move. As well as pressing on the top, left, or right side of the screen.

2. **Push** – You can only press the top, left, or right side of the screen to look around or move.

3. **Swipe** – You can only can drag the screen to look around, and swipe down to move.

4. **Press Look / Swipe Move** – You can only left, or right side of the screen to look around and drag down the screen to move.

MOVEMENT INDICATORS

With this option you can control the display of movement indicators for push look and movement.

KEYBOARD STYLE

On Desktop, choose between CLASSIC keyboard shortcuts or NEW.

HELP 'H'

TUTORIAL

With this option off, you can stop the automatic display of the tutorial help text.

NOVELLA

This changes if the Novella is displayed as an EBook or PDF.

RULES 'R'

Game rules allow you to modify the game behaviour and introduce new ways to enjoy the game.

DIFFICULTY

Normal

This is how the game was originally created, with the addition of 1 movement undo.

Easy

- Allows for 10 movement undo.
- Can recruit and unhide at night
- Recruited lord starts at dawn
- Recruitment takes no time
- Seeking takes no time
- 250 or more soldiers determines outcome of fight with critter
- Two or more followers determines on outcome of fight with critter

Medium

- Allows for 5 movement undo but also forces undo or continue story to be repeatable. This means that if you make exactly the same moves after and undo then you will always get the same result to your action. For example if you died because of a fight and then undo, fighting again will result in your death.
- Can't recruit or unhide at night
- Recruitment takes 1hr for both lords
- Seeking takes at least half an hour
- 750 or more soldiers determines outcome of fight with critter
- Three or more followers determines on outcome of fight with critter

Hard –

- No undo and repeatable story.
- Can't recruit or unhide at night
- Both lords set to night after recruitment
- Seeking takes at least one hour
- Number of soldiers has no affect on outcome of fight with critter
- Number of followers has no affect on outcome of fight with critter

IMPASSABLE MOUNTAINS

This makes the mountain ranges of midnight impassable. You cannot enter them or travel over them.

AI IMPASSABLE MOUNTAINS

This makes the mountain ranges of midnight impassable to the enemy. Beware this may have unintended consequences as Doomdark's armies are not all that bright!

ADD MOUNTAIN PASSES

If impassable mountains are on, then some mountain passes can be added to navigate to a few key areas of the map.
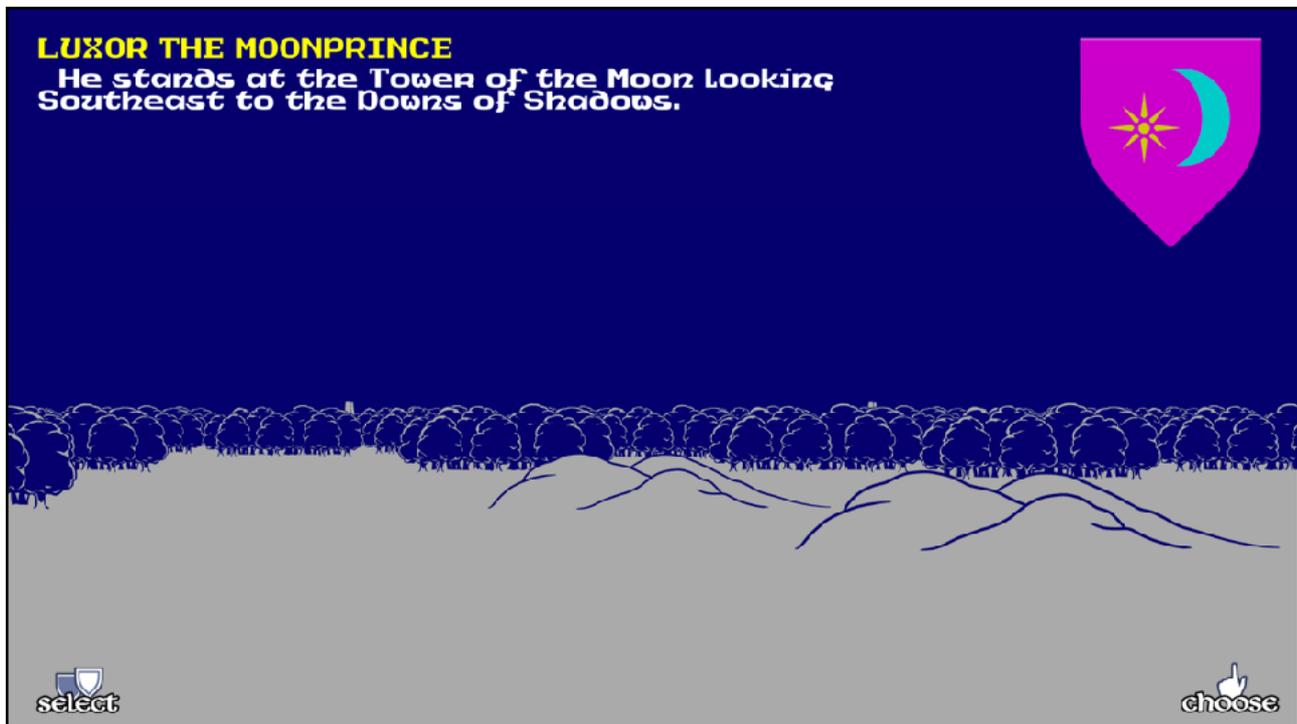
SOLE MOUNTAINEER

If impassable mountains are on, then a lord without an army is still able you travel through the mountains.

UNRECRUITABLE FEY

The fey will not be persuaded to join your campaign.

Controlling a character

Tthe Lords of Midnight is not a standard adventure game and controlling the characters does not require you to guess at the right phrase of command. Instead, you have four basic options, each available at the press of a single icon. On systems that support a keyboard, many of these options have a keyboard shortcut. These will be shown here as 'original key' / 'new key' – At any stage pressing a key will display any shortcut keys next to their icon.

LUXOR THE MOONPRINCE
He stands at the Tower of the Moon Looking Southeast to the Downs of Shadows.

select   choose

Look Left '<LEFT>'   Move Forward '<UP>'

Look Right '<RIGHT>'   Select

1) Look 'E' / 'L'

On screen will appear a landscape corresponding to the view that the character sees in the direction he is looking at the time. There are also a few lines of text, giving details of where he stands as well as a heraldic shield which identifies him. During the LOOK option, you can turn the character to look in another direction by either pressing on the left or right of the screen, or by dragging your finger/mouse across the screen horizontally.

On devices that support mouse input, the mouse will change depending on the context of an action that is available.

If the lord is a member of a group, there will be a small shield of the character the he is following, in the top left corner of his shield.

QUICK TIP
1. Finger swipe up will bring the map screen up.
2. Holding your finger/mouse on the screen will bring up a quick look compass
3. Press the shield will bring up the think screen.

2) Move 'Q' & '<UP>'

The character will move forward in the same direction he was last looking. When he reaches his next location, he will continue looking in that direction and the LOOK option will reappear with a new landscape. You can move the character by pressing the top of the screen or by dragging your finger down the screen vertically.

Luxor the Moonprince

Here at the Tower of the Moon stands Luxor the Moonprince. It is dawn and Luxor is utterly invigorated. The ice fear is quite cold. Luxor is slightly afraid. He has with him the Moon Ring. .

look   battle army place person

3) Think 'R' / 'T'

When the character is told to Think, the screen becomes largely text and you are given more details regarding the character, any army he controls and the place he is in, than could be included in the short text of the LOOK screen.

Selecting the up and down arrows will cycle through pages of text about the current subject as will dragging the page. The indicator in the bottom centre will show when there are multi pages to read.

While on the THINK screen there are four options to allow you to read information about a particular area.

QUICK TIP
1. Swiping left and right will cycle next and previous through the pages.
2. Selecting the lord will return you to the look screen for that lord.

Shows information about armies at the current location and the location in-front. 'Y' / 'F2'

Shows information about the battle that may have taken place during the night. 'T' / 'F1'

Shows information about all the lords in the current location and location in-front. 'U' / 'F4'

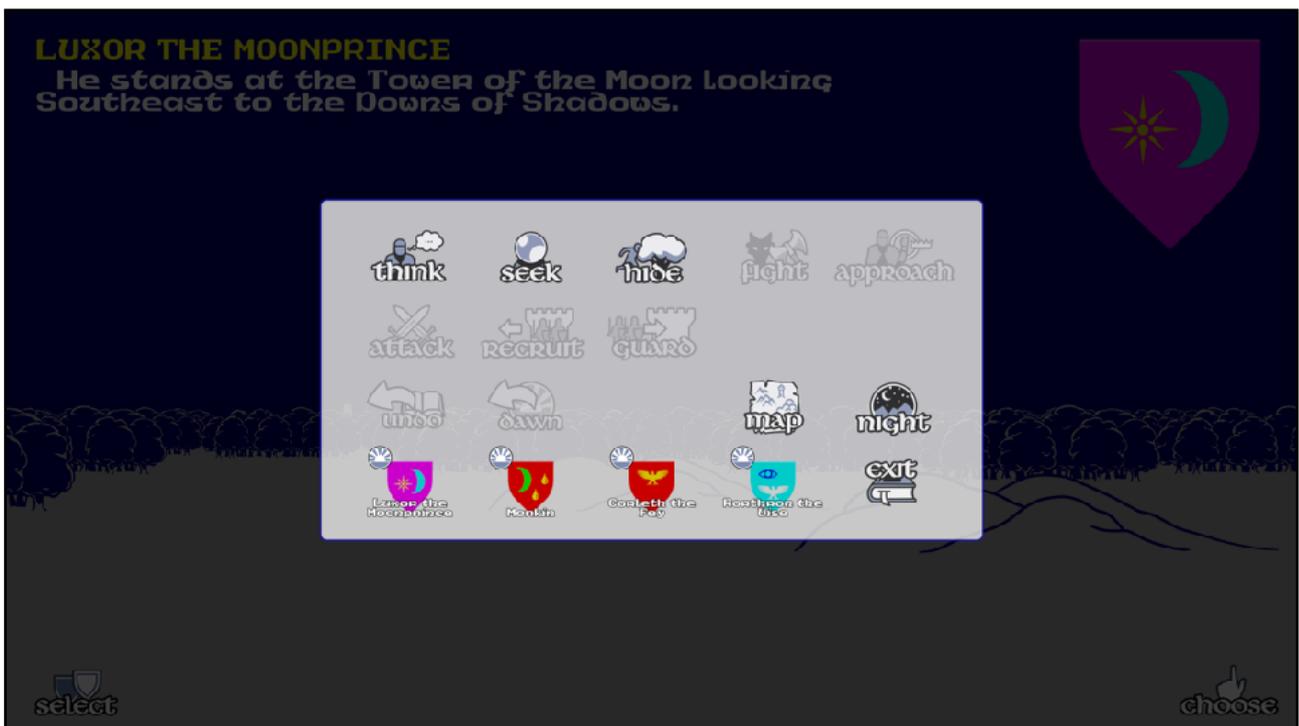Shows information about the current location. 'R' / 'F3'

Shows information about the armies in the current citadel or keep.

4) Choose 'T' / 'C'

The CHOOSE screen presents you with a list of special options not covered by the basic LOOK and MOVE options. It also lists the key you must press for each of these options.

What special options are open will depend upon the situation the character finds himself in but will include such choices as searching, hiding, attacking an enemy, repairing defences and so on.

The CHOOSE screen will also reflect the personality of the particular character. All the choices you are presented with are only those the character would be likely to choose by himself. So, the choices open to a cowardly character will seldom include brave deeds, the choices open to a greedy character will seldom include acts of generosity.

The map option takes you to the map screen. On this screen you will initially see an overview map of Midnight. However you can swap from this to a discovery map. The discovery map will slowly build up as you travel around Midnight. '<TAB>'

The approach option becomes available when you are in the same location as a lord who you may want to try to recruit to the cause. However not all lords are able to persuade each other to follow. '4' / 'P'

Wolves, Skulkrin, Giants, and Dragons wander the land of Midnight and will prove dangerous to the lone traveller. You must fight them to remove the danger. '3' / 'F'

There may be times that your lord might decide that hiding is the best cause of action. However not all lords are able to hide, and it is impossible to hide a full army. Most actions are not available when a lord is hidden. '2' / 'H'

When a lord is hidden, the unhide option will bring them out of hiding and make all options available again. '2' / 'U'

When at a keep or citadel a lord may place armies on guard to fortify the strongholds. Strongholds may also be used to transfer soldiers between lords. '6' / 'G'

When at a keep or citadel a lord may take armies from the stronghold. But beware, and under occupied stronghold will not give much resistance to Doomdark's hordes. '5' / 'R'

The locations of Midnight hide many surprises. Seeking at these locations may unearth many treasures, but beware you may find unwanted gifts. '1' / 'K'

You may return to the main menu at any stage. Your current place in the story will be recorded for your future return. '<ESC>'

You can rewind the story back to dawn at any point, however you will lose all movements from all your lords that have taken place over the course of the day. You cannot undo this undo! '<F9>'

When you accidentally make a bad move, you have the option to rewind the very last move. You can only undo the LAST move (depending on game difficulty) though so be very careful about when you choose to enact this option. '<F10>

Selecting a character

At the beginning of the game, you have four characters under your control. These are LUXOR the Moonprince, MORKIN his son, CORLETH the Fey and RORTHRON the Wise. You can select any of these by pressing their shield marked with their name form the choose menu. When selected, the display will switch immediately to the LOOK option for that character. To select others characters (which you must recruit to your cause during the course of the game), you must press the SELECT icon. When you do this, a list of the other characters you control will appear. Press one of these shields and the display will switch immediately to the LOOK option for that character. Once you have selected a character, your control will remain with that character until you select another. 'M' / 'S'

QUICK TIP
You can organise this screen by dragging lords to the right of the screen, this will allow you to create multiple pages.

Battle: Select this option to show or hide characters that are currently engaged in battle with Doomdark's hordes. 'F3'

Dawn: Select this option to show or hide characters that are currently at dawn. 'F1'

Night: Select this option to show or hide characters that are currently at night. 'F2'

Dead: Select this option to show or hide characters that are dead. 'F4'

Lords are display on screen represented by their shield. Each character also has a quick shortcut key for selection from this screen.

Grouping

If multiple characters are at the same location it is possible to group them together in the select screen. To achieve this drag one shield on to another. The leader while change to show that lords are following him.

When lords are grouped you may only move the leader, and the leader will only be able to move the group, if all lords in the group fulfil the movement requirements.

When a movement fails because of another lord, the THINK screen will be shown for the lord who made the action fail.

On the think screen of a leader, you may quickly disband the group by pressing this icon.

On the think screen of a lord who is part of a group, you may leave the group by selecting this icon.

On the select screen, this icon will disband the current group.

On a group of lords you may rotate left through all the lords in the group by pressing this icon.

On a group of lords you may rotate right through all the lords in the group by pressing this icon.

How the game works

The game begins on the day of the Winter Solstice. Initially, you control Luxor the Moonprince, Morkin, Corleth the Fey and Rorthron the Wise. These characters all start the game at the Tower of the Moon in the Forest of Shadows. The game proceeds by day and by night.

During the day, you can move any or all of the characters you control and any armies that are with them. The distance a character can move in one day depends on the difficulty of the terrain and whether he is walking or riding as well as his state of health. You must learn by experience precisely how far you can travel under given circumstances. However, there is one important thing to remember: when you travel directly north, south, east or west you are moving just one league at a time: when you move northeast, northwest, southeast or southwest you are moving along the diagonal of a square one league by one league, a distance of approximately 1.4 leagues. Therefore, this will take you longer and leave less hours of daylight for the rest of your journey.

When a character has exhausted his hours of daylight, night will fall for him, and unless there are exceptional circumstances (the THINK screen will tell you if there are), he will not be able to do any more until the following day. You can still, however, move other characters under your control.

QUICK TIP
You can speed up the night screen by toggling options for NIGHT DISPLAY and BATTLE REPORT.

Once you have moved all the characters you wish to, you must press the NIGHT key. This lets nightfall everywhere and signals the start of activities for the forces of Doomdark. During the night, Doomdark will move his characters and armies across Midnight and there will be a pause as he "thinks". Soon, however, a new day will dawn and you can command your characters afresh.

DO NOT FORGET TO PRESS THE NIGHT KEY WHEN YOU HAVE FINISHED YOUR DAY'S MOVEMENT AND ACTION. IF YOU DO NOT PRESS THE NIGHT KEY NOTHING FURTHER WILL HAPPEN AT ALL! 'U' / 'N'

Engaging in battle

Minor skirmishes involving individual characters and small war bands are quick affairs and can take place at any stage throughout the day. Battles between armies, however, that will not be decided until the day is over.

Because a battle between armies is such a major event, you will not be able to move an army to the same location as an enemy army by using the simple MOVE option. Such a move I's always one of the special actions you can opt for during the CHOOSE option. Some of the commanders you control may be so afraid that the choice to move them into battle does not even appear as one of the possibilities.

During the course of the day, you can move as many armies into battle as you wish. If you move more than one army into the same battle, the program will keep track of their times of arrival (which may influence the outcome of the

contest). However, once an army or a character has been moved into a battle, it will not be able to move again until the following day.

At dawn on the following day, the outcome will be known to your commanders. If the enemy has lost, his armies will have been destroyed in the night or have fled, leaving your armies and characters free to move. If the enemy has not lost, you have the choice of retreating with what is left of your armies or continuing the struggle for another day, possibly throwing in more forces. If, however, the enemy has won a decisive victory, when dawn breaks you will find your armies destroyed and your surviving commanders scattered: the enemy forces may have advanced far beyond the battlefield.

Many things will influence the outcome of a battle: the number of troops, the type of terrain. the quality of the commanders and, of course, the strength of the icefear. But, as any warrior must, you must learn by experience. '7' / 'A'

The Map of Midnight

The map of Midnight depicts the major features of the geography of Midnight. But like any map it does not show every single detail. You will find surprises where ever you roam. It will serve well, however, as a guide to your journeys through Midnight and be a good helper when you become lost. But do not forget that the landscape has its own secrets!

Toggle between the overview map and the discovery map. 'TAB'

Centre on the current lord. With this option on whenever you return to the map, your current Lord will be in the centre of the map. 'F1'

Show or hide critters at locations that you have seen or visited. 'F2'

Show or hides lords that you have recruited. 'F3'

Shows at any location where multiple lords reside.

Will display on the location where your current lord is.

On devices that support mouse input, there is a map scaling gadget to change the size of the discovery map. On touch screen devices this can be achieved with pinch and spread gesture. 'UP' / 'DOWN'

The free and the foul

On the day of the Solstice, at the start of the game, Doomdark's forces hold the North whilst the Free hold the South. Few of Doomdark's armies will be found south of the Mountains of Ithril and the Plains of Valethor. Of the major citadels, Doomdark holds Ushgarak, Grarg, Vorgath and Kor.

The Fey are in loose alliance with the Free. They do not seek war but neither do they relish the thought of Doomdark overrunning Midnight. Their part in the War of the Solstice will be mostly passive. Their homes are the forests of Midnight and Doomdark's armies will not willingly be allowed passage through these. Corleth the Fey, however, should be able to rally enough of his people to his banner to form one army.

The only armies of the Free to be found north of the Mountains of Ithril and the Plains of Valethor are in Ithrorn and the Plains of Ithril. Of the major citadels, the Free still hold Ithrorn, Kumar, Marakith, Shimeril, Gard and Xajorkith.

In the East, the barbarian tribes of the Targ remain independent of both Doomdark and the Moonprince. In the West, save for the Citadel of Gard, the lands lie mostly empty and under no one's sway.
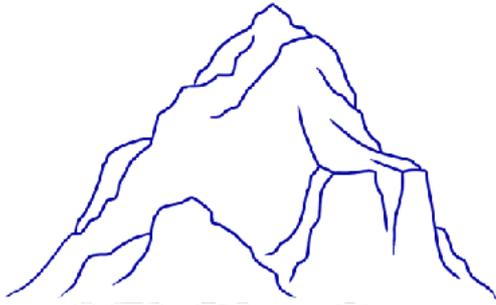
The Wise have isolated themselves from the world and live like hermits in their tall towers. Doomdark will not bother them so long as they remain withdrawn from the affairs of Men and most certainly, they will not aid him. In the right circumstances, it may be possible to seek their help and be granted it. Rorthron the Wise could prove a useful ally in this.

Of the Free themselves, there are many Lords. Luxor should first set himself the task of seeking their loyalty, thus gaining control of many armies. Most powerful are the Lord Marshals of the great Citadels but the Moonprince will find other Lords who will also bow to his command. He should not, however, waste too much time seeking out allies; there are others who will make fine ambassadors.
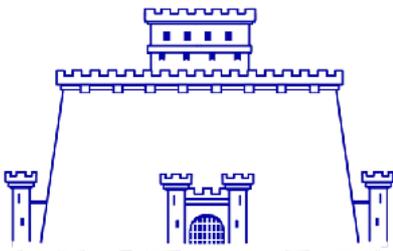
Looking around

During your travels through Midnight, you will see many different scenes. This is a traveller's guide to some of the things you will see. All of these features of Midnight's geography may offer cover to an army.

MOUNTAIN

Moving across a mountain will take many hours of travel and leave you exhausted at the end of your journey.
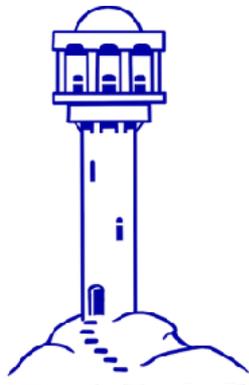
CITADEL

A strongly fortified city which may harbour enemy forces or offer shelter to a friendly army. Storming a citadel will be a hard task.

FOREST

Movement through a forest will not be swift. The minions of Doomdark, however. will find it doubly difficult for forests are the homes of the magical Fey who hold no love for the foul creatures of the Witchking.

TOWER

The refuges of the Wise, the Towers of Midnight are almost impregnable from attack but help may be sought at one of these. It may not always be granted.
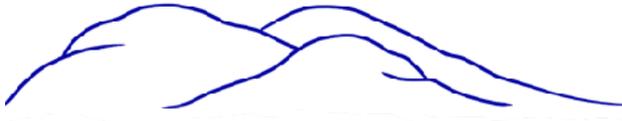
HENGE

Built in the dawn of the world, these ancient temples have strange powers, not always benign.

VILLAGE

A village can offer warmth and shelter to the lonely traveller if its people prove friendly.

DOWNS

Gently rolling hills, the downs slow a traveller only slightly but they may hide unseen dangers.

KEEP

The fortress of a minor Lord, a keep will offer protection against occasional raids but will not withstand a determined assault for long.

SNOWHALL

Built by the wandering peoples of Midnight during the long winter, snowhalls are quite large structures which can offer shelter to many hundreds if need be.

LAKE

The remaining lakes of Midnight are fed by warm springs. They have powers to revive and heal those who oppose Doomdark and the forces of cold.
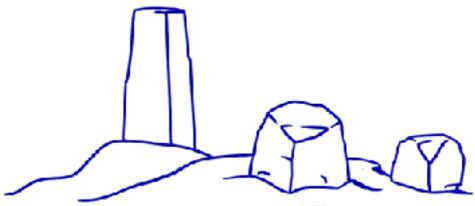
FROZEN WASTE

Surrounding the land of Midnight are the Frozen Wastes. They cannot be entered by any. Free, Foul or Fey.

RUIN

Abandoned fortresses of former wars, ruins may harbour dark and dangerous things but may, in times of need, offer some protection against attack.

LITH

These ancient standing stones often have magical powers.

CAVERN

A cavern can provide shelter and a hiding place but it may already have done so for fouler creatures!

PLAINS

As well as these features, you will also see the flat expanses of the Plains of Midnight. It is only on the plains that you will actually see the banners and ranks of the armies that march across the land.

ARMY

A friendly army offers no hindrance to the traveller. but an attempt to go through the midst of an enemy army offers the gravest of peril, by day or by night. Armies in mountains, forests or any of the other places to be found will hide themselves well and not be seen.

You can look around using they keyboard where available, by pressing `<shift>+[1-8]`

As you look around during your travels, large figures may appear in the foreground of each panorama you see. These are the warriors, characters or creatures that lie immediately ahead of you on the borders of the next domain. You do not always, however, see all that lies ahead. The wise travellers must be both bold and wary.