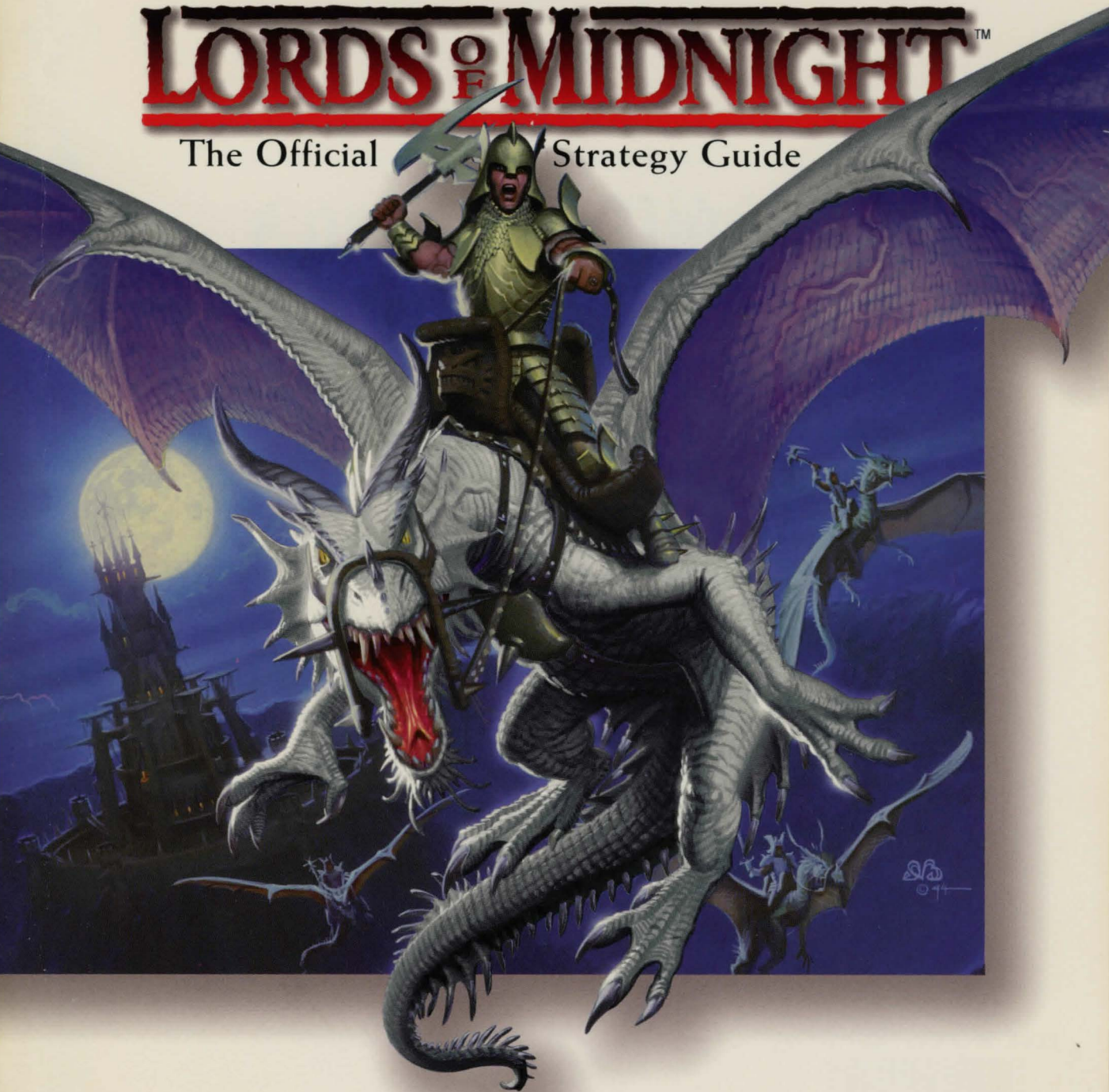


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# LORDS OF MIDNIGHT™

The Official Strategy Guide



DOMARK

Ronald Wartow

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# Lords of Midnight

## The Official Strategy Guide

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# Lords of Midnight

## The Official Strategy Guide

**Ronald Wartow**

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Thanks to all of them for enriching my existence. And, yes, Brooks Feldman was named after Brooks Robinson.





# Introduction



## How to Use This Book



**T**his book covers everything you always wanted to know about winning *Lords of Midnight* with style. Everything towards that end has been included. (At least, I hope so!)

This book is divided into four parts. The first part consists of Chapters 1 through 4 and contains basic information about the program and some hints on getting started. Chapters 5 through 7 cover the program interface and important commands. Chapters 8 through 10 cover beginning strategy information, and Chapters 11 through 13 cover advanced strategy information. Appendix A contains important tips, and Appendix B contains reference information. Appendix C challenges you to unravel riddles containing additional insights into the game.

If you're a complete novice at the game, start with Chapter 1 and read straight through. If you are already somewhat familiar with the basics of the game, but don't feel that you know all about the program interface and commands, go to Chapter 5. If you know the game fairly well and want to dive right in with strategy, skip ahead to Chapter 8 and get started learning more about strategy techniques.



I believe you should start to play a few games “cold turkey” before tackling the specific challenges and mysteries of *Lords of Midnight*, which this book attempts to unravel. Help our hero, Prince Morkin, take his first steps from his homeland of Midnight into the gigantic and dynamic Blood March, an ominous and oddly-named world held hostage by the game’s chief scoundrel, Boroth the Wolfheart.

Scope out the appendices for several helpful game aids, including a chart for tracking the 150 characters that can be controlled. Delight in the “knock-your-socks-off” revelation of the *Lords of Midnight* cheat codes, until now a closely guarded secret. Some cheat codes permit you to perform nifty, dynamite tricks to improve your gaming position; others just stagger you with an unusual graphic perspective. Hit the Rogues Gallery for a look at all the Blood March denizens. The Atlas contains sectional maps of every Blood March realm, all in one place for ease of reference.

Many strategy levels await the serious *Lords of Midnight* gamer. Broad concepts of game play, alternate approaches to problem resolution, and nitty-gritty particulars are analyzed in this book. Even exact formulas right from the innards of the *Lords of Midnight* program have been lifted to give you the specifics on successfully recruiting characters and getting an edge in the game’s combat. Insights into how the game program works will settle many of the puzzles players will encounter during game play.

Don’t try to find a perfect step-by-step walkthrough of the game. It does not and cannot exist, for a very good reason. From your first moves on your first day in your first game of *Lords of Midnight*, the variety of results that can occur from your actions are infinite and bewildering. This clearly demonstrates why a walkthrough is impractical.

Even so, you can still improve your chances of winning *Lords of Midnight* with the information contained in this book. Complete and effective strategies to master all phases of the game are explored in text, easy-to-follow tables, and graphic screens captured during actual game play.





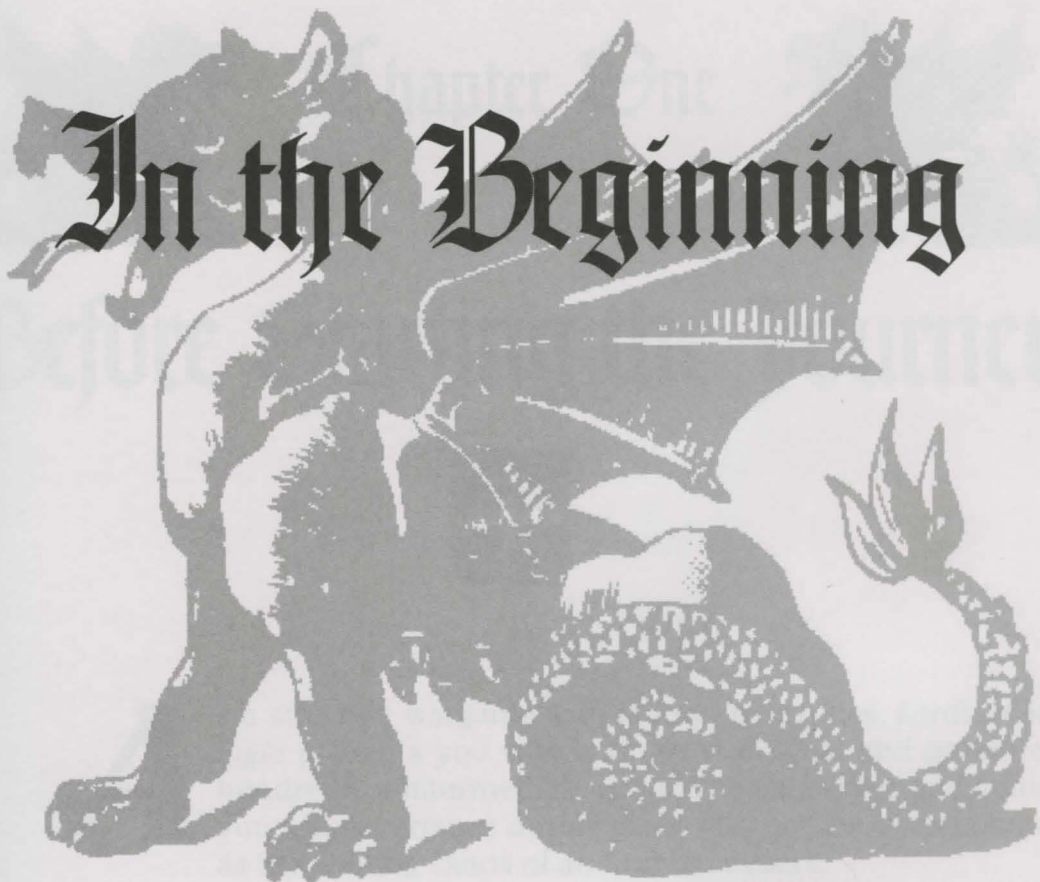
# Part One



The first section is a general overview of the game. It covers the basic rules, the objectives of the game, and the different types of units and buildings. This section is designed to provide a solid foundation of knowledge for anyone who is new to the game.

The second section is a detailed guide to the various units and buildings in the game. It provides information on their strengths, weaknesses, and how to use them effectively. This section is essential for anyone who wants to master the game.

# In the Beginning



## The Story So Far

Such has happened in the Land of Midnight and its immediate neighbor to the east, the Good March.

- Shortly thereafter, leader of the Dark Fox has captured the heart of the Land of Midnight's Royal House of the Moon, and the Affairs, Ugar the Monopinion.
- Later is imprisoned in Bowler's headquarters, the Dark Citadel at Marwood in the Dead March region of Marwin.
- Twelve high-born hostages from each of the other 12 Royal March regions are also imprisoned in the Dark Citadel.



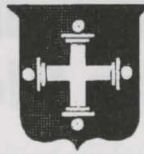




# Chapter One



## Before Starting the Journey



**A**s a strategic wargame with fantasy overtones, *Lords of Midnight* presents you with a single main goal and potentially hundreds of intermediate goals. The successes and failures you will experience during game play are about as constant as the shifting sands of an Arabian desert.

### The Story So Far

Much has happened in the Land of Midnight and its mammoth neighbor to the east, the Blood March:

- ✘ Boroth the Wolfheart, leader of the Dark Fey, has captured the head of the Land of Midnight's Royal House of the Moon, and the Alliance, Luxor the Moonprince.
- ✘ Luxor is imprisoned in Boroth's headquarters, the Dark Citadel of Maranor, in the Blood March realm of Marish.
- ✘ Twelve high-born hostages from each of the other 12 Blood March realms are also imprisoned in the Dark Citadel.



The remaining members of the Alliance are Prince Morkin and Corleth of Corelay, and Luxor's sons, Arin Lord Blood, Araleth the White, and Rorthron the Wise. Secretly, Corleth and Arin have entered the Dark Citadel to find and rescue Luxor and the hostages. Prince Morkin and Araleth the White are about to strike out from the Castle of Corelay in Midnight, cross the border into the Blood March, and mount a campaign against Boroth and the Dark Fey. Rorthron the Wise is in the northern reaches of the Blood March searching for a long-lost son of Luxor, Anderlane of the Arakai.

## Success and Failure in the Lands of Midnight and the Blood March

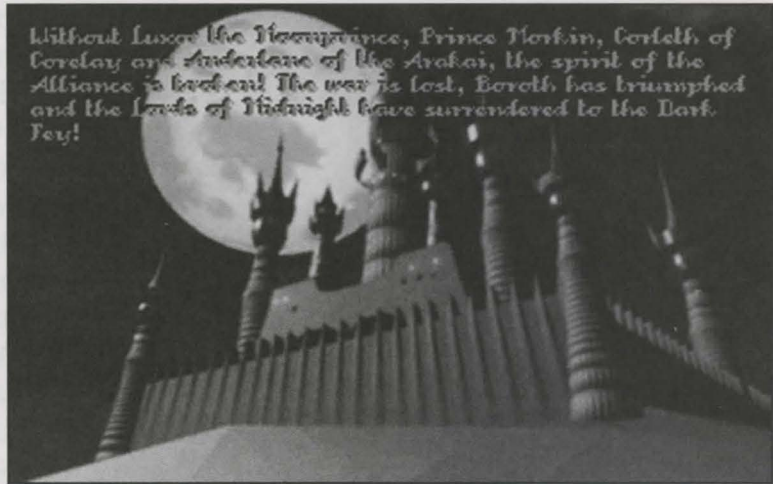
You must defeat Boroth the Wolfheart and capture the Dark Citadel of Maranor within 365 days from the date you first begin play. The game automatically ends if victory is not achieved by that inflexible time limit. On Day 366, you're history!

In the many hours I played *Lords of Midnight* to research and write this book, I was always able to complete the game comfortably within 365 days. Most games took between 10 and 20 hours, but one took almost 40.

The 365-day victory time limit excludes two weeks already registered in the game's Chronicle covering events leading up to the game's start. Count the 365 days from the date you begin the game.

There are ways to speed up the game by causing some of the victory conditions to occur sooner than normal. However, this approach involves the heart-wrenching requirement that Prince Morkin's father, Luxor the Moonprince, be purposely led on a suicide mission.

The Blood March calendar's number of months in a year, days in a month, and hours in a day are identical to the modern-day calendar, except that the months and days have different



**Figure 1-1.**  
When this Dark Citadel graphic appears, you've either won or lost!

names. A new *Lords of Midnight* game always begins on the corresponding modern date. A new game begun on Monday, August 20, in game parlance, is started on Elmday, Eaglemoon 20.

## Multiple Scenarios (In a Manner of Speaking)

*Lords of Midnight* does not specifically provide the player with the opportunity to play predetermined multiple scenarios. Well, almost no opportunity! Three distinctly different games can be played. The following list describes each “scenario” and rates it on the basis of completion difficulty.

- ❖ **Extremely Easy.** Use any of the *Lords of Midnight* cheat codes explained further in Appendix A (Jwin1, Jwin2, Jwin3, Jwin4, or Jkillboroth). Within 30 seconds of using one of these cheat codes, glorious victory or ignominious defeat will be yours. (But you undoubtedly paid more than a few dollars for the game, so why not play it a bit longer?)





- ✘ Fairly Easy. Have Luxor the Moonprince, head of the Royal House of the Moon and a prisoner in the Dark Citadel, attempt to escape. Undoubtedly, the Prince will run smack dab into a guardian Dark Citadel troll charged by Boroth with preventing any escapes. (Trolls are very tall, green, with bad teeth, incredibly bad breath, and nasty dispositions. They also carry a huge club.) More likely than not, the troll will dispatch Luxor to the great beyond without much fanfare. This occurrence instantly triggers phase two of the game, the gathering of the Midnight Warriors of the Free at the Castle of Corelay. You save several hours of real time and several months of game time.
- ✘ Normal As the Designers Intended. Wait until Luxor the Moonprince is rescued from the Dark Citadel and escapes due to the efforts of Arin Lord Blood and Corleth of Corelay, who have been floating around the evil dungeon rescuing hostages of the Blood March. A 20-40 hour game follows.
- ✘ Extremely Challenging For the Hard-Core Gamer with Nothing Else to Do for the Rest of His/Her Life. Have Arin Lord Blood and Corleth of Corelay escape the Dark Citadel before rescuing any hostages. When this happens, no one from the Alliance can re-enter until they can assault the Dark Citadel with a force to counter the 10,000-warrior garrison. No hostages can be released, not even Luxor the Moonprince. The entire populace of the Blood March will immediately become lukewarm or downright hostile to any attempts by Prince Morkin and the few heroes who start the game to enlist their aid to defeat Boroth. A thousand-hour game results. Better quit your day job!

Except for the momentary thrill of trying the first scenario, the other scenarios contribute greatly to the fun and challenge of *Lords of Midnight*.

Another well-received and undoubtedly popular aspect of this game is that it has tremendous replay value. If you combine the uncertainty of an exact path through the game and the advantageous and lousy positions afforded by the above scenario

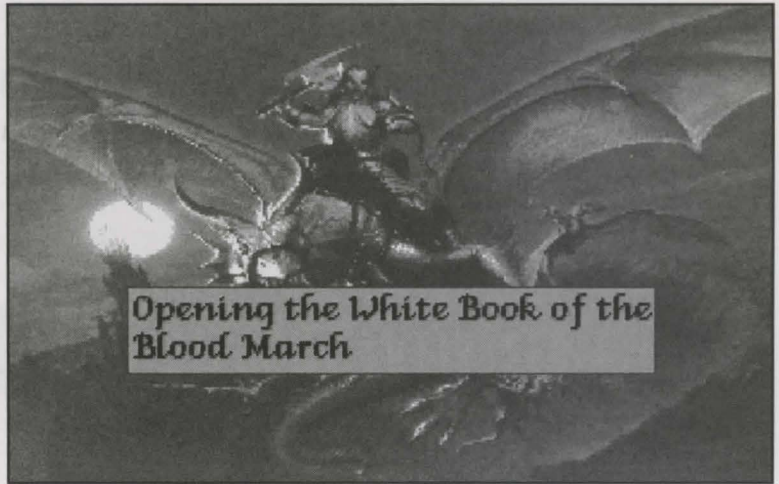


Figure 1-2.

A new book is opened.

options, the replay value of the game is extraordinarily high. Take it from one who has played over 10 complete games.

Completing and winning a game under the conditions of the last option is a great gaming feat indeed. Challenge your friends or enemies to play *Lords of Midnight* side by side. See which of you can finish more quickly or even finish at all.

Is your appetite whetted? Onward and upward!

## Lay of the Land

The Blood March follows the coast to the west. The sea runs along the coast, and the mountains rise to the east. The mountains are the Blood March.

As the game begins, you have only partial knowledge of the land and its people. The Blood March is a land of mystery and danger. The Blood March is a land of mystery and danger. The Blood March is a land of mystery and danger.



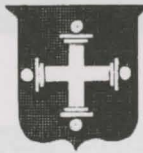




## Chapter Two



# Geography and Strongholds



**G**eography plays an important role in *Lords of Midnight*. The small area of Midnight and the immense size of the Blood March must be traversed often and by many in the service of the Alliance. Geographical considerations will affect the speed of characters and fellowships on foot, how low a dragon can fly, and how accurate and true a longboat's intended course will be.

## Lay of the Land

The Blood March extends 500 leagues in all directions. The terrain varies from lush flatland and forests to a jagged mountain range that slices the land in half.

As the game begins, you have only limited knowledge of the 13 realms and character races that comprise the Blood March. But as your heroes and the recruits ultimately bound to the Alliance probe deeper and deeper, the inhabitants will reveal a wealth of information. Only 45 or so heroes and villains and a

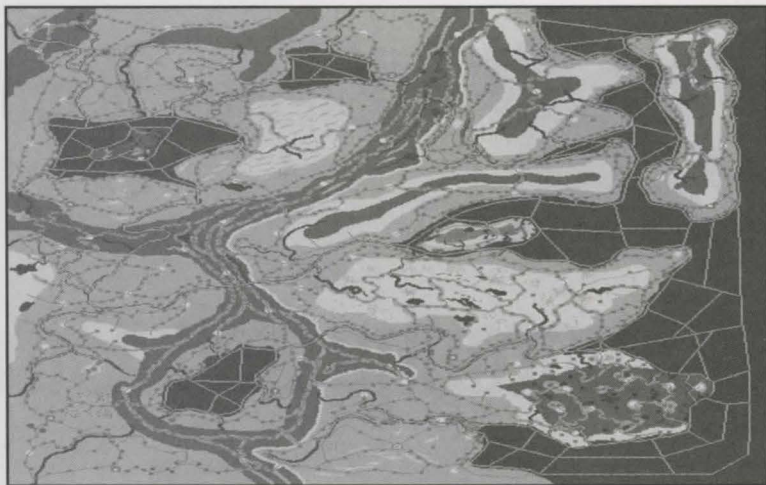


Figure 2-1.

This topographic view shows the varied terrain of the land of the Blood March.

handful of castles are known at the game's start, but those numbers will eventually swell to some 150 characters and almost 90 castles.

As you proceed, you should generally avoid the rivers, lakes, and mountains that carve up the landscape. This makes planning an exploration route a challenge to even the shrewdest of our stalwart heroes. What first appears as a simple, straightforward journey actually might take triple the time you'd expect.



*Tip: Study the Blood March geography carefully. That way your heroes and other travelers will avoid missteps that slow the expansion of the Royal House of Moon's influence.*

The Atlas in Appendix B contains maps of key regions of the Blood March. For those of you who wish to see the entire map now, without all of the blood, sweat, and tears of playing the game for several months, study Figure 2-3. This shows the completed game map, which is normally revealed only after a player journeys for many game months.



**Figure 2-2.**  
The terrain lengthens Prince Morkin's journey to Erifel.

**TABLE 2-1 True Travel Times and Distances**

From	To	Leagues <sup>1</sup>	Direction	Time in Days <sup>2</sup>
Delve	Witherlands	500	Northwest	25
Last Northing	Fallows	275	South	14
Marish	Midnight	350	Northwest	19
Delve	Gelm	500	West	25
Midnight	Arungor	500	East	25
The Lee	Weirdwood	290	Southwest	16
Eldmark	Witherlands	80	North	4
Fallows	Long Mountains	100	Northwest	6

**LEGEND**

1. 10 percent error rate.
2. 12.2 percent error rate.

Each discrete Blood March realm harbors a single, distinct race. Inborn hostility between the realms and races has reached the boiling point. National realm pride is at an all-time high. You'd never want to invite Long Dwarves and Deeping Dwarves to the same dinner party.

*Caution: The same goes for trying to get the warriors of these races to occupy the same stronghold!*





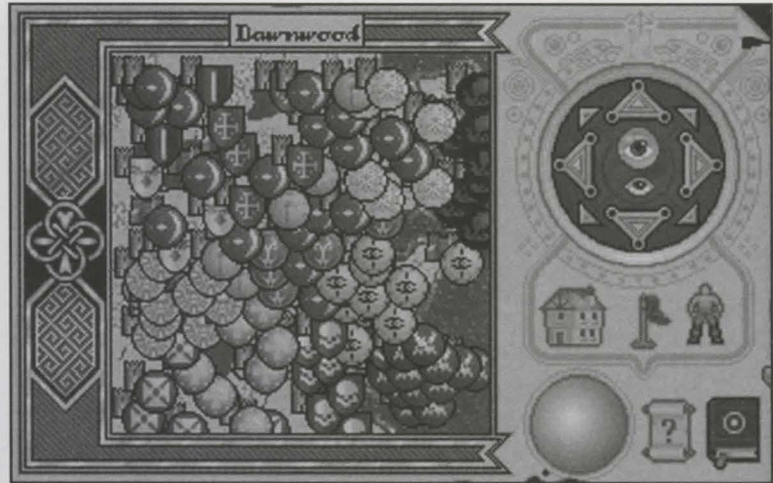


Figure 2-3. Midnight and the Blood March laid bare!

Table 2-2 classifies the 13 realms of the Blood March along with the predominant race, and where on the Blood March Map the realm can be found. Again, the Atlas segment of Appendix B contains geographic snapshots of all the realms.

**TABLE 2-2 Realms of the Blood March**

Name	Race	Location
Arungor	Dragonlords	East
Dawnwood	Fey	Central
Deeping	Deeping Dwarves	West Central
Delve	Giants	Southeast
Eldmark	Eldrin	West Central
Fallows	Uskarg	East Central
Gelm	Gelmings	Southwest
Last Northing	Arakai	North
Lee	Athelings	North Central
Long Mountains	Long Dwarves	North Central
Marish	Dark Fey	South Central
Weirdwood	High Fey	East Central
Witherlands	Kith	Northwest



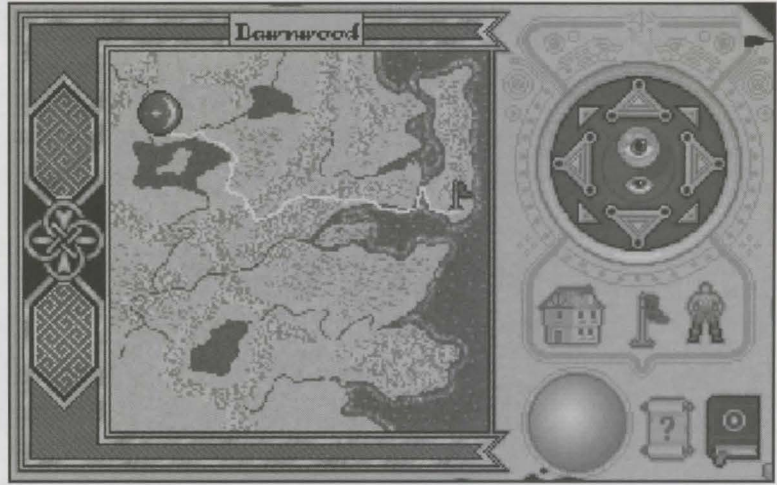


Figure 2-4.

Prince Morkin, in Dawnwood, still has 250 leagues to go before he reaches Arungor.

## Strongholds—Castles and Citadels

On a daily basis, the denizens of the Blood March realms congregate for work and socializing in castles and citadels, known as strongholds. Each castle and citadel belongs to a noted personage, either a lord or lady.

To determine who owns a stronghold, consult the Index Page Map, Hide People, and Show Buildings. The resultant screen clearly shows all of the strongholds with the standards or shield designs raised on each of the nearly 90 strongholds.

Those standards will change often, as a result of either hostile takeovers or the owner's recruitment by a member of the Alliance. When this happens, the recruiter or conqueror's standard is raised above the stronghold's ramparts. No longer will troops of the previous owner's persuasion flock to the castle. Rather, with the stronghold now the property of another character, warriors of the new owner begin to flock there. In this way, an army numbering in the thousands can be achieved in a relatively short period of time.



*Note: If the character who did the recruiting was previously recruited by one of another realm, then characters recruited by the former recruit will bear the standard of the initial recruiter. Got that?*



## Inside the Walls

Castles can hold up to 5,000 warriors. Citadel garrisons can double that figure. Any warriors of any race of the realm can occupy a castle or citadel, up to eight different races at any one time.

Tables 2-3, 2-4, and 2-5 show extensive information on every Midnight and Blood March castle and citadel, with owners. In each, warrior strength is reported as of the game's beginning. Consider any character not on this list to be neutral in disposition.

**TABLE 2-3 Castles of Midnight (land of the Free)**

Name	Lord/Lady	Warriors
Corelay	Prince Morkin	55
Jade	Prince Morkin	46
Last	Prince Morkin	43

**TABLE 2-4 Castles of The Blood March**

Realm	Name	Lord/Lady	Warriors	Race
Witherlands	Eomir	Orabrin Lionsblood	51	Kith
	Sareon	Talmar the Quiet	46	
Dawnwood	Carafel	Aloroth the Fey	42	Fey
	Corithel	Taroleth the Jester	56	
	Emerthen	Itar the Green	56	
	Maralan	Udrar the Stubborn	41	
	Romiel	Morgreth the Unsure	43	
Last Northing	Songs	Melinoth Larkstongue	54	Arakai
	Caramane	Rainar the Besotted	42	
	Crimson Castle	Anderlane of the Arakai	45	
	Elmir	Merithel of the Lake	53	



TABLE 2-4 Castles of The Blood March (cont.)

Realm	Name	Lord/Lady	Warriors	Race
	Erefar	Kiranda the Wild	45	
	Galorbard	Corlane the Bear	55	
	Melibor	Storbold the Scribbler	43	
	Orcar	Arbethor Greenhand	43	
	Ravenfrey	Morathron the Sorcerer	51	
	Sapphire	Guthrane Oakfist	59	
	Sharmark	Brunak the Wanderer	53	
Fallows	Alathor	Elinas the Enchantress	56	Uskarg
	Arabar	Khalak the Blue	54	
	Athrudan	Skarai the Dreamer	46	
	Cerrelm	Thorgran Wildsword	58	
	Elinbrand	Darath the Lion	50	
	Erilmak	Moglai Firewolf	59	
	Skordoth	Haraglai Stormgut	53	
	Theodel	Djalina Snowheart	45	
Deeping	Ararak	Golgud the Reluctant	45	Deeping Dwarves
	Dawn	Aluthrim the Bold	42	
	Sharenor	Mograk Rustaxe	47	
	Tharn	Ulgrim the Weary	50	
	Udemar	Boragrim Sharpaxe	43	
	Zaragorn	Thalgrima the Betrothed	57	
Long Mountains	Erenim	Sadlak the Merry	40	Long Dwarves
	Farwain	Olthruda the Bountiful	41	
	Isilfrey	Rugrak Firmaxe	51	
	Saradwin	Grumrud Slowaxe	40	
	Scaradir	Ulgrud the Treacherous	54	
	Thordroth	Alagrim Ironaxe	51	
Weirdwood	Arelmar	Melkrith Nightshade	47	High Fey



TABLE 2-4 Castles of The Blood March (cont.)

Realm	Name	Lord/Lady	Warriors	Race
	Aradel	Alargrith Warhelm	43	
	Elinvar	Arithel the Joybringer	43	
	Forever	Andreomar the Starborn	47	
	Forgotten	Asholeth the Fey	58	
	Golden	Galdreth the Fair	48	
	Merikith	Emedrel of the Fire	43	
	Whispering	Uareth the Chosen	46	
Lee	Cerevere	Dorok the Dour	54	Athelings
	Cermelth	Uvar the Penitent	59	
	Imildral	Aranor Boldsword	53	
	Melthor	Marathor the Splendid	45	
	Rilnor	Garamor the Fat	58	
	Sharvik	Forthar the Hunter	41	
	Thumar	Eothor Sparehand	59	
Eldmark	Arelban	Princess Aremela	59	Eldrin
	Erihan	Avila the Cold	45	
	Meranor	Sherinar of Shadows	54	
Delve	Athruk	Melinissa the Sweet	53	Giants
	Big	Borlum the Happy	53	
	Corth	Olgarum the Steady	41	
	Gogrun	Gothrum the Glum	56	
	Gronn	Stublog Ironskull	46	
	Iron	Muglum the Handsome	45	
	Othrym	Oglissa the Rose	52	
	Storms	Snorglum Bighammer	50	
	Tark	Slorum the Smug	46	
	Finrod	Olog the Friendly	51	
	Throdrin	Mogrissa Hammertongue	48	
Marish	Valgrorn	Skydreth Iceheart	59	Dark Fey
	Barathor	Akrith Bloodhand	59	



TABLE 2-4 Castles of The Blood March (cont.)

Realm	Name	Lord/Lady	Warriors	Race
	Burning	Urgoreth the Despiser	52	
	Death	Dargrith the Butcher	54	
	Dwardor	Mirgrath the Black	53	
	Gliwain	Yrgreth Deathbringer	57	
	Malgor	Ursketh the Vile	50	
	Ravens	Graleth the Bitter	48	
Gelm	Emergelm	Elessa of the Mists	58	Gelmings
	Finfyr	Wythran the Weaver	56	
	Geremiel	Hoon the Warrior	40	
	Gilgrath	Marik Silktongue	56	
Arungor	Angelf	Sparthor the Patient	47	Dragonlords
	Arungor	Torgrim Arrowhand	43	
	Cormir	Scirane the Swift	43	
	Dragon	Torgrim Arrowhand	43	
	Ervik	Kargrim the Cautious	45	
	Faragor	Sagrana Goldenwing	45	
	Rildroth	Moongrim Longneck	44	
	Sarnoth	Oragrane the Fearless	45	
	Shrygal	Jaranor the Hasty	42	



TABLE 2-5 Citadels of The Blood March <sup>1</sup>

Name	Lord/Lady	Warriors	Realm	Race
Arunvere	Queen Carithila	104	Eldmark	Eldrin
Ashnar	Galagrim of the Flame	109	Arungor	Dragonlords
Beomir	Oglim the Lonely	93	Long Mountains	Long Dwarves
Elorthord	Miranar Fairhand	94	Dawnwood	Fey
Erifel	Sharila Suresword	95	Witherlands	Kith
Immiel <sup>2</sup>	Galahar the Calm	106	Lee	Athelings
Maranor	Toraneth the Cruel	10016	Marish	Dark Fey
Rilleon	Arak the Avenger	100	Last Northing	Arakai
Roreon	Asunai Ironwing	91	Fallows	Uskarg
Samarand	Amarin Starchaser	92	Gelm	Gelmings
Shimmering	Jarleth the Shining	103	Weirdwood	High Fey
Skirol	Borgalug Bonecrusher	105	Delve	Giants
Thunder	Norgrim the Rock	96	Deeping	Deeping Dwarves
Vavorn	Zenethor the Strong	97	Lee	Athelings

## LEGEND

1. All citadels are known to player when game begins.
2. Off limits to Boroeth and the Dark Fey.

The following three tables (2-6, 2-7, and 2-8) rate the various strengths and weakness of the 13 Realms of the Blood March and the Land of Midnight. Armed with this knowledge, consider the stronger realm to be the greatest hotbed for recruiting. It is to the Alliance's advantage to intensify its efforts in realms in close proximity to Midnight, like the Witherlands, and the Gelm.



**TABLE 2-6 Realm Contrast<sup>1</sup> by Warrior Strength<sup>2</sup>**

Name	Castles	Warriors	Citadels	Warriors	Strongholds	Army
Delve	11	541	1	105	12	646
Last Northing	10	489	1	100	11	589
Arungor	9	417	1	109	10	526
Fallows	8	421	1	91	9	512
Weirdwood	8	375	1	103	9	478
Lee	7	369	1	106	8	475
Dawnwood	6	292	1	94	7	386
Deeping	6	284	1	96	7	380
Long Mountains	6	277	1	93	7	370
Gelm	4	240	1	92	5	332
Eldmark	3	158	1	150	4	308
Witherlands	2	97	1	95	3	192
Midnight	3	144	—	—	3	144

**LEGEND**

1. From strongest to weakest.
2. All warriors no matter the race or realm have equal offense and defense combat skills.

**TABLE 2-7 Realm Comparison by Character Traits<sup>1</sup>**

Name	Superb Leaders	Mighty Warriors	Totals
Arungor	1	—	1
Deeping	—	1	1
Delve	—	1	1
Fallows	—	2	2
Last Northing	1	2	3
Lee	1	—	1
Weirdwood	1	—	1
Midnight	1	—	1

**LEGEND**

1. Realms not listed have no superb leaders or mighty warriors



TABLE 2-8 Final Realm Potency Ratings

Name	Warriors	Strongholds <sup>1</sup>	The Elite <sup>2</sup>	Rating
Marish	10448	225	—	10673
Delve	646	300	20	976
Last Northing	589	275	40	904
Arungor	526	250	20	796
Fallows	512	225	40	777
Weirdwood	478	224	—	702
Lee	475	200	—	675
Dawnwood	386	175	—	561
Deeping	380	175	20	575
Long Mountains	370	175	—	545
Gelm	332	125	—	457
Eldmark	308	100	—	408
Witherlands	192	75	—	267
Midnight	144	75	10	154

## LEGEND

1. Strongholds times a factor of 25.

2. Total Superb Leaders and Mighty Warriors times a factor of 20.

It is clear that the top three realms for recruitment concentration are Delve, Last Northing, and Arungor. Unfortunately, all are quite some distance from Midnight, with the Last Northing being the closest (southeast then east).

Because of the constant fear of aggression from other realms, every stronghold governor seeks to increase the numbers of well-armed warriors. Realm inhabitants are constantly pressed into military service. Stronghold warrior strengths increase to varying degrees depending on who owns the stronghold. There are limits. The replenishment rates are discussed in detail in chapter 12.

As a typical *Lords of Midnight* game begins to unfold, the leadership structure of the realms begins to change dramatically. As the Alliance rescues hostages and recruits Blood March leaders and characters to its growing forces, strongholds can change hands more than once.





# Let the Games Begin

Well, not so fast. There's a little more you need to know before you can venture farther into the game—or into this book, for that matter.

First I'll give you a table of all the characters known to the player as the game begins. I'll follow that with the victory conditions.

**TABLE 2-9 Initial Heroes, Villains, and Neutrals**

Hero/Villain	Personality Traits	Hostage? <sup>1</sup>
Aloroth the Fey	Eager, Generous, Impatient	yes
Amarin Starchaser	Charming, Mighty Warrior, Persuasive, Tireless	
Arak the Avenger	Brave, Energetic, Impatient, Quick-Witted, Reckless, Superb Leader	
Araleth the White	Charming, Gallant, Passionate	
Arin Lord Blood	Charming, Eager, Energetic, Hot-Tempered	
Asunai Ironwing	Home-Loving, Mighty Warrior, Passionate	
Borgalug Bonecrusher	Greedy, Ignorant, Restless	
Boroth the Wolfheart	Bloodthirsty, Cruel, Superb Leader, Vicious	
Cadron the Bemused	Slow-Witted, Peaceable	
Corlane the Bear	Brave, Gallant, Generous, Loyal, Mighty Warrior, Reckless, Tireless	
Corleth of Corelay	Reliable, Talkative, Selfless	
Crun the Weasel	Cowardly, Treacherous	
Dargrith the Butcher	Bloodthirsty, Feeble Warrior, Malicious	
Djalina Snowheart	Bold, Energetic, Gallant, Reckless	yes
Dorok the Dour	Arrogant, Brave, Passionate	


**TABLE 2-9 Initial Heroes, Villains, and Neutrals (cont.)**

Hero/Villain	Personality Traits	Hostage? <sup>1</sup>
Emedrel of the Fire	Headstrong, Knowledgeable, Passionate, Patient	yes
Faramoth the Solemn	Solitary, Thick-Skinned	
Galagrim of the Flame	Headstrong, Persuasive, Superb Leader, Thick-Skinned	
Garamor the Fat	Easily Tired, Impatient, Selfless	
Graeth the Bitter	Cold-Hearted, Cruel, Ignorant	
Holdar Longeye	Far-Sighted, Patient	
Jarleth the Shining	Cautious, Knowledgeable, Quick-Witted, Superb Leader	
Kiranda the Wild	Bold, Eager, Headstrong, Impatient, Passionate, Reckless	yes
Luxor the Moonprince	Bold, Kind, Superb Leader	
Marathor the Splendid	Kind, Generous, Warm-Hearted	
Melinissa the Sweet	Energetic, Generous, Repulsive	yes
Melgran Dragonsword	Bold, Modest	
Miranar Fairhand	Loyal, Modest, Patient	
Mogrik the Witless	Home-Loving, Slow-Witted, Warm-Hearted	yes
Norgrim the Rock	Bold, Brave, Hot-Tempered, Mighty Warrior	
Oglim the Lonely	Brave, Headstrong, Mighty Warrior, Solitary	yes
Olthruda the Bountiful	Home-Loving, Talkative	yes
Orgrotha the Persuader	Persuasive, Quick-Witted, Treacherous	
Prince Morkin	Bold, Gallant, Reliable, Tireless	
Princess Aremela	Far-Sighted, Patient, Tight-Lipped	yes
Queen Carithila	Cautious, Kind, Knowledgeable	
Rorthron the Wise	Brave, Far-Sighted, Knowledgeable, Loyal, Patient, Peaceable, Quick-Witted	





TABLE 2-9 Initial Heroes, Villains, and Neutrals (cont.)

Hero/Villain	Personality Traits	Hostage? <sup>1</sup>
Sagrana Goldenwing	Knowledgeable, Passionate, Persuasive	yes
Skydreth Iceheart	Cold-Hearted, Cowardly, Repulsive	
Thalgrima the Betrothed	Hot-Tempered, Loyal, Talkative	yes
Toraneth the Cruel	Cowardly, Cruel, Selfish	
Var the Swordsman	Hot-Tempered, Mighty Warrior	
Volgor the Sure	Brave, Kind	
Wythran the Weaver	Cautious, Reliable, Tight-Lipped	yes
Zenethor the Strong	Brave, Mighty Warrior, Passionate, Superb Leader	yes

## LEGEND

1. Dark Citadel hostage.

## Victory Conditions

Finally, there's more than one way to win at *Lords of Midnight*, and more than one way to lose, too. The following list explains:

- ✘ Win—Destroy Boroth the first time in the Blood March. Attack the Dark Fey guarding the Dark Citadel of Maranor, now led by Boroth reincarnated into a ghastly wraith. Defeat Boroth a second time. The Dark Citadel is destroyed on Boroth's demise.
- ✘ Win—Assault and occupy the Dark Citadel before killing Boroth. Demolish Boroth when he attempts to retake the Dark Citadel. This eliminates the wraith conversion and requires you to fight Boroth only once to win.
- ✘ Lose—Corleth, Morkin, Anderlane, and Araleth all die. Boroth wins.
- ✘ Lose—Castle Corelay, in Midnight, cannot fall into the evil hands of Boroth the Wolfheart or any other of Boroth's henchmen, the Dark Fey.



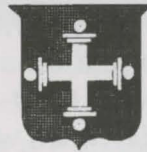




## Chapter Three



# Heroes, Villains, and Neutrals



**W**hat more could you want in a game? This one's got brave, resourceful, and industrious heroes and vile, treacherous villains. In all, more than 150 singular and recognizable characters (good, bad, or otherwise) inhabit the vast confines of the Blood March. Pathos galore!

To say that the Blood March characters are colorfully garbed is the understatement of the year. From the Mohawk haircut of Djalina Snowheart to the mysterious full-face brown turban of Khalak the Blue, the Blood March is a people-watcher's paradise.

Outward appearances can deceive, however. As varied as the costumes of the Blood March are, the internal makeup of its inhabitants is even more diverse. They range from cold-hearted, vicious, and treacherous villains to brave, kind, gallant, generous, and home-loving heroes. But even the heroes have their warts; they can be impatient or cautious, or hot-tempered to the point of attacking if an Alliance member just tries to recruit them.



All of this makes for an exciting, dynamic world in which the saga of the Lords of Midnight unfolds in graphic and stunning detail.

## Realms, Heroes, and Races

While the realms live in relative harmony, intense sovereign pride runs through the veins of all their inhabitants. In a few cases, differences have spilled over into border disputes. This has resulted in a few races being totally incompatible with others. For example, no Dragonlord from Arungor would ever share a castle or warriors with a Delvin Giant.

Adding to the equation are the concepts of good, neutral, and evil. Take my word for it—every Marish follower of Boroth the Wolfheart is evil. That's why so few visitors pick the Marish as a favored vacation destination. Consider a visit to the Marish equivalent to taking a trip to that large bat cave in Kentucky the evening news shows at least twice every year, ruining your dinner.

Neutral Blood March natives are recruitable by the Alliance, and include some good characters that haven't been recruited yet. Neutral Blood March natives brandish simple brown shields with a metal stripe horizontal to the ground. Beholden to no realm, these heroes are recruitable by the Alliance. No soldiers travel at their sides, but once a neutral hero is recruited he can enter an Alliance stronghold and get fresh soldiers.

Good Blood March characters are those in the Alliance (would Prince Morkin tolerate a meanie in the Alliance?) or aligned with the 12 realms other than the Marish.



*Tip: You can see the connection between the resident lord of a castle or citadel and the home realm in the Map chapter of the game's Index Page. One way you can get a handle on who owns what and where is to turn to this page on a daily basis, particularly when the action in the Blood March really heats up. When the Map shows a wave of Gold Skull on Red shields of the Dark Fey dominating the map, it may be time to start another game!*



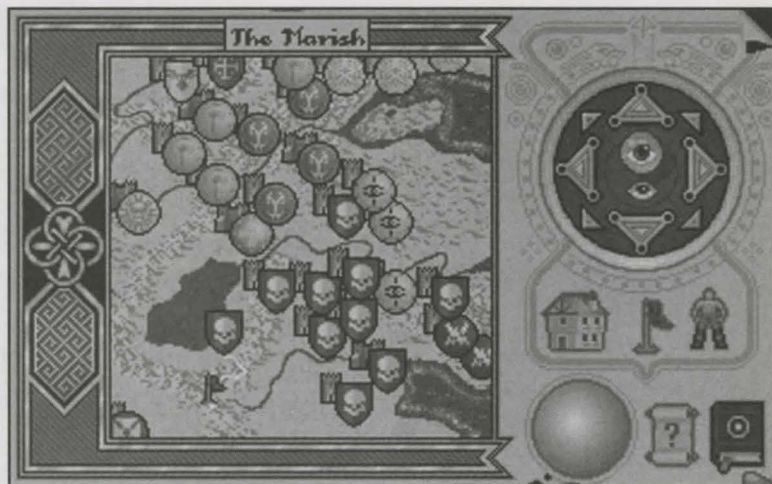


Figure 3-1.  
Distinctive shield designs show  
the advancing Dark Fey.

Neutral heroes are inclined to stick close to home. Evil villains guard their strongholds with great fervor and do not leave the Marish until Boroth the Wolfheart is slain by the Alliance forces.

## Cast of *Lords of Midnight* Characters

*Lords of Midnight* characters come in several flavors: the very good (Royal House of the Moon), just plain good (Rorthron the Wise, for example), neutral (about 40), and bad (Boroth the Wolfheart and the rest of the Dark Fey).

The Blood March and Midnight characters represent every conceivable outlook and orientation that you can imagine. Treacherous characters can be home-loving. Brave and bold characters can be easily tired. The anomalies go on forever. That's why it's important to get a handle on the diverse celebrities in the Blood March.



Common sense is an adequate barometer for ascertaining how characters will view each other. The good and bad seem to act accordingly, even if they have traits that might go both ways.



*Caution: Although there is a very slight chance that you can recruit evil characters, be prepared for a fight to the death if the recruiting attempt backfires. Approach hot-tempered characters with extreme caution. They may attack without warning or provocation.*

Each character can have up to eight distinguishing personality traits. Most have between two and four. Thirty-two good traits are counterbalanced by 32 bad traits. The available combinations and opposites are staggering.

Table 3-1 allows you to compare the 32 good and 32 bad traits side by side. The first two columns permit a quick search through the alphabetized good traits. Match the corresponding, incompatible bad trait. The latter two columns allow quick detection of the alphabetized bad traits. Compare them as well to the opposite good traits. You will need to consult this chart often if you want to successfully recruit the Blood March's realm dwellers to the cause of the Alliance.

From one game to the next, every champion possesses the same personality traits and other personal qualities. All champions are unique in body, mind, and outlook. Some of these characters are indelibly imprinted in your mind once you meet them. In an instant, you'll be able to find and select Graeth the Bitter or Dargrith the Butcher directly from the Heroes & Villains catalogue.

Until then, refer to Appendix B for the complete catalogue, which lists almost every game character and his or her specific personality traits. A few minor lords and heroes have been purposely omitted to challenge you even more as you play *Lords of Midnight*.

All characters in the Blood March have several common status and informational traits. All are faithfully reported in detail on the Character Page of each character, off the Index. For known but unrecruited or villainous characters, only the first four attributes are shown.



TABLE 3-1 Incompatible Personality Traits

Good by Alpha	Bad	Bad by Alpha	Good
Bold	Cautious	Apathetic	Eager
Brave	Cowardly	Arrogant	Modest
Charming	Repulsive	Bloodthirsty	Peaceable
Eager	Apathetic	Cautious	Bold
Energetic	Languid	Coldhearted	Warmhearted
Far-sighted	Reckless	Cowardly	Brave
Gallant	Malicious	Cruel	Kind
Generous	Greedy	Domineering	Submissive
Gentle	Vicious	Easily Tired	Tireless
Gregarious	Solitary	Feeble Warrior	Mighty Warrior
Home-loving	Restless	Greedy	Generous
Hot-tempered	Thick-skinned	Headstrong	Reliable
Kind	Cruel	Ignorant	Knowledgeable
Knowledgeable	Ignorant	Impatient	Patient
Level-headed	Mad	Languid	Energetic
Loyal	Treacherous	Mad	Level-headed
Mighty Warrior	Feeble Warrior	Malicious	Gallant
Modest	Arrogant	Passionless	Passionate
Naive	Skeptical	Pitiful Leader	Superb Leader
Passionate	Passionless	Provocative	Polite
Patient	Impatient	Reckless	Far-sighted
Peaceable	Bloodthirsty	Repulsive	Charming
Persuasive	Unconvincing	Restless	Home-loving
Polite	Provocative	Selfish	Selfish
Quick-witted	Slow-witted	Skeptical	Naive
Reliable	Headstrong	Slow-witted	Quick-witted
Selfish	Selfish	Solitary	Gregarious
Submissive	Domineering	Thick-skinned	Hot-tempered
Superb Leader	Pitiful Leader	Tight-lipped	Talkative
Talkative	Tight-lipped	Treacherous	Loyal
Tireless	Easily Tired	Unconvincing	Persuasive
Warmhearted	Cold-hearted	Vicious	Gentle





These are the items shown on the Character Page:

- ✠ Name
- ✠ Fatigue Status
- ✠ Personality Traits
- ✠ Transportation Mode
- ✠ Quest Status or Waiting
- ✠ Number of Warriors
- ✠ Maximum Number of Warriors
- ✠ Warrior Realm or Race
- ✠ Midnight or Blood March position
- ✠ Weapon Carried

Consult Appendix B for the Master Character Synopsis, a complete list of all known *Lords of Midnight* celebrities.

## **Luxor the Moonprince and the Royal House of the Moon**

By way of refresher, Luxor the Moonprince is the living head of Midnight's Royal House of the Moon. Through that land's glorified relic, the Moonring, Luxor and his son, Prince Morkin, can see and control the Alliance.

As explained earlier, Luxor's position at the beginning of *Lords of Midnight* is unenviable. Boroth the Wolfheart has imprisoned him in the Dark Citadel of Maranor. Luxor can do nothing but wait for Arin Lord Blood or Corleth of Corelay to rescue him. Occasionally, Luxor runs into Boroth's realm hostages, imprisoned also in the Dark Citadel.

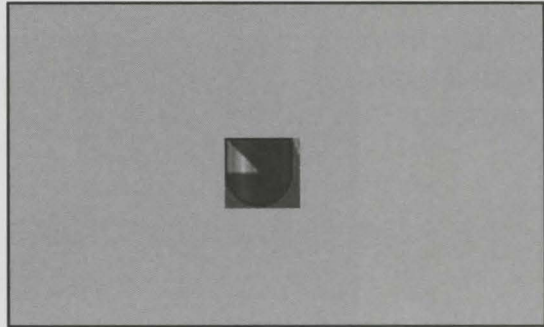


Figure 3-2.  
Arin Lord Blood's shield.

## The Hostages

Cowering in the decidedly unfriendly confines of the Dark Citadel of Maranor, 12 hostages, one from each realm, await rescue. (Boroth hasn't figured out the benefits of taking a Dark Fey as hostage. Too bad!) Luxor the Moonprince is also a prisoner. Every hostage is optimistic that the noble Arin Lord Blood and Corleth of Corelay will appear at any moment and release him. Once the hostage is released, the good people of Arungor provide a mighty dragon to whisk him home.

Second to Luxor in importance is Zenethor the Strong, lord of the Athelings of the Lee. He is the only character in the game that is a superb leader and mighty warrior.



*Tip: This will not be the last time this is mentioned!*

The unlucky Dark Citadel hostages are listed below. (Even though Arin Lord Blood and Corleth roam the Dark Citadel, they are no longer considered hostages.)

TABLE 3-2 Hostages in the Dark Citadel

Hostages	Race	Home Castle
Aloroth the Fey	Fey	Carafel
Djalina Snowheart	Uskarg	Theodel
Emedrel of the Fire	High Fey	High Fey
Kiranda the Wild	Arakai	Erefar
Luxor the Moonprince	Free	Corelay
Melinissa the Sweet	Giants	Athruk
Mogrik the Witless	Kith	Erifel
Olthruda the Bountiful	Long Dwarves	Farwain
Princess Aremela	Eldrin	Arelban
Sagrana Goldenwing	Dragonlords	Faragor
Thalgrima the Betrothed	Deeping Dwarves	Zaragorn
Zenethor the Strong	Vavrorn	Atheling

## The Neutrals

Good and evil characters abound in the Blood March. But they mingle with another type of character—the neutral. Luxor the Moonprince, Prince Morkin, Corleth of Corelay, Araleth the White, and any members of the Alliance are good. Boroth the Wolfheart and all the Dark Fey are evil. Anyone else is neutral.

Neutral characters tend to wander around the same realm, occasionally crossing over into neighboring realms for brief side visits. Many neutrals carry protective shields that are individually crafted and stand out from the distinctive shields and banners of the 13 realms of the Blood March and the Moon Shield of the Royal House of the Moon. Most neutrals, however, hold tightly to a generic brown shield with a metal swipe across the face, parallel to the ground.





## Realm Characters

The 13 realms of the Blood March contain almost a hundred heroes and villains. All are headquartered in castles and citadels. Even more than neutral characters, realm characters tend to stick very close to the home fires, venturing across the border only rarely and briefly.

## Boroth the Wolfheart and the Dark Fey Villains

By now, it should come as no surprise to you that the Alliance must dispose of Boroth the Wolfheart to restore order and peace to the Blood March. No retelling of Boroth's crimes and misdeeds is necessary. The screams coming from the Dark Citadel of Maranor, Boroth's headquarters and breeding ground and home base for grotesque villains, are testimony enough. If listening at the Dark Citadel's door is too unsettling, read the *Lords of Midnight* manual for a less dramatic rundown on Boroth the Wolfheart's nefarious record.

How do you recognize a villain of the Dark Fey, truly a scruffy lot? The Rogues Gallery in Appendix B displays almost every known face (attached to an equally known body) in all the Blood March. Scan the faces.

Look for visages that closely resemble each other, as if some strange, obscene inbreeding experiment had gone berserk and left dozens of offspring horribly mutilated. The spawning parents of these horrors obviously weren't too far apart on the family tree.

Concentrate on characters with dark complexions, long, stringy jet-black hair, and a maniacal grin. Is the proboscis pronounced, drawn-out, and angular, like an expert ski slope? Is the hairline receding? If all these corporeal characteristics are present, see if any jewelry hangs pierced through the nose, tongue, ears, or lips of the face. Finally, do you notice any all-black garb? If all of the above is true, congratulations. You've found a Dark Fey. Not a pretty sight. They smell, too! Quite unforgettable!

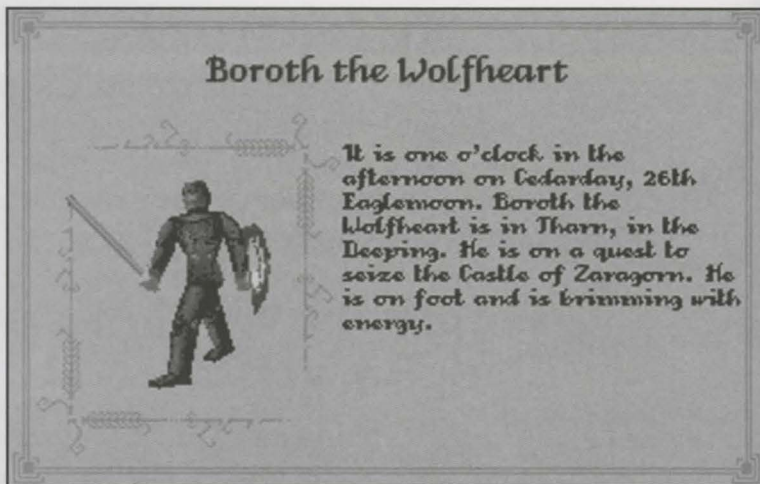


Figure 3-3.  
The Big Nasty!

Boroth is easy to pick out of this sorry lot. Just search for a Dark Fey face with the fashionable white splotch of hair just over a sloping forehead. Rumor has it that Boroth received this deviant patch of hair from being struck by lightning over 200,000 times in the space of three short years. Whether the rumor is true or not, you may be amused by his appearance, but never by his capacity for evil, his superb leadership qualities, or his attack plans and routes through the Blood March to Midnight.

The Dark Fey begin with a significant warrior advantage over the Alliance. Each Dark Fey leader starts with some 500 warriors, while the starting five Alliance members have almost none (except for Prince Morkin, who has 190 warriors of the Free.) Boroth alone travels with a force in excess of 10,000, with a like amount under the command of Toraneth the Cruel in the Dark Citadel of Maranor.

Also, Dark Fey castles regenerate warriors at a rate greater than the good people of the Blood March. This presents a formidable military challenge to the Alliance and neutral heroes inhabiting the Blood March.

## Character Hit Parades

As discussed above, each *Lords of Midnight* character is imbued with constant personality traits, which govern and predict conduct over the course of time. The descriptive traits of “Superb Leader” and “Mighty Warrior” attributed to a character are the pinnacle of hero or villain strong points.

The superb leaders and mighty warriors are high-ranking and powerful, whether villain or hero. Only six superb leaders (five good ones and Boroth the Wolfheart) and eight mighty warriors (all good) are in the game. Two are hostages: the noble Luxor the Moonprince and Zenethor the Strong, head of the Athelings (the only Blood March character who is both a strong ruler and superb leader). Once that titan is rescued from the Dark Citadel, he should be recruited and placed at the forefront of any army or fellowship to be engaged in a crucial battle with the Dark Fey.

**TABLE 3-3 Cutting Edge Heroes**

Mighty Warriors	Superb Leaders
Amarin Starchaser	Arak the Avenger
Anderlane of Arakai	Galagrim of the Flame
Asunai Ironwing	Jarleth the Shining
Corlane the Bear	Luxor the Moonprince <sup>1</sup>
Norgrim the Rock	Zenethor the Strong <sup>1</sup>
Oglim the Lonely	
Thorgran Wildsword	
Zenethor the Strong <sup>1</sup>	

**LEGEND**

1. Hostage.



**TABLE 3-4 Cutting Edge Villains and Neutrals**

Mighty Warriors	Superb Leaders
Var the Swordsman (neutral)	Boroth the Wolfheart (villain)

Tables 3-3 and 3-4 reveal the best and the brightest heroes, whether good, neutral, and or even heinous. Try to recruit these wonders as quickly as possible; several are hostages in the Dark Citadel. A final note here: Ignore the advice about active recruiting when it comes to Boroth the Wolfheart. If you try to recruit him, the only question his ensuing attack leaves unanswered is which of his 10,000 warriors will dance on your grave.

## Warriors

Warriors represent the protective and warlike lifeblood of the Blood March. These stalwarts wander freely about the landscape. When in a stronghold, warriors can be easily transferred into service by an allied hero or villain in residence. (This takes place from the Character Page.)

Strongholds attract just so many warriors by the end of each calendar day. Over time, the strongholds of the villainous Dark Fey lords and ladies do a better job of attracting nomadic warriors; I leave it to your imagination to determine what lures warriors in greater numbers to these dens of wickedness. No more than 5,000 warriors can occupy a castle at any time. Villainous citadels may hold up to 10,000 warriors. All others strongholds have a limit of 5,000 warriors.

The more warriors a stronghold generates or attracts, the better. The castle or citadel will be better defended, and will provide a deep well of willing warriors from which the Alliance can drink often.

There appear to be absolutely no limitations on the number of warriors of a single race that a hero, villain, or neutral can lead. This helps as the endgame approaches, and cuts down on the number of Alliance heroes that the Alliance needs to get quickly to the Dark Citadel of Maranor for the final assault.

**TABLE 3-5 Stronghold Warrior Daily Regeneration<sup>1</sup> and Capacity**

Owner	Castle	Citadel
Boroth the Wolfheart	15	30
Dark Fey Villain	12	25
Alliance	10	20
Neutral	10	20

Stronghold Capacity		
Owner	Castle	Citadel
Boroth the Wolfheart	5,000	10,000
Dark Fey Villain	5,000	10,000
Alliance	2,500	5,000
Neutral	2,500	5,000

**LEGEND**

1. The daily rate can sometimes double for a few strongholds for no apparent reason.



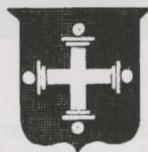




## Chapter Four



# First Steps



**N**ow that you are familiar with the geography of the land of Midnight, and the characters in the game, what should you expect when you start to play?

## Starting Positions in the Blood March and Midnight

In *Lords of Midnight*, all new games open with an identical setup of characters, realms, strongholds, maps, and victory conditions. Only a handful of strongholds and about a quarter of the Blood March's general public are known to the starting player. Occasionally, games begin with slightly different characters, but the main ones always show themselves right away. All 14 citadels are also known when *Lords of Midnight* begins.

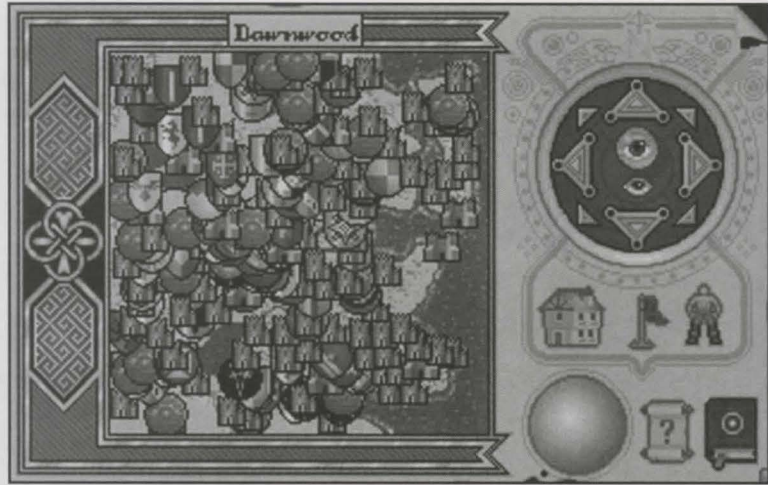


Figure 4-1.  
Strongholds when  
*Lords of Midnight* begins.

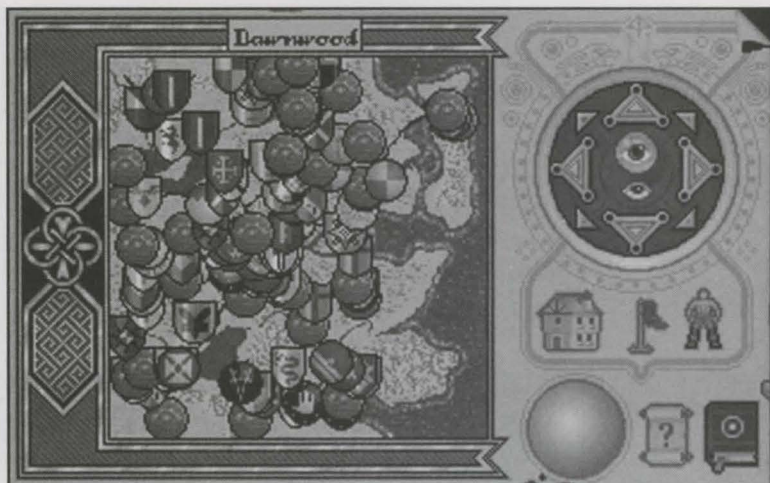
Only eight castles are known to the player at the beginning of the game. Under the game's stronghold and character map revelation rules, only the Midnight castles, the neighboring Lee castles, and the Dark Fey castles are apparent at the start (the latter because Luxor the Moonprince is imprisoned in the Dark Citadel of Maranor).



Figure 4-2.  
This is all we know about the  
Blood March and land of  
Midnight as the game begins.



Figure 4-3.  
We'll encounter these  
Blood March characters  
later in the game.



These modest figures will expand greatly within just a couple of game weeks, as long as the members of the Alliance start exploring the Blood March in earnest. Complete exposition of all strongholds and characters in the Blood March should occur within about two game months of Day One.

Figure 4-4.  
Toraneth is a known  
villain from the start.







Figure 4-5.  
This character is unknown when the game begins.

## Jump Starts

Are you having a hard time making headway at the start? Strategy wargames like *Lords of Midnight* can be difficult and frustrating in the beginning. Follow the tips outlined below to make your first hours of play more effective.



Figure 4-6.  
Emedrel is a hostage in the Dark Citadel.

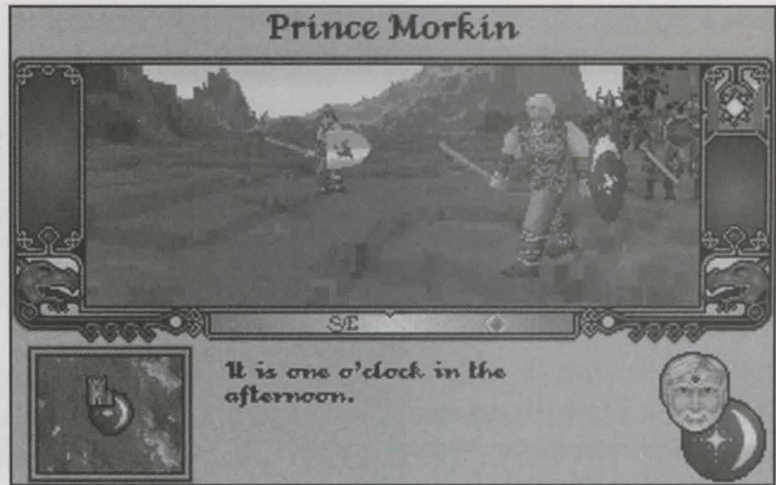


Figure 4-7.  
Prince Morkin and Araleth the  
White begin the quest.

## Increase Prince Morkin's Forces

When it comes to the number of warriors escorting a hero, the more the better. Before Prince Morkin steps over the Midnight-Blood March boundary, have him transfer troops from the Castle of Corelay and the other friendly Midnight castles, Last and Jade. With close to 400 troops, the Prince should have little problem if he is the subject of an unprovoked attack.

## Early Recruiting: Avoid Sharila and Orabrin

At the game's opening, Prince Morkin and Araleth the White are safely settled in the Castle of Corelay. The Prince has taken on a quest to visit the Citadel of Erifel a short distance into the Blood March from Midnight. Araleth is headed elsewhere.

Watch out for Sharila Suresword, Lady of the Erifel, and Orabrin Lionsblood. They appear instantly within a day's travel of Midnight, to the east and south, immediately after the heroes cross the Imilvir into the Witherlands. Sharila is hot-tempered. While she probably will not initiate an attack, do not try to recruit her. She invariably becomes enraged and

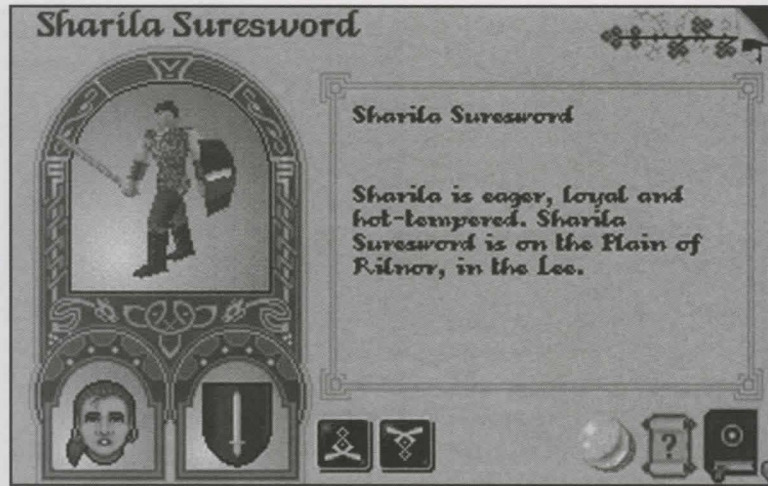


Figure 4-8.

Do not try to recruit this hot-tempered Lady of the Erifel.

attacks, usually killing Araleth or even the Prince. The same goes for Orabrin, who exhibits the same initial hostility towards the Alliance.

What a way to start a game! Worse yet, if you fight Sharila and kill her, the entire Witherlands turns against the Royal House of the Moon. The same holds true of the Alliance causing the death of any character in a Blood March realm.

Just to the south of Midnight is another realm, Eldmark, and further south is Gelm. Shortly after the game begins, several easily recruitable neutral characters are seen headed north towards Midnight and the Witherlands.

## Wish Araleth *Bon Voyage*

Araleth the White, despite belonging to the Royal House of the Moon, does not seem to excel at any particular task in the game. At first blush, his personality traits seem destined to achieve great things, but in real-time game play, this ordinarily does not seem to happen.

Since he is available right from the get-go, send him on a long trip. The primary purpose should be to gradually reveal the Blood March geography, strongholds, and characters. You will recall that early on, much of the game map is unavailable.





Such a trip might take two months, but at the end of his journey you will have total knowledge of the Blood March.

Once Prince Morkin and the newly recruited heroes start fanning out in all directions, the Heroes & Villains pages and Map become fuller by the day.

## Recruiting Rescued Hostages

Rescued hostages repay the Alliance's gallant efforts by subjecting themselves to direct control and appearing under the Alliance banner. Unlike recruited heroes, rescued or saved hostages do not actually owe allegiance. This results in a sort of dual citizenship or status; they are loyal to their home realm and the Alliance at the same time.

What effects does this have? Several significant ones. First, because the rescued hostages are beholden to the home realm, they are not permitted to take warriors from strongholds under the banner of Midnight. However, they will be able to take warriors from strongholds under their home realm banner, even if, not recruited by the lord who holds that stronghold.

Quite a cool idea, no? For example, if Djalina Snowheart gets rescued, she can strip warriors from all strongholds in the Fal-lows. This tactic is wonderful for procuring large armies without the need to go through the recruitment process.

On the other hand, to effectively use these rescued hostage warriors in the campaign to kill Boroth the Wolfheart, you want to have the rescued hostage pledge fealty to Midnight, so that strongholds retaken from Boroth are under Midnight's banner and are hotbeds for the flocking of the Free.

So, at some time, you should recruit the rescued hostage to join the Alliance. From then on, the rescued hostage will not be able to recruit from strongholds under the banner of the home realm. A good time to switch allegiance is within a month of the expected final showdowns with Boroth and the Dark Fey. That way, the warriors of the Free will flock to that stronghold.

# Part Two



# Mastering the Machine

The world of *Dungeons & Dragons* is a place of the game's characters, monsters, and the Final Machine, a creature made of the bones of the great dead.

## Almanac and Bestiary

The Final Machine's origin, history, and power that runs the country, and the Final Machine's role are all discussed in the chapter's "The Final Machine" section. This section also includes the creature's abilities, which are "A powerful weapon."







## Chapter Five



# Command Post: The Index Page

**T**he Power of Command conferred upon you by the Midnight Moonring is ready and available at the game's Index Page. Eight so-called "chapters" of the open color-designated game book enable you to delve deeply into the exciting and ever-changing world of the Blood March and Midnight. A tremendous amount of information on every aspect of the game's characters, strongholds, and the Blood March is instantly viewable at the touch of the game's Hand.

## Almanac and Bestiary

The Blood March's seven artifacts, the beasts that roam the countryside, and the Blood March races are all discussed in this chapter of the Index page. (See Chapter 7 for detailed information on the artifacts, which are all powerful weapons.)



Figure 5-1.

The Index Page is the gateway to a wealth of information.

Since the player (through his/her heroes) rarely if ever encounters a beast, I will leave this to your gaming pleasure. Pet the wolves that hang outside the Dark Citadel of Maranor, but don't feed them.

## The Map

You will spend a lot of time checking on the Map. You can easily pick up invaluable information on all the doings in the Blood March on the Map. When the Hand passes over the Map, all known characters and strongholds are identified. The crystal ball is useful too; it not only zooms in on a particular Map location, but also causes the top of the Map screen to display the realm the player is currently exploring.

The "Look Closer" and "Look Farther" eye-symbol toggles are especially helpful. Clicking on the smaller eye about four times brings up a single screen that reveals the entire Blood March Map. Toggle the eyes to manipulate the visuals of the countryside's building and people, providing helpful and informative views of your game situation.





The ability to see the travel path of anyone on the Map is worthwhile for several reasons. It can help a character meet or avoid another character. Checking the Map will show where a character is and the direction and destination.

This is especially important where you want to interact with the character. If the Map shows that character is heading in the opposite direction from the controlled character, then interaction may not be possible. But if a character you want to encounter is headed toward you or even just on an intersecting path, you can pursue him or her.

Remember, only a relatively modest portion of the game's characters and strongholds will be known as the game gets under way. But that changes; when an Alliance member crosses the border from one realm to another, all characters and strongholds in the destination realm become known to the player. As the player expands the Alliance, its members fan out across the Blood March, hostages are released to return home, and the Map is gradually filled in. About two game months usually pass before you get your first complete look at the entire world of the Blood March.

## Heroes & Villains

From here, you can view the entire catalogue of Blood March characters, from the goodness of the Alliance, to the neutrals, to the villainous Dark Fey. Appendix B's Rogues Gallery reproduces this catalogue, which eventually grows to seven pages and over 150 facial entries.

From game to game, every Blood March character possesses the same personality traits. After several plays through *Lords of Midnight*, the player will begin to develop instant recognition and attachment to many of the more memorable, colorful, and powerful characters.



## Travellers Guide

All pertinent information on the Blood March's geography and strongholds is contained in the Travellers Guide.



*Note: Unlike the Almanac and Bestiary, which you need not refer to again once you have learned them, this chapter continually updates the current status of all Blood March strongholds, the castles and citadels.*

At the game's start, complete information on all castles can be found in this Index chapter. This is true even though the Map fails to reveal the physical locations of almost all the castles at that juncture of the game.

## The Here & Now: Real-Time 3-D

This chapter of the Index gives direct control to the player over the current character being manipulated. The view is in real game time and presents a striking 3-D view of the Blood March landscape at the player's current whereabouts. I highly recommend that you spend time playing in the enormously visual world the masterminds behind *Lords of Midnight* created. You haven't lived until you've flown with a hero on a dragon's back across the face of the moon or walked upright with a huge fellowship plodding over the landscape into the broiling Blood March sun.

Much of the game could be played from another screen that permits you to let time race on. The name of that screen? Why, Time Races On, of course! Advantages that the Here & Now screen offers include:

- ✦ Dragons can only be mounted or dismounted from the Here & Now by activating the **[F5]** key. Until this is done, any attempt to reach the whereabouts of the character's current quest will be put on hold. The character atop the



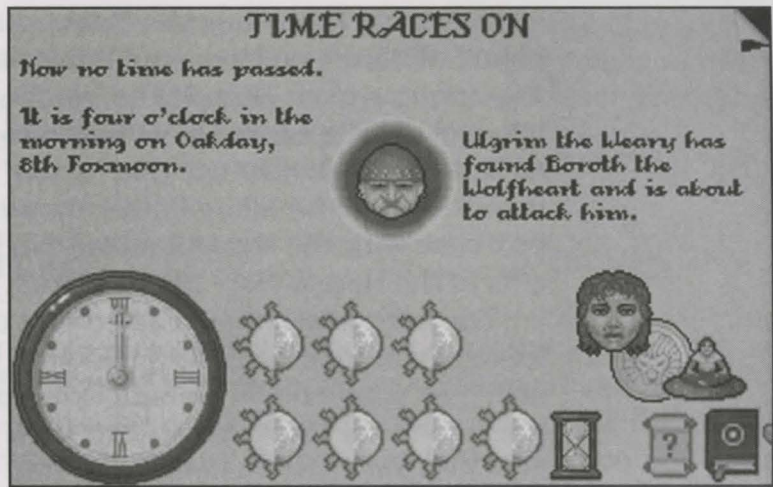


Figure 5-2.  
Time Races On!

dragon or wishing to mount the beast will simply hover over the destination landscape and twiddle his/her thumbs, while waiting for you to take some action. The same goes for the reverse. If, while the current hero is on foot, you want a quest to be carried out by dragon, hit **F5** and mount up.

- ✠ Arin Lord Blood and Corleth of Corelay can find and liberate the hostages from the Dark Citadel of Maranor much faster from this view than leaving them to search on their own.
- ✠ Combat is often better performed by taking direct control over the combatant, especially when the current character is at a tactical disadvantage. The computer should not be allowed to handle the fighting in these circumstances.
- ✠ Heroes on quests sometimes need to be extricated from geographic traps, either steep inclines or mountains, or other obstructions of the Blood March landscape. The Here & Now will let you take control of the stuck hero and send him/her on a course in the direction opposite that of the obstruction. The current quest continues when you leave the Here & Now.
- ✠ The constantly updated box view of the immediate vicinity in the bottom left-hand corner of the Here & Now screen will help players ascertain what's going on in their immediate vicinity.





(Here and Now's box view warrants a few more words in its behalf. With it, you can avoid potentially dangerous adversaries, armies—even Boroth the Wolfheart himself. Conversely, you can chart a course to a character that you wish to recruit or fight. You can also use this “living” map to see which characters seem to be idling for no apparent reason. Combine the box view with the straight-ahead 3-D view often, and the benefits of the Here & Now will bear fruit.)

The hero doesn't need any doors or invitations to enter or leave any indoor location (including the Dark Citadel of Maranor); just press the **[F4]** function key and he's in (or out, as you please). From the outside, the hero ends up in the stronghold's entrance hall when you use **[F4]**.

*Lords of Midnight* gives you the opportunity to talk to another character by selecting the **[F1]** function key. The Blood March residents have little or nothing to say other than questions and answers relating to recruitment. These conversations automatically take place at the end of recruiting and joining quests anyway. Unless you want to see the facial expressions of the speakers, there's no real need to invoke this option; still, if you want it, it's available only in the Here & Now.

## Fellowships

The principal advantage to fellowships is the orderly and speedy travel of multiple heroes and thousands of warriors. They definitely give the player a logistical benefit by cutting down on the number of characters a player needs to control at any one time.



*Tip: Remember that the survival of at least one of the heroes of the Royal House of the Moon is absolutely required. To keep these valued heroes out of harm's way while traveling with heroes in a fellowship, never put them at the head of the fellowship. This is because the head of an attacked fellowship is the only member thereof who can suffer the ultimate penalty of death if a combat or siege turns sour.*



Plan your fellowships wisely by studying the characteristics of each constituent. As a corollary of this rule, it appears that characters of the same realm come off better in combat when grouped in a fellowship of their allies.

## The Chronicle

The Chronicle furnishes a complete narrative or running account of the significant happenings in Midnight and the Blood March. The plans and accomplishments of all known or learned characters and heroes are faithfully recorded on a daily basis. Boroth's comings and goings are also reported. Other than Boroth the Wolfheart's activities, only Alliance activities are reported.

As the Alliance grows by recruiting and hostile takeovers and by the rescue of the Dark Citadel hostages, the Chronicle becomes quite lengthy.



*Tip: Scan the Chronicle on a daily basis, or you may miss something really important.*

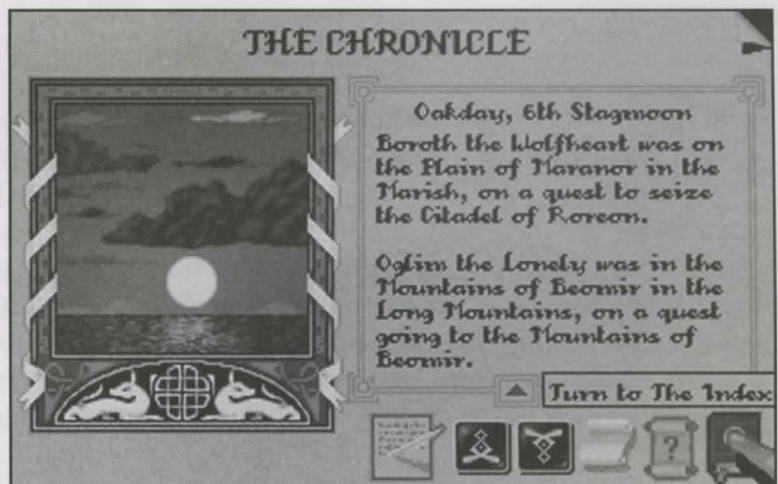


Figure 5-3.

The Chronicle keeps track of characters, such as Boroth and Oglim the Lonely above.



# The Alliance

An impressive display of the shields of all Alliance members is available here. Study them so that your review of the Map will be easier when trying to discover who owns a particular stronghold.

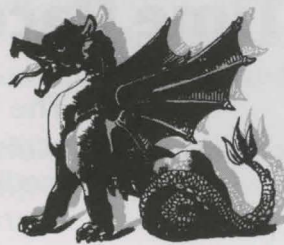
## Fellowships







## Chapter Six



# Time



**T**ime is crucial to success in *Lords of Midnight*. From the rigid game-completion time limit of 365 days to the number of hours that individual characters need to recover from fatigue, you will be ever reminded of the past, present, and future. You must never waste time, and economy of motion is a goal you should seek on a regular basis.



*Tip: Need a breather from the unrelenting passage of game time? Stop the clock by going to any Lords of Midnight screen except the Here & Now and Time Races On.*

Many actions and quests undertaken in the game should be planned in the shortest time period possible. Why send someone clear across the Blood March when an equally capable character could perform the intended quest from a few leagues away?



## Time Races On

The Time Races On utility is available from the Here & Now screen by selecting the hourglass icon. From here, you get immediate feedback on the comings and goings of all known characters in the Blood March. You'll always get a chance to return to direct control when something happens that might require your personal attention.

You may not notice, while you are monitoring the accomplishments and failures of some characters, that others—heroes, even—have ended up in precarious or hopeless positions. A questing character may veer right into the path of a well-escorted villain, or go off course, or collapse in a heap by the roadside. Worse yet, if you take your hands off for a while, you may let Boroth increase his incursion into the current realm.

Don't let things get out of hand. If you find that you are becoming mesmerized by overuse and reliance on the Time Races On function, head for the Here & Now. Ride a dragon, go on a picnic, or play contact poker.



*Note: If neither the Time Races On screen nor the Chronicle reports the progress of certain characters, you may have accidentally toggled off the eyes icon from the Character Page. This turns off the progress reports for those characters.*

Earlier, you learned that the Chronicle represents the Blood March's calendar and all-seeing events reporter. Another function (not quite as evident) is its use in calculating the time it takes various characters to complete the different quests, or the time it takes them to travel between locations. Compare Blood March distances and the travel time, or any other important barometer in *Lords of Midnight*. This will give you a handle on how to effectively plan actions that might be time-sensitive.



If you begin to lose the overall picture of current Blood March events, check with the Chronicle and review the last couple of weeks of game events. Pick another time period, even longer, to get up to speed.

One last note here: The Chronicle faithfully records quests, but not their completion (or incompleteness).

## Quests and Weapons



**T**he Overview Page in the world is the best place to find out about other important game functions. It includes the Chronicle as well as a listing of all the quests in the game. The main page of the game is the best place to find out about the details of quests in Blood March. Every quest is listed and is color-coded from green (active) to red (completed). A red quest is a quest that has been completed and is no longer available. A green quest is a quest that is currently active and is available to be completed. A yellow quest is a quest that is currently active and is available to be completed. A blue quest is a quest that is currently active and is available to be completed.

## Quest Assignment

Quests are assigned to players by the game. Some quests are assigned to all players, while others are assigned to specific players. The game will assign quests to players based on their level and other factors. Some quests are assigned to players based on their location in the game world. Some quests are assigned to players based on their current quest line. Some quests are assigned to players based on their current quest line. Some quests are assigned to players based on their current quest line.



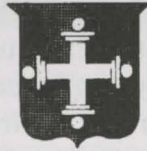




## Chapter Seven



# Quests and Weapons



**T**he Character Page is the portal to The Here & Now and other important game functions, including the transfer of warriors to waiting members of the Alliance. The most important function on this page is the assignment and distribution of quests to Alliance compatriots. Every conceivable quest is covered, from simply traveling to seizing a stronghold to shadowing someone—even dropping to the ground and curling up for a nice rest. You will spend considerable game time at this screen.

## Quest Assignment

Assigning quests is the ultimate power trip in *Lords of Midnight*. Quests are parceled out to Alliance members, whether recruited heroes (Full-fledged) or rescued (loyal to a realm). No game penalties are imposed against individual heroes or the player for quests that failed or were abandoned in midstream.



*Note: Any quests on foot or on a boat will automatically take the player to the quest site and attempt to complete the quest, whether direct or indirect control is being used by the player.*

Every Alliance hero has all commands in the chapter available at any one time—except Arin Lord Blood and Corleth of Corelay. Those Dark Citadel nomads have only two quest commands at their disposal: Rescue Hostages and Wait. However, once they escape the Dark Citadel, they have the complete quest menu available for use.

Some quests involve finding heroes or villains who are mobile and in a different realm than that of the quest assignee. This situation considerably lessens the chances for successfully completing the quest; the questing character may become hopelessly confused and spin around in circles. To counteract this, have a desired quester go to a location in the realm of the mobile target, then assign a specific quest to interact with the target.

## Available Quests

This section describes all of the available quests in detail.

### Go to Somewhere

Go to Somewhere sends a hero on the way to any location in the Blood March territory, even the middle of a lake. By hiding people and revealing buildings on the Map, you can track the last selected character, see his/her current position, and follow the intended journey along a thick line of transit to a staff in the ground topped by a fluttering red flag.

### Guard Somewhere

This quest is of limited value. In fact, if you're not careful, failing to pay close attention to a character sent on this quest can



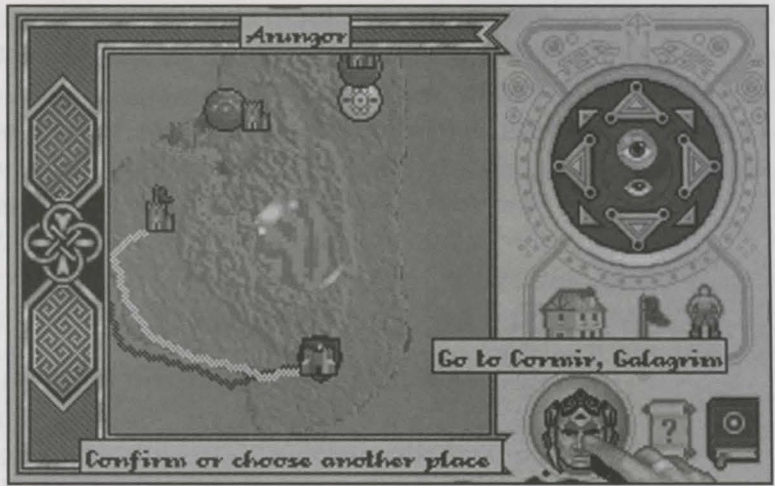


Figure 7-1.

Galagrim of the Flame heads for another Arungorian castle.

result in a devastating loss of a valuable hero and the slaughter of his/her accompanying warriors.

Essentially, a hero is sent to guard a particular castle or citadel. On reaching the intended destination, the character and warriors stand around just waiting for another character, usually a villain, to attack the stronghold. The guardian character will then spring into action and engage the attacker outside the stronghold. Unfortunately, the bonus strengths of the guarded stronghold play no part in the eventual struggle. The odds may be stacked against your hero in these circumstances, who must fight without the stronghold's garrison.

There are tremendous, not-to-be-missed advantages (so-called combat bonuses) that occur when the possessor of a stronghold defends that stronghold from the inside, with all of a hero's troops transferred to the stronghold's garrison. Castles make 100 warriors fight like 300, and citadels make 100 fight like 400. Even a fairly small garrison with these bonuses can put up quite a fight against almost any adversary, even the formidable Dark Fey.

Because of this, the better course of action if a stronghold needs to be protected is to use the Go to Somewhere command. Once you reach the destination stronghold, enter, transfer all the hero's troops into the garrison, and more confidently fight



the good fight from the inside. To accomplish this, simply select [F4] and you will be teleported into the stronghold.



Caution

*Caution: Be careful here, though. Make sure the stronghold you enter is a friendly one or the Captain of the Guard, or resident lord or lady, will take exception to your presence and begin a pitched battle. In effect, this action is the same as giving the Seize Stronghold quest.*

## Seize Stronghold

At first glance, this command appears to need no explanation. Its implementation is very simple. Just select any hostile or neutral Blood March stronghold to seize. It goes without saying that before you undertake such a quest, you should carefully size up the attacking hero or fellowship against the defending stronghold. Recall that troop strength in any defending building is boosted by three or four depending on whether it is a castle or citadel.

Beware the passage of time. If a quest to seize a stronghold is launched from a location within a day's march of the destination, chances are highly unlikely that the target's situation will change by the time the character gets there. On the other hand, if the Seize Stronghold command is invoked and the hero or fellowship must travel halfway across the Blood March, it's a whole new ball game. In the 10 or 15 days the journey will take, the garrison of the intended target may have increased substantially.

From the above explanation, you can see that the hero should never use this command if the quester is an appreciable distance from the target. If you must dispatch a hero or fellowship to seize a far-off stronghold, use the Go to Somewhere quest command. As your characters approach the target, re-evaluate the strength of the garrison. You can use this command with confidence only when you confirm the validity of the initial assumptions that led you to attempt to seize the stronghold.





*Note: Only the Alliance and Boroth the Wolfheart can seize strongholds while Boroth is alive. However, once Boroth is killed, the remaining Dark Fey lords and ladies go on a rampage—their final destination being Midnight's Castle of Corelay. Their daily routine becomes one of seizing control of strongholds belonging to the Alliance or other realms.*

Neutral characters may seize evil castles and citadels once Boroth is dead; they may even attack the Dark Citadel! (By the way, don't waste time trying to seize an Alliance stronghold. You can't! Just walk in the front door; use **[F4]**).

## Find Something

Merithel of the Lake always carries the Bloodbringer, so that artifact is easy to find (although not so easy to get; I'll explain later). When you want to get any of the other six artifacts, though, use the "Find Something" command.

See the section on Artifacts at the end of this chapter for the exact locations in the Blood March where they always begin the game. Rush to them as quickly as possible or villains may acquire their services, in which case they are lost to the Alliance permanently.

## Take Something

This command has only a single, restricted purpose. Merithel of the Lake holds the valued Bloodbringer sword, an artifact of limitless value when wielded in combat by a seasoned hero. After she is recruited by Anderlane of the Arakai, you can "borrow" the Bloodbringer from her by using this command.

## Attack Someone

The comments on the Seize Stronghold command concerning the need to have accurate information before the actual





Figure 7-2.

Torgrim Arrowhand quests to join Prince Morkin.

completion of this quest apply equally here: If the target is close, go for it. If not, just maneuver into a connecting path with the intended target. When you are within an hour or so of meeting the target, recheck the target's strength. If a fight is still winnable, attack. If not, thank your lucky stars that you had enough common sense to cease the quest.



*Note: Select the target with care from the Heroes & Villains catalogue.*

## Join Someone

Instant fellowship is the result of the successful completion of this quest. It can only be used to join a member of the Alliance, and it will not work on any of the Dark Fey or neutral characters.

## Recruit Someone

Due to the great numbers of recruitable characters in Lords of Midnight, especially early in the game, it is quite a chore to pass the Hand over the Heroes & Villain catalogue to find the face of the target recruit. You can always see the face before



turning to the catalogue by checking the character's page from the Map. To reduce down time (and the annoyance of trying to find a needle in the haystack), consult the Rogues Gallery in Appendix B. Every Blood March character that might be encountered is on display. Use the accompanying legends to the image pages to find a desired face with ease and quickness.



*Tip: Perhaps making a copy of the seven image pages and having them with you while playing the game will shorten the time even further.*

Complete details on predicting the favorable or unfavorable outcome of a recruiting effort are discussed in Chapter 8.

## Destroy Something

Because the seven artifact weapons in this game are extremely powerful and helpful in combat, it may not be readily apparent why you would target one of them with this command. However, if an evil character finds and takes an artifact, it cannot be retaken by a member of the Alliance. It is better to have the weapon destroyed than in the hands of the Alliance's mortal enemies.

These artifacts play no favorites, and they will inflict heavy damage on your heroes if in the wrong hands. Thus, send a hero on a quest to destroy the evil villain. When the quest is done, the villain and the weapon disappear from the game forever.

## Rescue Someone

Only Arin Lord Blood and Corleth of Corelay can use this command. As you know, they roam the dusky passages of the Dark Citadel of Maranor, desperately attempting to rescue the 12 Realm hostages and Luxor the Moonprince, head of the Royal House of the Moon.

Resist the urge to permit those heroes to take a break and get some fresh air. If you select the **[F4]** function key for either of them, they will be instantly transported outside the Dark



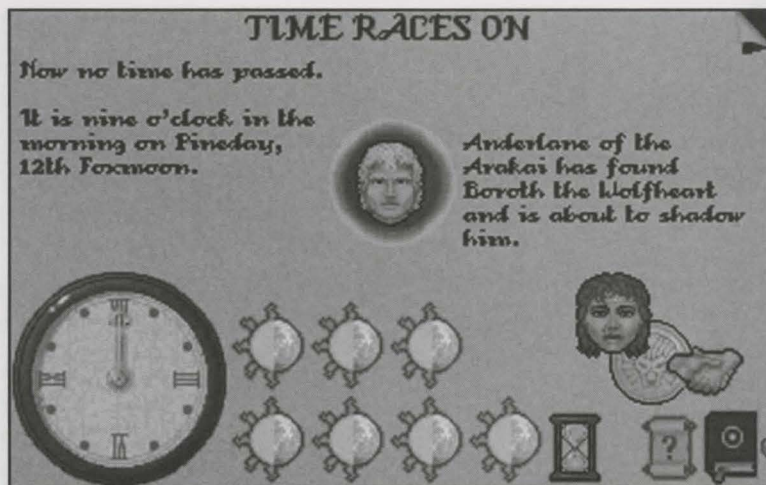


Figure 7-3.  
Anderlane of the Arakai  
is tailing Boroth.

Citadel. What awaits them there is frightening. Wolves stand ready to attack, as does Toraneth the Cruel, surrogate guardian of the Dark Citadel for Boroth. Other Dark Fey wander near this bastion of depravity.

Even if the hero-escapee figures out how to avoid those pitfalls, any attempt to re-enter the Dark Citadel is blocked by the over 10,000 Dark Fey guarding the sordid edifice at all times; they'll tear the hero limb from limb. Whoops!

## Shadow Someone

This command does not need to be overused, but it does have one extremely important purpose. As soon as possible after the game begins, assign an Alliance hero to tail Boroth the Wolfheart. The chief villain's exact whereabouts must always be known to the Alliance and monitored to assure adequate response preparation and downright avoidance.

Legend tells of a splinter organization helping the Alliance: the Rolling Covenant, garrisoned by Ruhtra and Elechim of Odnoder. Their steadfast and unflinching shadowing of Boroth the Wolfheart, the consummate evil, has made the Blood March Encyclopedic History of the World 70 years running.





Many a game has been more easily won by the effective use of this command.

## Wait (Rest)

This command rests characters roaming the Blood March. If the command is not manually given to a character, the character will rest automatically. Some characters, if permitted to rest too long, will go off on their own quests; others will sit for months until you give them something to do. An easy way to monitor whether important characters are sitting or lying idly by is to browse through the last few weeks of the Chronicle.

## Artifacts

Seven valuable weapon artifacts are yours for the taking. Of them, four are the most important, and three of those are always located in the same geographical Blood March position (as shown in Figure 7-5). Early in the game, once the Alliance expands, send heroes on quests to find those three. Merithel of the Lake holds Bloodbringer, the fourth crucial artifact.

*Tip: An Arakai, Merithel can usually be found in the Last Northing. Anderlane of the Arakai should be able to recruit her successfully, then take the weapon from her if he, or any other Alliance member, wants to wield it.*



As Table 7-1 shows, Merithel of the Lake possesses the powerful Bloodbringer sword. The only way you can get it out of her clutches is to recruit her (once Anderlane—as a fellow Arakai, the only one who can—joins the Alliance.) Then you can simply take the item from her without a fight.



TABLE 7-1 Artifacts (Weapons)

Name	Bonus	Location	Remarks
Aranath	Triple	Glimormir	Fey or Araleth the White <sup>2</sup>
Bloodbringer	Double	Last Northing	Arakai <sup>1</sup>
Persuader <sup>3</sup>	—	Weirdwood	Can recruit friendly/neutral warriors without recruiting a realm hero
Skullcrusher <sup>3</sup>	Double	Delve	Giant only
Stormblade	Double	Fallows	—
Swiftwing <sup>3</sup>	—	Arungor	Characters will “brim with energy” <sup>4</sup> if not in fellowship
Widowmaker	Triple	Deeping	Dwarf <sup>1</sup>

## Legend

1. Preferred race to use.
2. Bonus halved for all others.
3. Bonuses available via one of the methods listed in the Customer Service Section of the game manual.
4. Will not work if bearer is in a fellowship.

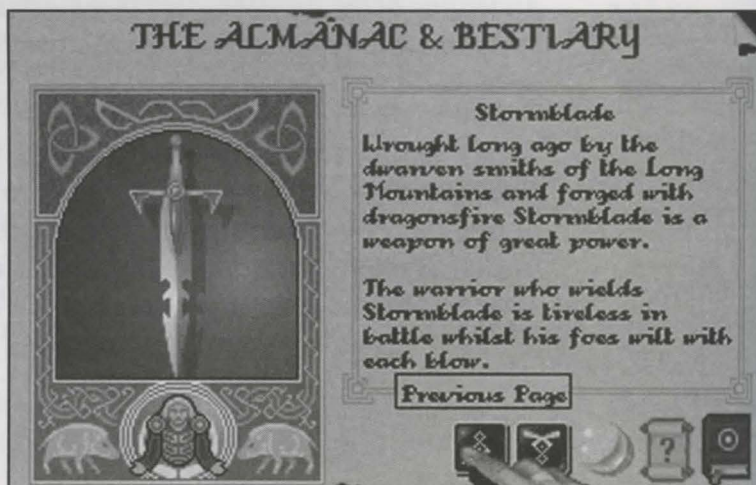
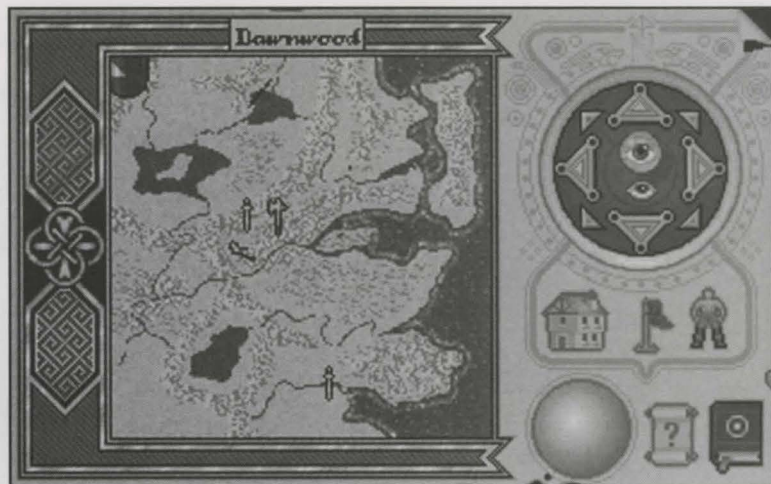


Figure 7-4.  
The Almanac portrays the mighty Stormblade.

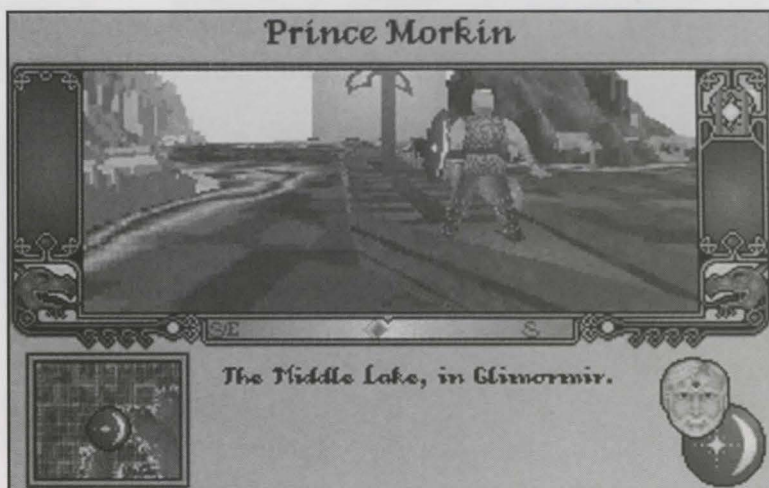


**Figure 7-5.**

Test versions of *Lords of Midnight* featured just four artifacts—Stormblade, Aranath, and Widowmaker (shown), plus the Bloodbringer that Merithel possesses at the game's start.



*Note: In the horrible event that Merithel is killed by an Alliance member, the Bloodbringer decomposes with her remains and is unavailable for the remainder of the game.*



**Figure 7-6.**  
Aranath can always be found on the Middle lake.



# Part Three



# Basic Strategy



The first round of negotiations took place in August 1988 in San Francisco, and lasted for more than 10 days. It was available here for each national strategy, while the Alliance could have only 1-3 members. This means you will have to meet frequent meetings on various fronts and when.

Equally poised in the same picture of negotiating. The 1988 year had ended a year-long hunt in terms of global policy. North of the Atlantic and the East Coast of America are the world's. Characteristics be expected only on the road. Much longer.







## Chapter Eight



# The Great Outdoors: Roving and Recruiting in the Blood March

**A**s a *Lords of Midnight* player, you will spend lots of time outdoors through the many characters in the Alliance. Whether you are taking direct control of a notable character or globally watching and waiting from the Time Races On screen, you must make many decisions.

The three modes of transportation in *Lords of Midnight* are foot, longboat, and dragon. No more than 13 dragons become available (one for each released hostage), while the Alliance could have over 140 members. This means you will have to make frequent decisions on who gets to ride and when.

Equally pivotal is the whole process of recruiting. The Alliance must extend a welcome hand to dozens of others before Boroth the Wolfheart and the Dark Citadel of Maranor can be overthrown. Characters can be recruited only on the Blood March landscape.



# Walk, Sail, or Dragon Fly

There are advantages and disadvantages to the various ways of getting around in *Lords of Midnight* that you should know about.

## Rate of Movement

All of the three travel modes heroes can use have the same speed—with one notable exception: If you take direct control over a hero on the back of a flying dragon, there is a speed increase of approximately one-third.

Although every character in all Blood March-trotting modes theoretically progresses at the same rate, boat and dragon travel is actually quicker. Mountains, steep inclines, and structures all prevent a walking character's proceeding in a straight line from Point A to Point B.

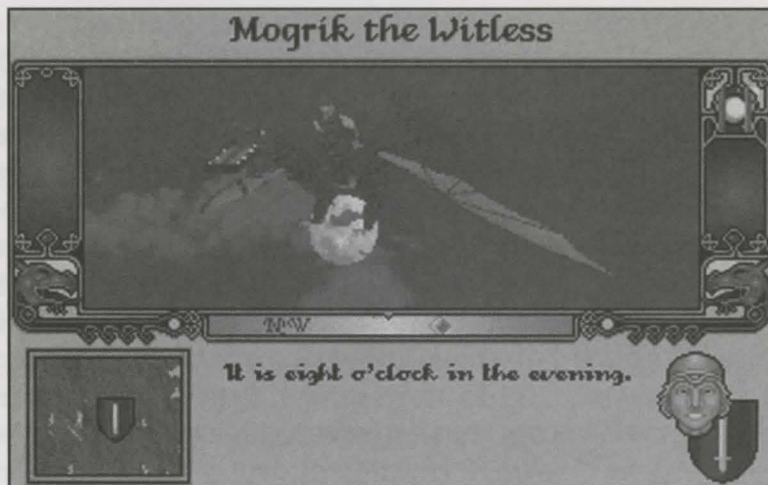
Three factors other than terrain can slow a character down. They are:

- ✘ The number of escorting warriors
- ✘ Inclusion in a fellowship
- ✘ Fatigue

## Dragon Management

One dragon becomes available for each Dark Citadel hostage that is released by Arin Lord Blood and Corleth of Corelay, for a total of 13. In the first few months of the game, though, dragons are as scarce as freed hostages.

A dragonback is the equivalent of a single-seater airplane, and always restricted to use by leaders; no warriors are allowed (even in the dragon's baggage compartment, located just between the beast's tailbone and derriere). To keep the stranded warriors from scattering to the four corners of the Blood March, have your dragon-rider enter an Alliance citadel to stronghold his/her troops before he/she hops onto the dragon.



**Figure 8-1.**  
Mogrik the Witless,  
a released hostage,  
heads home on a dragon.

Use the dragons as a great way to whisk top-notch Alliance recruiters over long distances (and treat them to mind-blowing vistas in the bargain). That way, even if some compatible recruitees are several realms away, only a few days will be needed to get Alliance hotshot recruiters to the targets.

## Recruiting Lowdown

Recruiting decisions are among the most important ones you will make in this game.

### Why Recruit?

At the outset of *Lords of Midnight*, the Alliance consists of just five heroes. The Alliance needs to expand greatly to present any kind of credible threat to Boroth the Wolfheart's dastardly plans to conquer and control the lands of the Blood March and Midnight.





The meager number of characters available to the Alliance at the game's beginning is discouraging. Two of the five Alliance members, having no accompanying warrior escorts, desperately search the Dark Citadel of Maranor for hostages to release and thus gain instant membership in the Alliance. Rorthron the Wise has no warriors. Between Prince Morkin and Araleth the White, the remaining members of the Alliance, and the three castles of Midnight (Corelay, Jade, and Last), fewer than 1,000 warriors fight for the good cause.

(In contrast, Boroth the Wolfheart starts with many castles in the Marish, and each quarters some 500 soldiers. The evil one himself roams the countryside with slightly over 10,000 warriors, all bent on destruction. Boroth, being overly protective of himself, never diminishes his count of personal bodyguards to deploy troops, even when he overruns a neutral or Alliance-held stronghold.)

Every hero, neutral, or villain is a "living, breathing" human with distinctive and remarkable personality traits. These traits determine whether a recruiting effort will be successful. An individual hero or villain can possess up to eight traits, although most have between two and four.

## Compatibility and Recruiting

Character and compatible personality traits are the keys to successful recruiting by the Alliance. The *Lords of Midnight* game program contains a hidden mathematical formula that generally decides if any specific attempt to recruit will succeed or fail. The following list gives the formula's particulars and assumptions.

1. Total the number of good traits that the recruiter and recruiting party have in common.
2. Add the number of bad traits that the recruiter and recruiting party share.
3. Subtract the number of good traits that directly oppose the character's corresponding bad traits.



If the resultant compatibility rating is 2 or more, the interacting characters are friendly, and the recruiting attempt will probably be successful.

For example, Prince Morkin's character traits are: bold, gallant, reliant, and tireless; Mograk is also bold and gallant. They share two good qualities, and have no bad qualities in common to add to that total. They also have no conflicting qualities, leaving them with a compatibility of 2. As a result, any attempt by Prince Morkin to recruit Mograk should be successful.

Recruitment becomes easier after the hostages are rescued; then, a compatibility factor of only 1 is necessary, as long as the recruit target is from a realm allied to a rescued hostage. (A compatibility of 1 also predictably results in the successful recruiting of a neutral character.)

To illustrate: Aloroth the Fey is eager, generous, and impatient; Dorgrun is impatient and reckless. The two share no good qualities, but their one common bad quality—impatience would be enough to allow a successful recruitment effort between the two (if a hostage has been rescued).

An Alliance member's attempt to recruit a Dark Fey will almost assuredly fail. The failure will be followed by a retaliatory attack. Given the normal superiority in warrior numbers of Dark Fey characters, this could have terrible consequences for the Alliance.

Rorthron the Wise is a charter Alliance member when *Lords of Midnight* commences. One of the few characters with the most personality traits of any character in the game (seven), this pivotal major player should be sent on recruiting quests, after finding and recruiting Anderlane of the Arakai. Some of the many characters that Rorthron has an excellent chance of recruiting are: Talmar the Quiet, Orabrin Lionsblood, Sparthor the Patient, and Corlane the Bear.

Hostage release and character neutrality play large roles in whether a recruitment attempt will be favorable; they are not absolute requirements, but they do seem to make the recruitment easier. On the other hand, hostile, home-loving targets probably will not be receptive to the Alliance recruiting efforts.





*Note: Remember, never try to recruit a hot-tempered character. If the attempt fails, a vicious attack might very well follow.*

Mathematical formulas aside, paint recruiting possibilities and matches with a broad brush. Have fun in this pivotal playing phase of the game. Just let your common sense and better judgment determine the likelihood that a recruiting attempt will be successfully run. All numbers and no amusement make game play tedious and dull.

There are a few other general considerations for you to keep in mind. As the Alliance expands in numbers and explores more of the Blood March, its reputation is enhanced. This has an upward effect on success in recruiting possibilities. Never try to recruit anyone who is heading directly away from the recruiter. A wild goose chase of epic proportions may result and the chaser will be completely wasted for weeks, perhaps even months.

## Looking over Your Shoulder

While you are traveling in the Blood March, never lose sight of a friendly or allied castle or citadel. Keep near these strongholds to which a single hero or Alliance fellowship can run whenever danger and peril approaches. This may dissuade any possible attacker from going after the friendly target.





## Chapter Nine



# Exploring the Dark Citadel



**W**hen the game begins, the Dark Citadel has over 10,000 Dark Fey warriors, and it is the headquarters of Boroth the Wolfheart's malevolent operations. This imposing and frightening structure is also a stuffy prison dungeon, a slammer of the most awful kind.

When Boroth begins his quest to destroy the Castle of Corelay in Midnight, he leaves Toraneth the Cruel in charge. This evil one is only slightly less ruthless, vicious, and treacherous than Boroth.

Corleth of Corelay and Arin Lord Blood, through bravery and cunning, manage to re-enter the Dark Citadel after they escape. Their task—to rescue the Moonprince and as many other hostages as possible—is an extremely daunting one.

Until hostage release, Prince Morkin's goal to gather an army to do away with Boroth will be delayed appreciably. Realms do not dare risk the life of their hostages and the wrath of Boroth by aiding the Prince before the hostages are released.

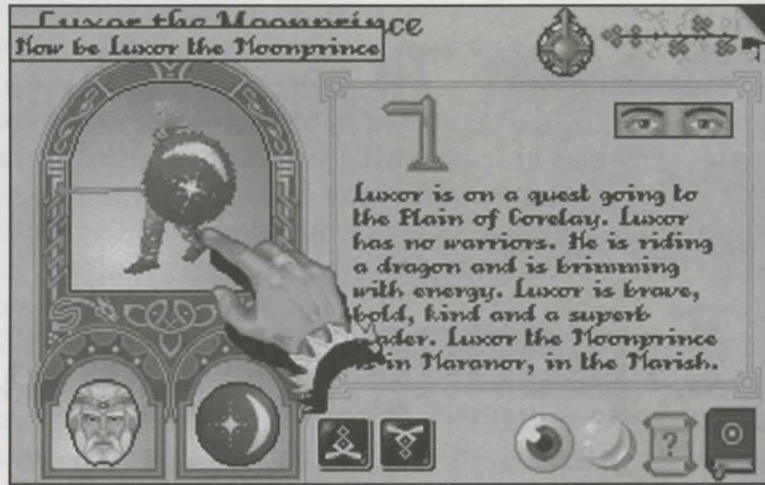


Figure 9-1.

Good Job, Arin and Corleth!  
Luxor is out of the  
Dark Citadel!

When a hostage is released, just outside the Dark Citadel a majestic dragon awaits your pleasure, courtesy of the Dragonlords of Arungor. Released hostages climb onto the dragon's back quickly, beginning the long, pleasant flight back to their home realm and stronghold.

Speed is always of the essence in *Lords of Midnight*. Exploring the Dark Citadel through direct control of Arin Lord Blood or Prince Morkin (instead of leaving the computer in command) will reduce the time it takes to find and rescue hostages by threefold. The faster hostages are released, the faster they will become Alliance members directly controllable by the player.

If the Dark Citadel is explored without direct control of Arin Lord Blood and Corleth of Corelay, the process of hostage release will take longer—up to 10 months.

Hostages are released at rates impossible to calculate or predict. The rate appears to be entirely random. In some games, Luxor the Moonprince was released within two weeks of Day One. In others, he wasn't released until eight months into the game. Usually, about four to six hostages are released, then Luxor the Moonprince, then the remainder of the hos-

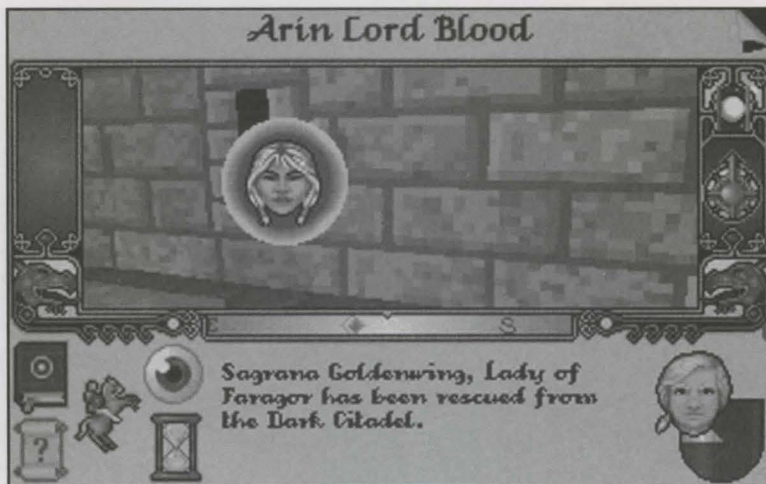


Figure 9-2.

Arin Lord Blood has done his job under direct player control. Sagrana is rescued!

tages. Unfortunately, there is absolutely no specific guideline or exact method for hostage discovery and rescue from game to game.

## Rescuing Hostages

Neither Corleth or Arin tire very much. If you control other characters outside the Dark Citadel, Corleth and Arin are perfectly capable of exploring on their own, finding hostages, and rescuing them.

Early in the game, finding and liberating hostages should be your first priority. After sending Prince Morkin and Araleth on their first quests, switch to Corleth of Corelay or Arin Lord Blood. Take immediate command of either hero and start looking for the hostages.

*Caution: Remember, Corleth and Lord Blood are the only characters who can enter the Dark Citadel and search for hostages. Any others will fall victim to the 10,000 evil minions of the Citadel guard.*







Before beginning the search, you should know that the task, while onerous, is not impossible. Follow these tips and you will free many hostages, maybe even Luxor the Moon-prince, in no time at all:

- ❖ Carefully observe the patterns and combinations of both texture and color on the ceiling, floor, and walls of the dungeon room where the controlled hero begins the game. All rooms and corridors with the identical pattern signify the main route through the Dark Citadel. Not unexpectedly, hostages are rarely found wandering the corridors and rooms of the main route. Rather, the hostages are usually held in offshoots or branches feeding into and out of the main route.
- ❖ Methodically look for branches of the main route. These branches have a different textural and color pattern from the main route. There are many branches to explore, for the Dark Citadel is quite a gigantic labyrinth. Hostages are found in these branches, usually in rooms guarded by vicious troll guards that Boroth the Wolfheart used to keep as house pets.
- ❖ Turn right at every intersection to avoid the useless search pattern known as Going Around in Circles to No Avail.
- ❖ If neither the troll nor your hero can land blows in combat, the hero is too far away. Move closer to the troll and try again.
- ❖ You cannot watch Corleth of Corelay and Arin Lord Blood from the Here & Now screen, unlike all other characters in that mode. You must take direct control to explore. Of course, they will hunt for hostages on their own if you let Time Race On or take control of another character.

## Guardian Trolls

The guardian trolls are Boroth's sentinels. Their sole purpose in life is to prevent Arin Lord Blood and Corleth of Corelay from rescuing the hostages. You cannot use cleverness and trickery to bypass these horrors. You get to fight them, period. If you

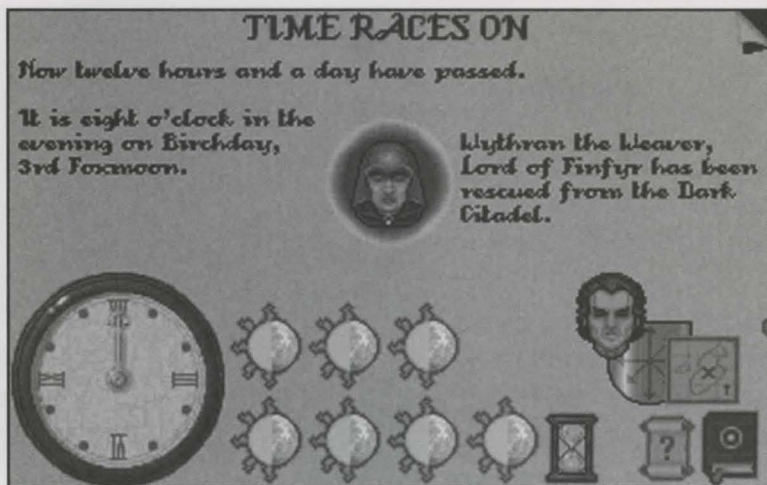


Figure 9-3.

Wythran the Weaver is rescued by Arin Lord Blood on his own!

are resourceful enough to overcome a troll guard, do not be deceived by its dramatic death scene. Sad to say, the fallen troll regenerates after you have traveled a few rooms away from the killing field.

Unlike the hands-on, direct-control mode at other Blood March locations, it requires just a single key (**Tab**) to swing the wielded sword in close-quarters combat with the Dark Citadel's trolls. My favorite tactic is to take a direct bead on the troll, left-click the mouse several times to reach maximum travel speed, get right up into the troll's ugly kisser, and hit **Tab** immediately. This should do the trick; it has worked for me more often than not. At times, trolls guard a whole area of the Dark Citadel, and several kills are necessary to advance to the next part of the branch or find a hostage.



*Remember: For most characters, the consequence of losing a clash with a troll is banishment to another remote and unexplored area of the Dark Citadel. As bad as that is, Luxor has it worse; if he loses to a troll, he will be slain, which would trigger the next phase of the game—the gathering of the Free in Corelay.*

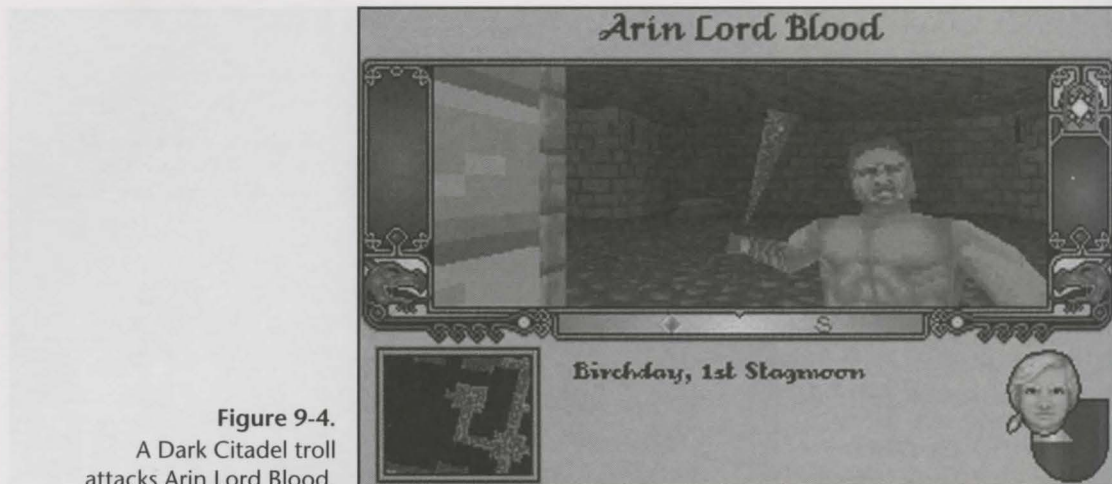


Figure 9-4.  
A Dark Citadel troll  
attacks Arin Lord Blood.

Losing a fight to a troll is not necessarily a bad thing, though. When you are teleported to some far-flung nether region of the Dark Citadel never explored by the hero, you get a new area to explore and search for the hostages.

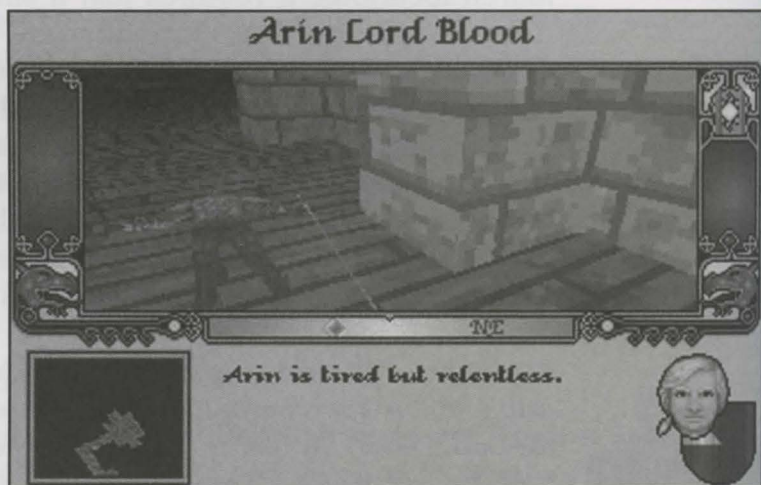


Figure 9-5.  
Arin's quick move dealt the  
final blow to the troll.





## Dark Citadel Strategies

Here are some more tips on Dark Citadel strategy:

- ✘ Each new *Lords of Midnight* game generates a new map for the Dark Citadel of Maranor. There are 65,536 possible dungeon maps. (No kidding, this is not a joke. They told me! They wouldn't lie to me!)
- ✘ Hug the outside walls of the Dark Citadel's corridors. When you want Corleth of Corelay or Arin Lord Blood to turn into another corridor, simply wait until the moment the hero enters the intersection. You will find that the turn is made easy with two quick wrist flicks of the mouse in the desired direction. The hero confidently strides deeper into the Dark Citadel positioned right in the middle of the newly entered corridor.
- ✘ Technically, there is no need to release any or all of the hostages. For the ultimate *Lords of Midnight* challenge, disregard the hostages, and play the game with all realms viewing the Royal House of the Moon in a less than favorable light.

## Liberating Luxor

When Luxor is liberated, like all the other hostages, he can mount a waiting dragon. His rescue, or death for that matter, triggers a cataclysmic effect in Midnight. Over 5,000 loyal Warriors of the Free descend on the Castle of Corelay. Some unseen magic must be involved here, because the troops gather within four seconds after Luxor's liberation or demise. Go figure!

As much as it pains me to mention this, do not lick your chops at the prospect that Luxor should lead the final assaults on Boroth the Wolfheart and the Dark Citadel of Maranor. True, according to his personality traits, he does possess the qualifications of a superb leader. Zenethor the Strong should lead and conquer the ultimate bad guy and his crib (that is,



the Dark Citadel). Only Zenethor, of all the game's characters, is both a superb leader and a mighty warrior.

## The Maranor Shuffle

As a rule, Corleth of Corelay and Arin Lord Blood should remain in the Dark Citadel of Maranor to rescue hostages, particularly Luxor the Moonprince. However, you may want to consider this alternative: If you have one or the other escape, the Alliance will have instant access to a dragon right in the middle of the enemy's realm.

Either would be good recruiters, and several realms border on the Marish, ripe for gathering recruits and armies. Bear in mind that if both are removed from the confines of the Dark Citadel, no hostage can be released, and all will be killed if you're lucky enough to exterminate Boroth.

Of all the citadels and castles that dominate the Blood March horizon, only the dreaded Dark Citadel of Maranor plays a pivotal exploration role in *Lords of Midnight*. Investigate the other citadels and castles for a much-needed break from the rigors of conquest, but your time is most wisely spent in the immense confines of the Dark Citadel.

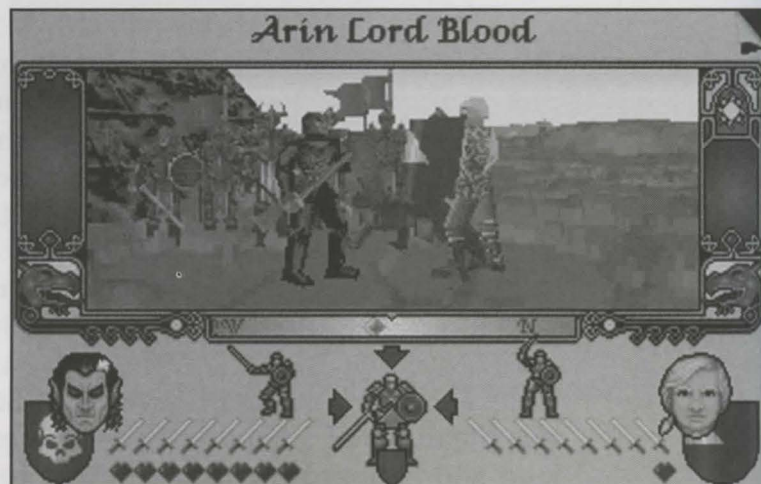
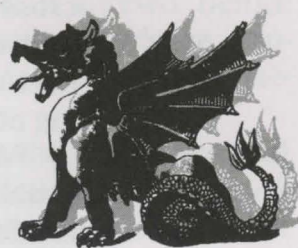


Figure 9-6.

Arin should have stayed in the Dark Citadel. Boroth is tough!

## Chapter Ten



# Close Encounters



**E**ncounters with other Blood March dignitaries come in two flavors—peaceful and not so peaceful (that is, downright hostile!). When an Alliance hero comes across another with whom he/she merely wishes to pass the time of day, the options are fairly limited. Essentially, you try to recruit or ask the other if you can join. Depending on compatibility, the results can be devastating.

This chapter will prepare you for the inevitable confrontations with the pervasive Dark Fey around every corner. I'll compare both the direct control method and computer-handled combat.

## Peaceful Meetings

Personality traits and overall character compatibility should indicate what any particular Alliance member can expect from a rendezvous with another game character when their paths



cross during the game. It probably goes without saying that evil and villainous characters might want to take your hero's head off, particularly if enraged by an insulting recruiting attempt.

When you are dealing with neutrals and realm heroes, personality trait compatibility dictates the peacefulness of the rendezvous. Whether your hero attempts a recruit, joining, or other motive, at least the other character won't try to decapitate your hero if the attempt at some type of interaction fails. Different outcomes may result, but at least your hero lives to fight another day.

## Military Preparedness

Every Blood March warrior fights by the side of the leader who recruited him in a friendly castle or citadel. Each realm of the Blood March has warriors faithful to the parent or home realm. While particular strongholds can hold up to eight realms' warrior types, a hero cannot recruit warriors of different types, just allied types. Of course, heroes can dump all their troops of one race into the garrison of a stronghold and draw out any others if they wish.



*Tip: Because certain races and realm warriors harbor excessive hostility towards others, a stronghold might not permit the mixing and matching of warrior types. From a practical standpoint, this situation has little or no effect on the player's progress and is rarely encountered.*

*The only time this becomes a major concern is when you take the Dark Citadel of Maranor before eliminating Boroth. Your heroes undoubtedly will need to replenish the now-empty garrison with Alliance troops of the various realms and the Free of Midnight. Here, some of this natural hostility will take hold.*

Good preparation for battle is a must. The costs of battle are varied and deep. From the loss of valued Alliance heroes to the wasteful slaughtering of warriors, measure carefully



whether the hostile approach is necessary or shrewd. Before you attempt to take over a stronghold or villain by force, consider long and hard the likelihood of success and the consequences of this drastic action.

At the top of your to-do list should be the assurance that the home fires will burn brightly and for a long time. If your Alliance strongholds are not well stocked, you may need to wait a few months to let them replenish and prepare for the onslaught that your assertive, military plan will undoubtedly engender. Until your own house is in order, the conquest of others should wait.

Regularly survey the status of intended targets. As your hero or fellowship nears the target, an almost hourly check is necessary. Of course, if no kindred characters are evident near the target on the Map, this check is probably unnecessary. Remember, if you have not entered the realm of the intended target, you may not have need of certain possible target protectors.

When the explorer returns, check the stronghold and hero or villain data carefully. A lot can change in just a few days. That weak or defenseless target may now be the mightiest military machine in all of the Blood March.

If you intend to attack a stronghold, be sure to ascertain not only its warrior strength, but, more importantly, the personality of the owner and what (if any) artifact weapons the owner has at his/her disposal. Think twice before overrunning a stronghold that is a citadel where each warrior fights as four, and the owner possesses one of the weapon artifacts with multiple combat bonuses, whether or not the owner is a superb leader. If these factors are in place, you'll need a gigantic warrior advantage before even thinking about attacking that stronghold.

As mentioned earlier, attempting a hostile takeover of a stronghold without current information is truly flying blind. This precipitous course of action might enhance the thrill of victory, but it is a low-percentage option.

Another reason planning is so necessary is that once a combat is begun, there is no escape. No exceptions! Every





fight you undertake must be seen through to the end, no matter how bitter.

Consider carefully the effect of an attack on the personages or strongholds of a realm other than the Dark Fey's Marish. You expect the latter to be naturally hostile and vengeful. On the other hand, you can infuriate the leaders of a Blood March realm by unprovoked attacks on those who have pledged fealty to a stronghold. Future attempts to deal with the inhabitants of the attacked realm will be doubly difficult, to say nothing of the fact that they will become aggressors and go after Alliance members within the borders of that realm.

How large should the attacking force be? That depends, of course, on the strength of the target province for attack. Take an army twice the size of your rival's, or one of equal size but with better champions.

A last word. Save the game—I repeat: save the game before any major attacks! This applies especially to just before crucial battles near the end of the game. Use the save-game strategies in Appendix A to copy favorable positions. If things go badly, just restore the game.

## Combat against Characters

Once combat is initiated by the player or another non-Alliance character, you have two control modes to handle the confrontation—computer or direct. If you let the computer handle the combat, you can just continue with your managerial duties, and find out the outcome on whatever screen you are located. Otherwise, you take control of your hero, click the mouse a lot (almost like in an arcade) and hope for the best.





## Computer versus Direct Control

Whenever combat is imminent, you have the opportunity to handle it directly or let the *Lords of Midnight* program resolve the fight. My experience has shown that the computer should be allowed to handle matters only if your hero has a clear military personality advantage and a sizable warrior advantage.

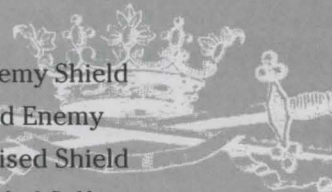
If that is not the case, then, by all means, deal with the combat directly from the real-time 3-D screen. You will have a much better chance of winning, even against superior opponents and huge warrior disadvantages.

Recently, Galagrim of the Flame, a mighty warrior, one of the premier heroes in the game, was beaten by Uthran the Meddler. Are you ready for this? Uthran wears glasses and didn't even bother to take them off during the fight. Talk about a shocker! Obviously, Uthran landed a lucky blow. This doesn't happen too often (bloody rare would be a more accurate phrase).

Table 10-1 gives you some idea of how energy is expended during the combat. As actions are taken, the number of sword icons representing the opponents' respective energies are depleted, then replenished as the characters rest and regroup.

**TABLE 10-1** Energy Expended during Combat

Action	Value
Raise Own Shield	1
Swing Own Shield	1
Own Hit On Raised Enemy Shield	3
Own Hit On Unshielded Enemy	1
Enemy Hit On Own Raised Shield	0
Enemy Hit On Unshielded Self	6





## Hands-On Combat

All hands-on combat takes place on the same screen. Warriors from a collective standpoint are represented by hearts (each accounting for 100 troops), and the sword represents strength.

Whenever combat is imminent and the odds are against your hero, give the hands-on approach a try. If you let the computer decide, you're in for a good taste of humble pie and the probable loss of a valued character. As the Monty Python boys would say, "This is a tactic only for the truly desperate."

Heed the manual's warning to ignore the 3-D display showing how the combatants' moves pan out. Concentrate on the knight below the 3-D display, just above the combat options arrow and shield cluster. That way you get a better feel for when you can swing or defend.

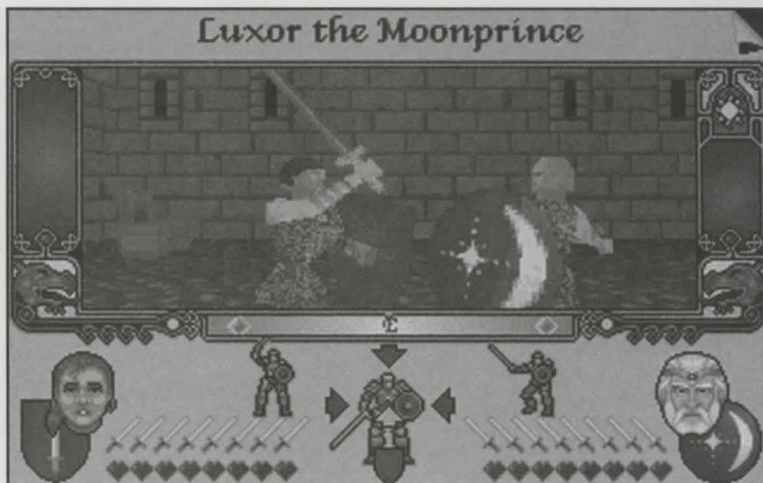
Alternating offensive and defensive maneuvers seems to work best. Raise the shield to deflect incoming sword thrusts, then make some thrusts of your own; that seems to keep even the most powerful opponents at bay and off balance. I have also found that the overhead thrust, initiated from the green arrow atop the knight's head, is a good complementary move to brandishing the shield.

No system works perfectly. I was unable to find any kind of special trick or maneuver to prevail in every direct combat. Those with great hand-eye coordination may do better at direct-control combat. I am not particularly arcade-skilled, and after many hours of playing, I used the hands-on method only when the odds seemed to favor my hero's opponent to a significant degree.

## Combat by the Numbers

What follows comes directly from the *Lords of Midnight* programming algorithm. The exact formula for initial combat strengths and the many dependent parameters is revealed for the first time anywhere. If you find the formula is inaccurate in any way, don't call me, call my lawyer.





**Figure 10-1.**  
Luxor the Moonprince  
dukes it out with a  
Captain of the Guard.

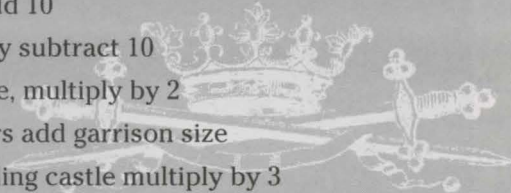
Table 10-2 shows the six factors considered in constructing the formula: army size, hero caliber and courage, combat location, stronghold type, leader talent, and leader weapon, if any. Table 10-3 quantifies the factors to arrive at the initial combat strength of prospective combatants.

Imagine that Corlane the Bear, with 900 warriors, squares off against Crun the Weasel, who defends in a castle with a garrison of 45 warriors. (The warrior race is unimportant because all races are equal in combat abilities.) Corlane is a mighty warrior, while Crun's claims to fame are cowardice and treachery. Through devious means, Crun has obtained and now wields the exalted Stormblade.

Table 10-3 clearly shows that Corlane ordinarily would win the combat by having a decided advantage, can be as determined by the specific formula in Table 10-2.

This example amply demonstrates the advantage to defending in a stronghold and possessing one of the four powerful artifact weapons. Even a mighty warrior like Corlane needed almost 1,000 troops to defeat a weakling like Crun with only 45 troops. The Stormblade also helped. Learn from this whenever you are planning to overrun any Blood March stronghold.



TABLE 10.2 Combat Strength Formula<sup>1</sup>

Mighty Warrior add 100  
Feeble Warrior add 25  
All others add 50  
Brave add 10  
Cowardly subtract 10  
If outside, multiply by 2  
All others add garrison size  
If defending castle multiply by 3  
If defending citadel multiply by 4  
If Superb Leader multiply by 4  
If Pitiful Leader multiply by 1  
All others multiply by 2  
If Leader's Weapon Stormblade multiply by 2  
If Leader is Dwarf and Widowmaker multiply by 3  
If Leader is Fey or Araleth the White and Aranath multiply by 3  
All others divide by 2  
If Leader is Giant and has Skullcrusher multiply by 2

**Legend**

1. All realm races have identical combat abilities.

Troops are slowly depleted as they die in combat, even if their character is victorious. Monitor your troop strength in case another combat is imminent (and, as always, stay close to friendly, replenishing castles).

You can look at combat resolution in a more broad-brushed way. Unconditionally, there is no variance in the combat strengths and weaknesses of the different Realm warriors or those aligned to the Free of Midnight. On the opposite side, as I said before, heroes are not all alike in combat capability. Further, warriors seem to instinctively rally to the strengths of their protector.

TABLE 10-3 Corlane the Bear vs. Crun the Weasel

Corlane	Points	Total	Crun	Points	Total
Army Size	900			45	
Mighty Warrior	100	1,000		50	95
Defending Castle	—			135 (3 x 45)	230
Stormblade	—			270 (2 x 135)	500
Grand Total		1,000			825

Bottom line: If you have a strong hero with more troops than the opponent, the chances are excellent that your hero will be victorious. The greater the aggregate difference in troop strength, the greater the chance that your hero will be victorious. Triple or quadruple the odds of your hero if defending an attack from a benevolent castle or citadel. Balance the odds even further to your benefit if your hero brandishes an artifact weapon under favorable racial conditions.

## To Flee or Not to Flee

Can you flee from combat once it has begun? Answer: No! Avoid fights you don't think you can win.

The game program writes a slain character immediately to the current book's disk files. If a valuable character is killed, you don't have to tear your hair out. Just check out the save game strategies in Appendix A, and you can play the game knowing that a favorable position can always be accessed, even after a critical and untimely death.

## The Best Defense— Head for a Stronghold

The Blood March is a treacherous and dangerous place. Characters controlled by the player must know when to fight, when to run, when to hide. *Where* also has a significant impact on



combat. Without a doubt, the best place to be if attacked is in a friendly stronghold garrisoned by many hundreds of troops. In fact, the defender of a stronghold has a better chance if all warriors accompanying the hero are transferred into the garrison before the combat takes place.

Because of this, important characters must hover close to castles and strongholds. Journey paths should assure that such proximity is maintained at all times. Boroth and the remaining Dark Fey will show no mercy if they fall upon a prized hero.

The exact bonuses of defense in strongholds are forthright. Castles give defending troops the strength of three, while citadel defenders fare even better with each troop possessing the strength of four.

## Seizing Citadels or Castles

Here's a short checklist of stronghold conditions that make the target a prime candidate for invasion:

The owner is not a Mighty Warrior or Superb Leader.

The owner wields no weapon artifact.

The garrison is half that of the attacking force.

## Positive and Negative Consequences of Combat

Combat can have three possible consequences.

### Victory

Victory is glorious! If your hero is victorious, the opponent is slaughtered along with every enemy warrior. If the battle was fought over a castle or citadel, the stronghold's standard changes to your hero's.





## Defeat

When minor characters are slain, just bury them, say some nice words, and move on. Anticipating the possibility of defeat by overwhelming odds, you may want to garrison the troops of the hero in trouble. When a hero bites the dust, his/her compadres are slaughtered in the process. None ever escape.

If Royal House of the Moon heroes die, you may want to restore a saved game (See Appendix A's Save Game Strategies). Likewise, defeat might be accompanied by the loss of a key citadel or castle.

## Mixed Bag

When your hero starts a fight with another, and the odds are overwhelmingly in your hero's favor, the other may beg for mercy. This rarely occurs until later in the game when Alliance members have had a chance to build up warrior totals to extremely high levels.

Some heroes simply will not attack compatible Blood March residents, no matter how hard you try to egg them on. The same goes for your command to a hero to attack an opponent who has a decided combat advantage.

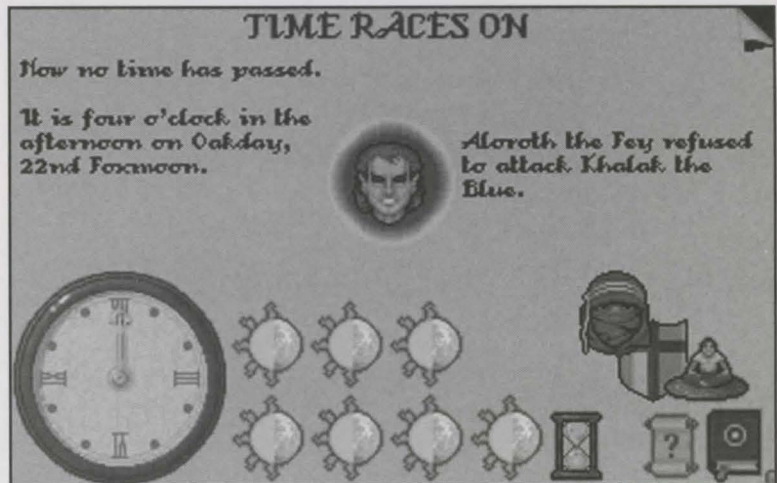


Figure 10-2.  
Aloroth will not attack his  
Alliance brother, Khalak.

# Part Four



# Advanced Strategy



## Pop Talk

How players used to strategize about it was very different. The debate of "economic warfare" and the "nationalism of the East Coast" were very real things in that time, and it was the struggle for resources of the day that was the focus of work. Movement came in the form of the "movement" and after a while, the "movement" was a thing that was done. The "movement" was a thing that was done, and it was a thing that was done. The "movement" was a thing that was done, and it was a thing that was done.







## Chapter Eleven



# Secrets Divulged



**I**f you have read this far, you can see why I said that you won't find a single, perfect walkthrough of *Lords of Midnight*. Too many factors affect your progress towards completing the game successfully. Even so, there are many strategies you can use to advance at a reasonable rate and eventually win the game.

## Pep Talk

New players need to formulate a broad master plan to hasten the defeat of Boroth the Wolfheart and the destruction of the Dark Citadel. Long-range thinking is good, but you need to determine the importance of the many intermediate goals as well.

Movements made in the first few weeks of the campaign can affect conditions three months down the road. Naturally, the Dark Fey have their own goal in mind, and achieving their own destruction is definitely not one of them.



All the realms are trying to preserve their own heritage and well-being. If you attack them for no reason, the recruiting well will dry up faster than you can say “Whoa, Nelly!” Watch for behavior patterns. You should strike a delicate balance between attacking and recruiting. This makes for a staggering array of challenges and choices.

You should expand slowly. It’s better to have a few strong realms in your pocket close to Midnight, particularly in the early weeks of the journey. In the role of achieving the best Alliance possible, you need to be shrewd. Size up the different realms and their natives. Refrain from acquiring strongholds by force unless there’s an absolutely vital reason to do so.



*Tip: Successful recruiting is the key here. Don’t recruit released hostages, but allow them to return to their warm home realms and recruit mighty armies from their friends and neighbors. This will be much more fruitful than if some Alliance foreigner attempted to recruit in that particular realm.*

Always be mindful of the continual passing of time. You shouldn’t be hard pressed to finish within the 365-day victory time limit. Try to limit the time to spend on any one hero quest to a few days at most. Tying up heroes on lengthy journeys can seriously restrict the options the Alliance can take for a long time.

If your master plan is working, the Alliance will progress upwards at a favorable and steady rate. At some point in the game, possibly when the Alliance controls a third to a half of the Blood March, a discernible snowball effect takes place. Suddenly, recruiting becomes a breeze, and your biggest problem may seem to be just managing the ballooning Alliance. But power is everything in this game. Take advantage of your newfound popularity; if you’re focusing mainly on military actions, switch to peaceful recruitment: Make hay while the sun shines.

Always be on the lookout for Boroth the Wolfheart. He is the only Dark Fey who leaves the Marish prior to the endgame. When you are entering new realms to search for recruiting pros-





pects, make sure that Boroth is not lurking about, waiting to pounce. If you are in the Marish, watch out for other Dark Fey.

In the end, you are the best judge of what path your campaign takes. Weigh the benefits and pitfalls of all approaches.

## Warrior Replenishment

Castles and citadels replenish their resident warrior garrisons at differing rates, depending on who owns the stronghold. Because there are only so many castles in each realm, you may want to focus on those realms that generate the most warriors on a daily basis as you station your heroes. Table 11-1 shows selected realms and their rates of increase. (Note that rates may double for certain unspecified strongholds on any day for no particular reason.)

**TABLE 11-1** Sample Realm and Midnight Warrior Stronghold Increases

Castle	Number of Castles Times Replenish- ment Rate	Number of Citadels Times Replenish- ment Rate	Daily Increase
Weirdwood	8 x 10	1 x 20	100
Marish	8 x 12	1 <sup>1</sup>	96
Midnight	3 x 10	1 x 20	50

### LEGEND

1. This is the Dark Citadel, which is under enemy control.



## Heart like a Wheel

The basic plan of attack in *Lords of Midnight* is to recruit, recruit, and then recruit some more. The Alliance must grow in leaps and bounds with new recruits who possess the best personality traits. With only five members when the game begins, the Alliance is David to the Dark Fey's Goliath.

At the start, Corleth of Corelay, Arin Lord Blood, and Luxor the Moonprince carry on in the gloomy corridors of the Dark Citadel of Maranor, far from the rich recruiting fields of the Blood March realms. Therefore, only Prince Morkin, Araleth the White, and Rorthron the Wise can try to recruit others into the Alliance fold. So few, with so many to find!

Many questions need to be answered before the Prince and Araleth are given recruiting quests. (Remember, Rorthron the Wise is far from Midnight, off on his own quest.) Should they travel together to prevent attacks, or go their separate ways to increase Blood March territory coverage and revelation of previously unknown characters? What direction should their recruiting forays take—east into the Witherlands, south into the Gelm, or northeast towards the Lee? Will it be possible to recruit Mighty Warriors and Superb Leaders? Should they recruit as many as possible in a single realm before moving onto the next, or head directly east from Midnight towards the Great Ocean?

There are no perfect answers to these questions, but prudence seems to dictate caution before the Alliance's charter members advance too far from home. I recommend you allow Prince Morkin to pick any of the several realms bordering on Midnight. When you reach the realm, all characters and strongholds not already known will be revealed.

Take a moment to ascertain the personalities of the realm's residents and neutral wanderers; normally they'll total between 10 and 15 characters. Compare these traits with those of Morkin or Araleth. Using the personality tradeoff formula in Chapter 8, select the realm folk with the best chance for success in recruiting.



Repeat until the likely candidates are either in the fold or on their merry way. Head for the next realm. Repeat as often as you like.

## Peace, Glorious Peace

With everything you have to do and to monitor when playing *Lords of Midnight*, it's easy to lose sight of a very significant circumstance that prevails throughout most of the game. Other than Boroth the Wolfheart's realm-by-realm crusade on the road to destroy the Castle of Corelay in Midnight, no Blood March character will assail any Alliance stronghold. That goes for neutrals and those allied to the 13 realms, including the Dark Fey.

All bets are off, though, once you finish off Boroth. The Dark Fey take over for their fallen leader and head for Midnight. Until then, relish the peace and quiet, and travel free from worry about protecting Alliance strongholds. As the end of Boroth nears, shift gears if any strongholds need bolstering.

## Are Fellowships Good for You?

Whether the formation and continuation of fellowships have definite strategic value is subject to debate.

On the one hand, fellowships permit the gathering of massive, high-quality armies under multiple characters in the same place, prepared to conquer a stronghold or take out some Dark Fey. That may seem right, but there's a cloud behind every silver lining. If you carefully assess exactly what impact key game events have on fellowships, you may come to the opposite conclusion—that their importance is minimal in the grand scheme of things.

If a leader loses in combat, do the remaining members of the fellowship leap to their fallen comrade's aid or take revenge if the leader is slain? Fat chance! Apparently unable to handle the





Figure 11-1.

A dynamite fellowship prepares for the endgame.

leader's downfall, the rest scatter in every available direction. Pitiful! So much for dignity and bravery.

The accumulated personality makeup of a fellowship plays no part in the success or failure of its recruiting efforts. Again, the leader shoulders the burden. Only his/her personality determines whether the recruiting effort will be successful.



*Tip: If you make the decision to form a fellowship, learn how to combine characters of equal abilities. Consider having a fellowship of strong fighters, another one of potentially good recruiters, and yet another one evenly balancing characters individual personalities and abilities.*

On the positive side, fellowships do make it easier for you to monitor your far-flung Alliance. They appreciably reduce the number of individual Alliance members that need to be tracked at distant Blood March locations. Fellowships also present perfect opportunities for the judicious player to “do the wave.”



## Doing the Wave

No, this does not refer to the sophomoric sports arena ploy used to stir the home team onto victory. And no, this has nothing to do with any dance craze.

This tactic is perfectly appropriate, though, when the player wants to overtake or defeat a particularly powerful villain or stronghold. Apply its principles to most battles in the Marish, especially near the end of the game. By then, the Alliance, having released many hostages, will have amassed large armies escorting the great heroes.

Send several of these warriors to the location occupied by the targeted character or stronghold. Command invading forces to attack the intended victim turn after turn (and, if necessary, after yet another turn). The mark is gradually weakened with each attack. Finally, unable to withstand the onslaught, the target will succumb. Few strongholds or villains have the capacity to withstand this effective strategy.

Although this approach works like a charm, it has one considerable drawback. Thousands of warriors and several valiant heroes probably will be eliminated from the current game. Try the wave only when the Alliance has a generous surplus of quality characters and accompanying warriors.

## Magnificent 7

The staggering number of characters the Alliance can contain causes massive control and traffic problems for the practical player. While the Alliance may contain many top talents, try to concentrate on assembling a prime cadre of five to 10 heroes with maximum warrior power.

Let this force perform delicate tasks time and time again. You could call them The Magnificent 7 (or any other name you like). Make sure that the leader depends heavily on these venerable heroes. Their loyalty and effectiveness will increase as each day passes. Battles will be easier to conduct.





## Sphere of Influence Direction

Where—and in what direction—you establish the influence of the Alliance will have a great effect on your progress. Because your chief nemesis, Boroth the Wolfheart, is actually heading straight for the Alliance and Midnight when the game begins, you need to start thinking of some territorial blocking maneuvers. You should gear this toward putting massive amounts of recruits and warriors directly in front of Boroth's path.

Accordingly, the Alliance should recruit in a pattern designed to keep Boroth or the Dark Fey busy at all times. You must protect Midnight—as a top priority, keep an imposing force in the Blood March realms just to the east of Midnight. No matter what direction the Dark Fey take, intervene and slow their unmerciful progress.

Players of *Lords of Midnight* should carefully study this territorial philosophy. At the same time, a second strong force must hover near the Dark Citadel of Maranor, waiting to pounce when Boroth the Wolfheart is defeated.

## Keeping Track of It All

The *Lords of Midnight* player has a daunting challenge. How do you control and track over 140 individual game characters at any particular time in the game? The answer is amazingly simple. Don't recruit or try to control all of the over 140 characters. One of *The Lords of Midnight's* chief testers was able to complete many games while controlling just 25 or 30 characters at the endgame.

Here's an easy rule of thumb to apply: Control any character that is described as a Mighty Warrior or Superb Leader. Period. There are enough of these characters in the game to keep the player progressing towards a commendable endgame position. Refer to Table 3-2 (in Chapter 3) for a list of the players to "die for," as we say so blithely these days.



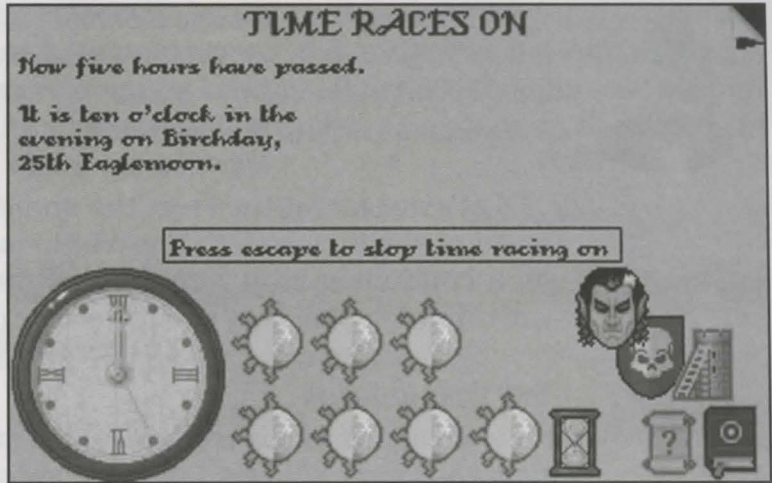


Figure 11-2.

While Morkin searches for something, Boroth is seizing strongholds!

## Double Hero Realm Shuffle

The Double Hero Realm Scuffle is the term used by the Alliance to describe an effective gambit for warrior accumulation and positioning gimmick.

When Prince Morkin recruits his first hero from a realm, he should immediately have that hero recruit another hero from the same realm. Or Morkin can go for a second recruit from that realm. Of course, this will be much easier if that realm's Dark Citadel hostage has been freed by Arin Lord Blood or Corleth of Corelay. Have the second or "double" recruit begin a circling expedition in his/her home realm, for the sole purpose of gathering up all available warriors.

When the expedition is complete, transfer all warriors at a nearby stronghold to the strongest realm hero. Then, Morkin should start assigning quests to the heavily guarded hero pronto.

**Caution**

*Caution: Do not try this tactic if Boroth the Wolfheart or any Dark Fey are in the present realm. Stripping strongholds of troops while the ultimate enemies are nearby ranks at the very bottom of recommended actions for a Lords of Midnight hero.*

Let's not forget the Free, the home heroes of Midnight. Instead of sending Araleth the White on a world tour, send him on a continuing loop through the castles and citadels allied with Midnight, sucking up Free warriors like a vacuum cleaner.

**Tip**

*Your daily to-do list:*

- 1. Consult the Map to ascertain the current whereabouts of Boroth and all his Dark Fey lackeys.*
- 2. Probe the Chronicle for advice on what key events have occurred lately, and obtaining a broad overview of your game situation.*
- 3. Ascertain the status of all Alliance members.*
- 4. Toggle the Character Page eye icon off for Alliance characters who are not, at the moment, contributing to your grand scheme for winning the game.*
- 5. Assign quests to all waiting characters.*

## Safe Havens

When you least expect it, important characters can find themselves in instant jeopardy in any number of ways. Just where in the Blood March is a hero or character utterly immune to attack and elimination? Look no further than your handy-dandy dragon, shipshape longboat, or the Island of Glimormir, due southeast from Midnight.

Take to the friendly skies and laugh at the villains cursing you from the distant ground below. Sign up for a cruise down any of the Blood March's many rivers and lakes. While aboard either a dragon or a boat, chuckle in the face of danger. (Another useful purpose for the dragon is to get important players out of harm's way, perhaps landing at a well-fortified citadel loyal to the Alliance.)



Another place of absolute refuge is the Island of Glimormir. Special enchantments prevent Boroth, but not Alliance members, from entering its borders. When visiting the western borders of the Blood March, head for the island in the middle of the lake, out of harm's way.

## Rorthron's Missive to Prince Morkin

Your game materials contain a very important letter. Break the imposing yellow seal. Carefully read and ponder the words of Midnight's finest thinker, who advises Prince Morkin with precision and clarity. Keep the message close, and refer to its invaluable contents frequently.

## Ebb and Flow

The Blood March denizens play out their daily lives and routines much the same way that the inhabitants of any traditional world or society could be expected to. You should never forget this while playing the game. Sometimes characters are unpredictable, but those instances are just the exceptions that prove the rule. With this in mind, do not expect to approach a Dark Fey and be offered milk and cookies.

On the contrary, expect the obvious—that the Dark Fey will seek you out for purposes of destruction. The same holds true for any allies of realms where you have seized castles by force or killed a lord or lady. The ensuing barrage will be a painful reminder against such foolhardy conduct in the future.



*Note: Keep in mind that the algorithms and programming conceits used to determine the results of many actions your characters take in Lords of Midnight purposely inject randomness and mystery into the game.*





Life in the Blood March is generally, as the expression goes, black or white. There are very few gray areas or characters. The villains are easily recognizable, and the friendly types are apparent in a flash.

To everything in *Lords of Midnight*, there is a pattern of both action and time of action. These patterns permit you to make intelligent choices in attempting to finish the quest. Through continual observation and trial and error, you can and should observe, memorize, and adapt to these patterns. If you can do this, you will navigate the world safely and win *Lords of Midnight*.

There is no getting around this, so the player should use these patterns to advantage. The game developers specially designed inhabitants and features to act at their own pace.

## Hero Boredom

As the Alliance grows in size and quality, the player needs to go that extra mile to assure that all members are gainfully employed. Idle or waiting heroes are of no use, unless the rest is essential to recover from a condition of fatigue. If you let an Alliance member wait around too long, he/she will straggle off on a side trip that probably will be of no assistance in winning the game.

Questers make for happy campers. Sitters tend to achieve a high state of boredom, equal only to reading *Beowulf*. A truly disastrous consequence of not keeping Alliance members busy is that, when they become bored, they may very well start attacking each other. Prevent this at all costs.

## Fatigue

Every time you consult the character screen, the fatigue of the hero or villain is reported—from “brimming with energy” to “more and more tired” to “about to collapse in a heap of mammoth proportions.”



From a practical standpoint, fatigue is not a major concern for the player. Heeded characters rest on their own. Recuperation takes not much more than a few to 12 hours except for easily tired characters. About the only advice I can give you on this subject is to forego sending easily tired characters on any quests that involve long distances and periods of time.

Some characters just seem to fatigue more often than others. Rorthron the Wise, unfortunately, is one such character. Kargrim the Cautious also tires with alarming regularity. Observe those that fatigue quickly, and plan quests for them within the same general vicinity, since long trips are obviously out of the question. You don't have forever! On the other hand, some characters never tire because of some inherent heartiness of character.



*Note: Not surprisingly, fatigue is not a factor when a hero is riding on dragonback or sailing the rivers of the Blood March in a longboat.*

## Dark Fey Scouting Report

Except for the superb leadership of Boroth the Wolfheart, none of the Dark Fey lords or ladies are a Superb Ruler or Mighty Warrior.

Their advantages are confined to a slightly higher warrior stronghold accumulation rate as well as a beginning troop strength of over 500 apiece. When they rampage near the endgame, the Alliance should have strong heroes with equal troop escorts to give the Dark Fey a battle anytime, anywhere.

## In the Steps of Boroth the Wolfheart

From the moment Prince Morkin and Araleth the White cross the River Imilvir from Midnight into the Blood March, Boroth





the Wolfheart commences a relentless and lengthy military campaign. He has a single, unchanging goal in mind, the downright destruction of the Castle Corelay in Midnight. Boroth will never stop until he accomplishes his steadfast goal of complete domination and enslavement of the Blood March and Midnight.

Neither Boroth's troops nor the Dark Citadel garrison ever seem to increase from the levels at the beginning of *Lords of Midnight*. This is a good thing, no? Looking on the dark side, though, Boroth is virtually invulnerable with over 10,000 troops from the first steps taken by the Alliance.

Boroth's conquest pattern is both rigid and flexible. It's rigid in the sense that, once he leaves the Marish and enters a bordering realm on the way to Midnight, he heads first for the citadel. Once the citadel is conquered (a foregone conclusion for most of the game, due to Boroth's 10,000-strong troop count), he heads for that realm's castles. He picks the castles off one at a time until the entire realm has been overthrown.

But Boroth also displays flexibility on occasion: For no apparent reason, he may cross the current realm's border into a neighboring realm before completely overtaking every stronghold. The villain quickly comes to his senses and returns to the unfinished business of conquering the realm he left prematurely.

Fortunately for the Alliance, Boroth's conquest pattern was uncovered and recorded for posterity. Prince Morkin owes much to the so-called Potent Dyad, Marchetti the Resilient and Szeto the Resourceful, for the valuable intelligence they secured over a lengthy period of time. This dynamic duo continually exposed themselves in dangerously close proximity to Boroth and his invading warrior army. Often, death was but a few yards or a broken, alarm-sounding twig away. These stalwarts hid behind any natural cover the Blood March terrain readily provided.

Plotting all of the possible conquest routes from the Marish to Midnight would challenge even the most able of travel agents. The Potent Dyad did extensive research and compiled a helpful chart of logical itineraries that Boroth





could undertake. (Because of special considerations, Boroth can never pass through Glimormir at the gateway to Midnight. Therefore, the final legs of Boroth's projected journeys were particularly challenging to discern.)

Table 11-2 presents the Potent Dyad's spin on the six probable conquest passage routes that seem logical for Boroth to use. Routes are listed in descending order of Boroth's preference.

**TABLE 11-2 Boroth's Possible Routes from the Marish to Midnight**

Direction	Route
North by Northwest	Deeping, Long Mountains, Lee, Witherlands
West by North	Gelm, Weirdwood, Eldmark, Witherlands
Northwest	Dawnwood, Last Northing, Long Mountains, Lee, Witherlands
North by West	Fallows, Arungor, Last Northing, Long Mountains, Lee, Witherlands
East by North by West	Delve, Fallows, Arungor, Last Northing, Long Mountains, Lee, Witherlands

In a deep, dark cave near Dawnwood in the central Blood March, this puzzling document was found. Perhaps the reader can decipher its meaning; I certainly cannot.

1. Pick a neighboring realm, which the Dark Fey do not own completely, and head for the citadel.
2. Do Dark Fey possess all the strongholds in this realm?  
If YES go to 1.
3. Is this realm neighboring the one I am about to attack?  
If YES go to 1.
4. Am I in a land which the Dark Fey rule? If NO go to 1.
5. Go to 1.
6. Change to attack current land.
7. Go to 1.



Just so you won't get too cocky, if Borothe is left unopposed by the Alliance, it should take him between two and four game months to reach and overthrow the Castle of Corelay in Midnight. Bad news!

## Assaulting the Marish Before Eliminating Borothe the Wolfheart

When the Alliance kills Borothe the Wolfheart, a foul-smelling, slovenly stain of Dark Fey hordes blots the land. All of these lords start making a beeline directly towards Midnight, leaving a half-moon swath of destruction in their wake. In essence, they pick up where Borothe left off.

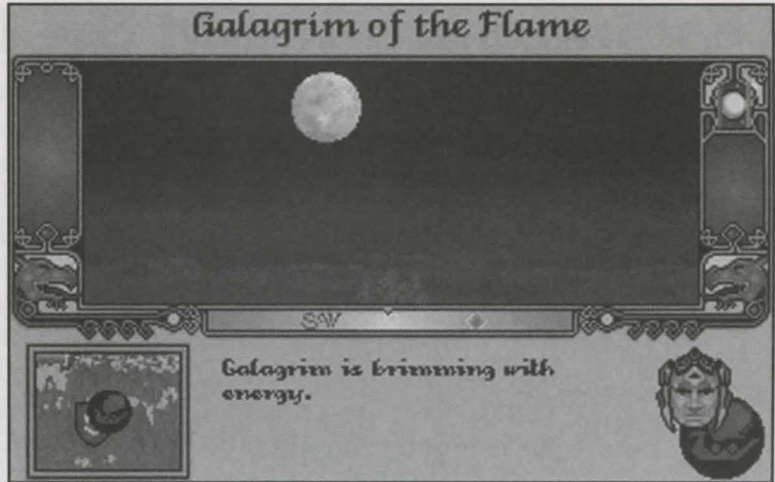


*Caution: If the members of the Alliance who command the warriors and weapons to successfully destroy the Dark Citadel of Maranor kill Borothe at a distant location, the remaining Dark Fey will have plenty of time to wreak havoc. The Dark Fey might even reach and destroy the Castle of Corelay before the heroes defeat the Dark Citadel, which ends the game in shame.*

Make your endgame job easier. Have strong and well-escorted Alliance members begin to eliminate the Dark Fey as early in the game as possible. That way, no matter where in the Blood March you eradicate Borothe the Wolfheart, there will be a clear and easy path to the Dark Citadel.

The following list describes an effective game plan for accomplishing the early eradication of the Dark Fey lords and ladies.

1. When the lord or lady is away, seize his/her stronghold.
2. Wait for the lord or lady to return to seize it back.
3. From the superior defensive position of the stronghold, kill the lord or lady. OR



**Figure 11-3.**  
Galagrim of the Flame  
tails Boroth under a  
Blood March moon.

4. Leave the castle and kill the lord or lady outdoors and re-take the stronghold.
5. Leave the minimum number of warriors (10) in the garrison.

By doing this, you have accomplished three things of great importance to the cause of the Royal House of the Moon:

- ✦ The new occupant of the seized Dark Fey Castle will now be able to continually recruit fresh warriors.
- ✦ You have prevented the owner from retaking the stronghold due to the extreme sanction of death.
- ✦ You have prevented the mayhem that the stricken Dark Fey will wreak when you finally decide to deal with Boroth the Wolfheart on a permanent basis.





## Leading Boroth and the Dark Fey on Wild Goose Chases

Boroth the Wolfheart and his Dark Fey confederates take an immediate dislike whenever an Alliance compatriot storms, defeats, and then occupies one of their strongholds. The unscrupulous lord or lady of the conquered stronghold stops whatever he/she is doing and heads back to retake the former possession. (Of course, this only applies if the Captain of the Guard lost the citadel. If the actual owner was in residence and slain by the Alliance, forget the last two sentences!)

Approach the interaction, shadowing, and handling of Boroth the Wolfheart with extreme caution. If an Alliance member or fellowship accidentally ends up in harm's way and in a fight, it's time to restore a game, or lose lots of characters and warriors.

Be methodical when dealing with Boroth. To assail Boroth with a large army, wait for him at a stronghold in the realm he is current attacking. Move heroes with major, powerful armies to a stronghold that the evil one has conquered. Taking it over should be no problem as he never leaves any garrison at conquered strongholds.

Move the armies independently for quicker movement speed. When the armies converge, consider the formation of a fellowship, led by the strongest of the Alliance heroes on the spot. If most of the members of the Royal House of the Moon are alive, you may put one at the head of the fellowship. If not, let someone else risk death. The others are too important.



Caution

*Caution: Keeping up with Boroth can be quite a challenge. The Chronicle does report his intended movements, but the quality of the information is often poor. Many times, reports that Boroth is about to attack a place in the north of the current realm fail to note that the Map showed Boroth clearly heading south.*



Use a number of lords with armies numbering in the thousands. Equip the best warriors and leaders with one of the seven artifact weapons. Try to prevent Boroth from holding more than one stronghold in his current realm at any one time. Immediately retake strongholds overrun by Boroth.

It's pure folly to make a gallant stand at a particular stronghold, because Boroth enjoys an overwhelming warrior advantage throughout most of the game. Reduce threatened garrison troop strengths to zero before he attacks, because they're doomed no matter what. Each target should have an Alliance lord or lady stationed a discreet distance away from all the castles in the current realm—and be sure to take evasive action if Boroth decides he doesn't like spectators.

This tactic requires careful watching on your part in order to be truly effective. Monitor the events by slowing down the action. Time Races On, used indiscriminately, is a big mistake because it may let events overtake you and give Boroth several conquered strongholds before you can take countermeasures.

Be quick to retake a stronghold, since Boroth's warriors reinforce at a higher rate than any Alliance fortifications. Be aware also that if the Alliance retakes a stronghold while Boroth remains in the realm, he will stop his current route, spin around, and head for the stronghold you have retaken. He wastes no time in doing this.

This tactic is the ultimate one to keep Boroth or even the other Dark Fey lords and ladies at bay. Frustration will completely consume Boroth as he tries, like a rabid dog, to bite his own tail. (Please be cautioned that this tactic is really cool, but it can get fairly tedious.)



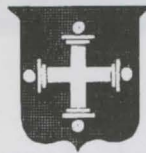




## Chapter Twelve



# The Last Battles

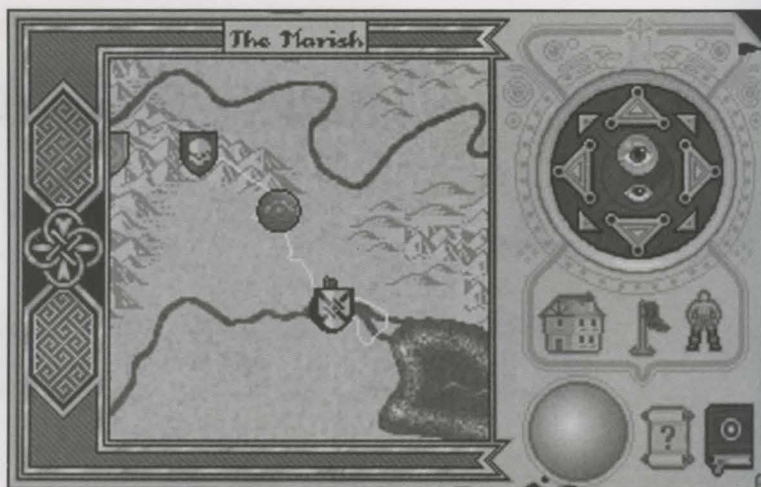


**Y**ou knew this was coming. All your hard work, planning, and brain-bending have come to this. Boroth the Wolfheart can no longer be tolerated. Luxor is freed or dead. If the Alliance is strong enough, it's time to master the ultimate strategies and defeat Boroth and destroy the Dark Citadel forever. May the power of Midnight be with you and all who trek alongside!

## Endgame Possibilities

Depending on your strategy as the endgame nears, two separate, memorable battles are possible.

The usual path to victory first eliminates Boroth in the open countryside of the Blood March. His Wickedness magically plunges even deeper into the dark side by becoming an undead wraith. (Ever seen an undead wraith? Not a pretty sight!) He proceeds immediately to the Dark Citadel, there to



**Figure 12-1.**  
Boroth makes a beeline  
for the Dark Citadel  
taken by the Alliance.

await the Alliance's final assault. In anger, Boroth kills all the hostages still held in the Dark Citadel in a murderous rage. Luxor is also slain in retaliation. Corleth and Arin immediately flee, get up on the waiting dragons outside, and head for the gathering troops in Corelay.

Alternatively, the Alliance may bypass killing Boroth outdoors and assault the Dark Citadel directly. If you are successful, Boroth will take great exception to this Alliance conduct and assault your forces in the Dark Citadel.

As long as you maintain at least 35,000 troops, you can withstand the expected heavy losses in the first battle with Boroth. Probably half those troops will succumb to the Dark Fey, but with 15,000 or 20,000 left, the Dark Citadel (with only 10,000 plus a handful) probably will not have a chance.

## Recommended Alliance Lineup

The number of Alliance champions you need to finish off Boroth the Wolfheart and the Dark Citadel of Maranor varies from game to game. A good rule of thumb is to take the 10



Figure 12-2.  
The Lords of Midnight  
and the Blood March  
await Boroth.

strongest heroes accompanied by a total of 35,000 warriors. Bring along the seven artifact weapons. Concentrate on quality with heroes, not quantity.

You can win the game with a variety of Alliance mixes and matches. Table 12-1 shows my primary recommendations for the final group. You really only need six to 10 to assault and kill Boroth and the Dark Citadel. Such Alliance makeups have gone on to victory many times. In actuality, the dream team in the following table comes from an actual game, one in which I was fortunate enough to win the day.

Notice from Table 12-1 that two dastardly Dark Fey lords, Skydreth Iceheart and Orgrotha the Persuader, along with Dark Fey warriors, are in one of the Alliance's many fellowships.

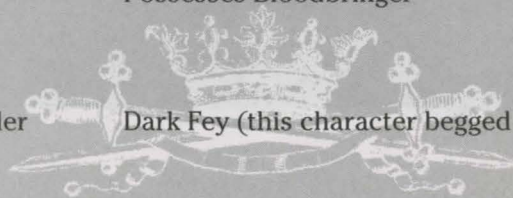
Table 12-2 shows the breakdown of the over 15,000 warriors that prevailed in the final assault on the Dark Citadel. All told, 30,000-plus warriors appears to be the safe number for prevailing in the endgame battles with Boroth and the Dark Citadel of Maranor. The fight with Boroth does result in the loss of many thousands of warriors.





TABLE 12-1 Endgame Dream Team

Hero	Remarks
Anderlane of the Arakai	Possesses Aranath
Araleth the White	
Djalina Snowheart	
Emedrel of the Fire	
Luxor the Moonprince	Slain (see, you can win without him!)
Merithel of the Lake	Possesses Bloodbringer
Miranar Fairhand	
Olgrim the Weary	
Orgrotha the Persuader	Dark Fey (this character begged for mercy)
Prince Morkin	
Princess Aremela	
Rorthron the Wise	
Rugrak Firmaxe	
Sagrana Goldenwing	Possesses Stormblade
Skydreth Iceheart	Dark Fey
Thalgrima the Betrothed	
Udrar the Stubborn	
Wythran the Weaver	



## Bye Bye Boroath and the Dark Citadel: Wasting The Big Nasty


When we talk of wasting Boroath, we are not talking about anything environmentally correct as far as disposal techniques are concerned. It's just a nice word for killing, slaughtering, massacring, and so on.

Believe it or not, as the end approaches, you may not have much to do if you have been having success throughout the game. By now the Alliance membership should have expanded



TABLE 12-2 Alliance Warrior Mix for Final Assault on Dark Citadel

Realm	Number
Eldrin	580
Long Dwarves	50
Arakai	100
Dragonlords	320
Uskarg	4,620
Gelming	2,740
Free	6,650
<b>Total</b>	<b>15,060</b>



considerably to the 30-50 range, although that many members is not necessary. Some of your major-league heroes like Anderlane, Prince Morkin, and Djalina Snowheart should have thousands of escorting warriors.

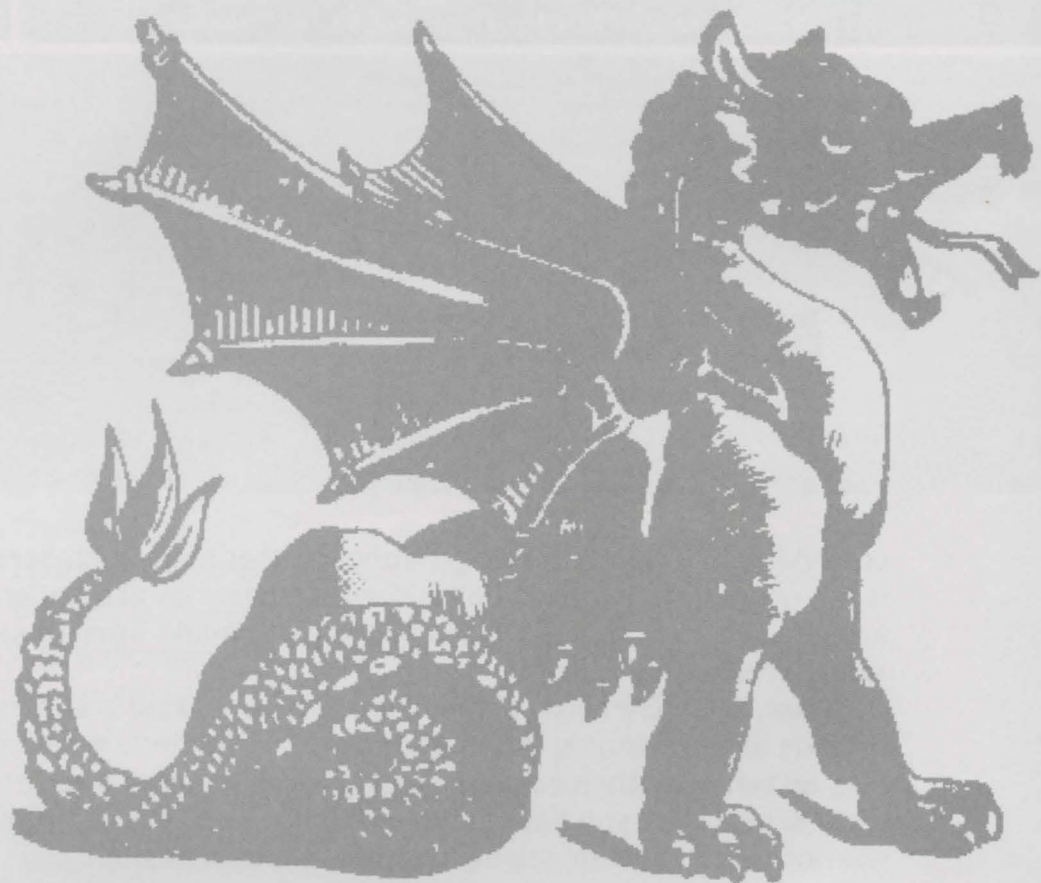
If not, you may need to spend some time making courtesy calls on all strongholds that border the Marish. Circle a realm, pick up warriors, then converge and transfer them to other heroes. Repeat until you have amassed a force in excess of 30,000 warriors led by several mighty warriors or superb leaders.

You must eliminate Boroth before he reaches Midnight. If you have successfully employed the strategies in the last chapter, Boroth will probably just enter a mental institution to wait out the war. All that wild goose chasing and tail-chasing will just take all the heart out of this villain.



*Tip: Boroth's flight towards Midnight has never stopped me from catching him after Luxor the Moonprince has been released. Just to be on the safe side, it wouldn't be a bad idea to station a strong fellowship with thousands of warriors at the Midnight-Witherlands border to intercept him if necessary.*

The fall of the Dark Citadel is almost an anticlimax after Boroth is defeated—unless, of course, the Alliance attacks with less than 15,000 warriors.



...and the dragon's breath is fire. The dragon is a symbol of power and strength. It is often used in heraldry and mythology. The dragon is a creature of legend, and its existence is often debated. Some believe that dragons once lived on Earth, while others believe that they are purely mythical creatures. The dragon is a creature of mystery and magic, and it has captured the imagination of people for centuries.

## Eye-See-You and the Big City

### Wasting The Big Nasty

...and the dragon's breath is fire. The dragon is a symbol of power and strength. It is often used in heraldry and mythology. The dragon is a creature of legend, and its existence is often debated. Some believe that dragons once lived on Earth, while others believe that they are purely mythical creatures. The dragon is a creature of mystery and magic, and it has captured the imagination of people for centuries.





# Appendices

...and the more incredible content in your game, you'll have more fun playing them!

The second section of this appendix describes ways you can take the time to work around the busy schedule of life to find a little bit of time so that you can give your game what you want to and restore it some days to rest.

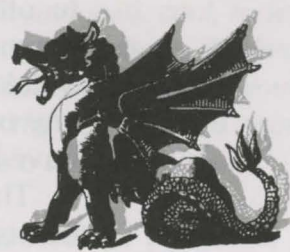
## Cheat Codes--The "J" Words

Are you the type of person who looks for clues in another's dream? Do you remain searching for and discovering inspirations





## Appendix A



# Deus Ex Machina: Cheat Codes and Other Tricks of the Trade

**C**heck out some of the bombshell information in this appendix for your gaming enjoyment while playing *Lords of Midnight*.

The cheat codes, once you have learned them, will always be at your side, ready and waiting to do your bidding and make the most incredible changes in your game. Don't leave home without them!

The second section of this appendix describes strategies you can use to work around the forced-save features of *Lords of Midnight* so that you can save your game when you want to and restore it later if you need to.

## Cheat Codes—The “J” Words

Are you the type of person who looks for chinks in another's armor? Do you relish searching for and discovering loopholes





in official documents? Have you ever dissected a frog and diagnosed the innards? Will you jump for joy if you can find a quick way to get a leg up in *Lords of Midnight*? If the answer to any of these queries was yes (particularly the last question), have I got a deal for you!

The talented folks who produced *Lords of Midnight* left so-called debugging tools in the final version released to the public. Debugging tools are used by programmers to accomplish “miracles” while playing the game to easily find unworkable code and permit the testers to create all kinds of divergent and unusual game situations that they expect players to experience.

All the cheats are invoked by typing a special word preceded by the letter “j”. (Exactly why that letter is the touchstone of the cheats remains a mystery.) Retype the special cheat word to disable the particular cheats. Type the words when you are in control of any character, or else the cheat may not work.

Make no mistake about it, some of these cheats are incredibly valuable for advancing in any particular game. Everything from summoning a dragon to revealing all strongholds and characters on Day One of a game can be accomplished with the cheats.

Forewarned is forearmed. Before licking your chops, please read carefully what follows.



*Caution: Have you ever read the warning label on a commercial product, the fine print? Of course you have. Pay attention to this warning. I repeat, pay attention to this warning! The Lords of Midnight cheats were conceived and inserted in the game program for debugging purposes only and for use by testers. There is absolutely no guarantee that they will work in any way, shape, or form. This word comes directly from the game's designer and chief programmer. A crashed save game, or worse, a crash of the entire installed Lords of Midnight program could result from using the cheats.*



*That said, the cheats are just too much fun and well, cool, to let such pessimism win the day. So, before trying out the cheats the first time, I suggest reinstalling the entire game to another directory on your hard disk, if you have the room. Then, copy the color-named save games to the new directory, and give the cheats a shot.*

Without further ado, and with the greatest of pleasure, I proudly give you the *Lords of Midnight* cheat codes. For each cheat, I expound on exactly what it does and why your cheatin' heart would want to invoke it.

## **Jdragon**

Typing this code teleports a dragon in a flash from the Realm of Arungor to the exact coordinates of the character you are currently playing. Use this when you need to get a character from point A to point B in a hurry and the available dragons are flying over the Blood March elsewhere.

## **Jpooflaps**

Want to have a helpful map in the Dark Citadel? I'm sure that Corleth of Corelay and Arin Lord Blood would appreciate the help. Invoking this code overlays such a map in the upper left-hand corner of the Dark Citadel screen.

Blue dots show hostage locations. The pink or reddish trail of walls is constantly updated, and will pinpoint the exact path Corleth or Arin is taking, and it gets larger as the heroes plunge deeper into the dungeon. The green portion represents unexplored portions of the citadel.

Finally, as long as the Dark Citadel map is on the playing screen, neither Arin or Corleth can fight the troll guards. As you can imagine, the map should be hidden prior to engaging a troll in the dungeon.



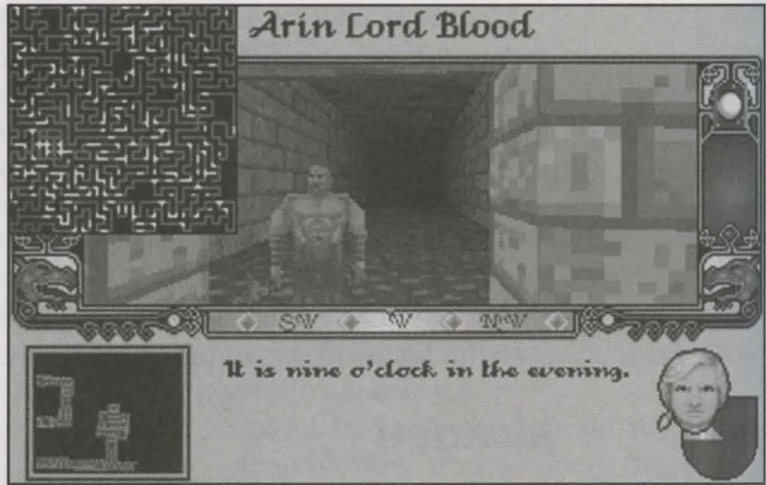


Figure A-1.  
The Dark Citadel is a BIG place.  
Head for those hostages!

## Jmrbump

This code turns off collision detection while your character is traipsing through the Blood March countryside. Collision detection, you say? Instantly, mountains, rivers, and strongholds pose no impediment to the character proceeding on foot, just as if he were flying on a dragon. Point B becomes just a straight line away from point A. Movement speed is enhanced considerably.

## Jwin1, Jwin2, Jwin3, Jwin4

When playing *Lords of Midnight*, you can defeat Boroth the Wolfheart, or, in turn, be defeated by the evil one. These four cheat codes trigger the final game screens announcing your victory or defeat. If you want to play an entire game in about 15 seconds, use this command.

Be careful here. When the game ends, whether in the ordinary course of multiple play time or by typing these codes, you cannot restore that particular game to a position just prior to the typing. Essentially, that game is wiped out. Try this only with a save game of no consequence to your “real” playing.





## Jversion

This code is of limited usefulness. It shows you the game version number and the current date and time. If you need to know the current date and time, perhaps it is time for a break from playing *Lords of Midnight*?

## J<name of realm other than Marish>


Having trouble recruiting in a particular realm? Chapter 8 revealed that, until a specific realm's hostage has been released, recruiting by the Alliance will be twice as difficult.

No problem. Let's say you'd like to recruit some Dragonlords because that's where your Alliance members most compatible with the Arungorians are located. Typing "jarungor" will change the attitude of those of Arungor as if there had been a release. The actual hostage, Sagraña Goldenwing (the King's sister), is not physically released, but this awesome cheat makes the hometown Arungorians think so. With this accomplished, recruit Dragonlords to your heart's content.

## Jkillboroth

Want to shorten game-playing time and head right to the absolute endgame? When you press these keys, Boroth is killed right then and there. He is sent packing to the Dark Citadel of Maranor and turns into a wraith, awaiting the second final confrontation with the Alliance.

## Jdebug

This cheat code is most helpful to players of the game. It enables almost 20 secondary cheat keys that do all sorts of wonderful things to help you. To exit this cheat mode, press the  key. You know you have successfully entered the debug mode if the screen flashes.



- ❖ **[Q]**—Turns on a quest debug map by displaying the current realm and resident or wandering characters. To scroll up, down, left, or right on the map, use the **[H]**, **[N]**, **[<]**, and **[>]** keys respectively. This code is very helpful because it gives you an overview of your current situation without having to go into the Index's Map page.
- ❖ **[W]**—Kill your leader in combat. Exactly why anyone would want to do this other than saving time and quickly causing an inevitable defeat is beyond me.
- ❖ **[E]**—Replenish the energy of the current character. This could come in handy when some villains are bent on attacking a tiring Alliance hero who is desperately trying to find and get into a friendly, well-defended citadel. Maintain caution. If the pursuers are too close, a rest will precede the almost-certain demise of the resting hero.
- ❖ **[Y]**—This puts a little abracadabra, legerdemain, or magic into the current hero. This code is of little practical value, but toggling this key makes buildings disappear, then reappear. Impress your friends.
- ❖ **[P]**—A major league helping hand. This code positions your current character any place you want on the Blood March Map. The advantages to this are obvious. Several conditions must be present if this is to work: The character must not be resting, in a fellowship, accompanied by warriors, on board a boat, or on dragonback.
- ❖ **[A]**—This code produces a strange visual effect at the current character's present location by switching the view to a 180-degree camera. No practical help.
- ❖ **[K]**—You're going to love this one! When the game begins, only a limited number of Blood March strongholds and inhabitants are known to you. Only after protracted exploration will all strongholds and inhabitants make an appearance. Hit this cheat code on Day One, and everything in the Blood March becomes known to the character. Wow!
- ❖ **[Z]**—Visual trick only. This code switches to a large overhead view of the current stronghold being explored in the 3-D screen by the current character.





- ✘ **[F11]**—Advances the time one day. There's no value to this, because the characters simply remain stationary in place without going on quests or whatever. Invoking the cheat is actually a liability, because the game is being played under an absolute time limit.
- ✘ **[F12]**—Advances the time one week. As with **[F11]**, what's the point?
- ✘ **[F1]-[F8]**—For those movie directors reading this book, move the game's camera around to observe the action from different angles.

## Save-Game Strategies

Save games are the lifeblood of the successful game player. The watchwords for the thoughtful gamer should be: "Save early and often." Like most games, *Lords of Midnight* has a save game feature. The following section explains the specific mechanics of saving *Lords of Midnight* games, as well as simple measures for preserving any game position you want.

### The Forced Save

*Lords of Midnight* provides six books that hold a single game, each designated by color: black, blue, red, green, yellow, or white. The save-game files for individual saved, color-designated games are kept in subdirectories named for the colors residing in the main directory to which *Lords of Midnight* was installed.

Every game night at midnight (time, not land), *Lords of Midnight* saves the current game. This happens whether you want to save that particular position or not—a forced save. You can save the game manually, but only during the current game day from the Chronicle Page off the Index.

When a hero or villain is slain, the program writes that event to disk immediately under the present book. If the wasted character was of paramount importance, like the last





of the Royal House of the Moon, resulting in a lost game, this puts a real crimp in your progress, to say the least.

Another factor to consider is that many players like to replay an endgame to try out different theories and tactics. When the game is won or lost and the announcement screens appear, that book is literally closed for good. In fact, not only is the book closed, but when you try to go back into the program, it automatically goes to the closed book and flings you back to DOS again. You can avoid this.

Right before the endgame, leave the program, being sure to save the desired position. Copy the files from the color-designated directory of the current game's book into one of the other color-designated book subdirectories, or to another archive. For example, assume that the current game's directory is black. Once the game has ended, copy the archived save game back into the black directory. You can now re-enter the game program, which will go right back to the black book.

Because of this, some may not like the available save device. Players justifiably may feel that they have little control over establishing a favorable position. In addition, the manual may inadvertently be misleading in implying that all six color game slots can be used to save different positions of the same game. That is not the case. The current game can only be played from the current book slot.

In the most favorable situation, the player would prefer to be able to save the game at literally dozens of strategically interesting and favorable (or even unfavorable, challenging) positions. This preference is completely understandable, given the over 300 turns a *Lords of Midnight* game might take. As a result, you may wish for far more save slots than are available.

Do not be alarmed by this. The next section contains some easy-to-follow techniques to rectify the save-game predicament and bring it under control. While it requires you to use DOS commands outside the game, that is a small price to pay for save-game comfort and happiness.

In fairness, from test reports prior to the game's release, it is obvious to me that the creators of *Lords of Midnight* clearly intended the forced-save mechanism. They felt that the slay-



ing of characters, which normally triggers a player's desire to restore the game, should be part of the gaming experience, with so many others to play. Regardless of the programmer's good intentions, those who do not like this feature can deal with it as discussed in the next section.

## Creating Save Games Galore

Using the familiar DOS COPY command, or any reliable copy utility, you can infinitely extend the number of save games available for restoration (subject, of course, to disk space limits). You can do this by moving or copying all save-game information and data to another location on your hard disk, or to a floppy.

As mentioned earlier, the files containing the information and data for each saved game are contained in the color-designated subdirectories. Use the techniques described below as often as you like to preserve advantageous game positions, taking careful note of the position of your heroes in the archived saved games. Perhaps jotting down the date for each save game would be of great identification assistance. Figure A-2 shows specifically how it's done.

Leave the game using the blue bookmark, which will save the current game where you are. At the DOS prompt, type:

```
C:\LOM3>cd c:\lom3\black
C:\LOM3\BLACK>dir

Volume in drive C is AVATAR
Volume Serial Number is 2919-00ED
Directory of C:\LOM3\BLACK

.<DIR>                08-09-95    4:22p
..<DIR>                08-09-95    4:22p
DIARY                265,558 08-15-95    8:52p
HEADER                4,838 08-15-95    8:53p
CHARAC                35,106 08-15-95    8:53p
ARMY                  55,540 08-15-95    8:53p
GENERAL              67,602 08-15-95    8:53p
BEAST                 28,796 08-15-95    8:53p
CITADEL              15,048 08-15-95    8:53p
OBJECT                228 08-15-95    8:53p
10 file(s)            472,716 bytes
58,617,856 bytes free

C:\LOM3\BLACK>copy *.* c:\lom3\blue or copy *.* c:\saves
```

Figure A-2.

The computer screen shows when games were saved.





**CD\[name of directory where the game was installed]\e**

This command changes your current directory and takes you straight to a color-designated subdirectory in the *Lords of Midnight* main directory. On my system, I installed the game to the default directory LOM3, so my command line to enter the black subdirectory reads:

**C:\LOM3\BLACK**

Notice that the LOM3 subdirectory contains several files. The following list shows the files common to all save game color-designated subdirectories:

- Diary
- Header
- Charac
- Army
- General
- Beast
- Citadel
- Object

Simply copy the eight files, which never total more than half a megabyte, to another location by typing:

**COPY \*.\* C:\[another directory on hard disk, or a floppy disk in the A or B drive, or another color-designated subdirectory]**

The last subdirectory destination is the easiest to keep track of. You're simply using another color-designated subdirectory that you can open if disaster strikes when you restart the current game. You have five other game subdirectories to use for this copying. If it's a great save game, then copy it to two subdirectories. Remember, when you save a game over another saved game, you erase the older saved game.

There's an even easier way. Create a so-called batch file to do all the work with the press of a single key. Enter your word processor or even better, the simple DOS text editor, create this little file, and name it L.BAT, putting it in the directory where the game is installed.





```
CD\[name of directory where the game is installed]-
\BLACK
COPY *.* C:\[new location]
CD\[name of directory where the game is installed]-
\BLUE
COPY *.* C:\[new location]
CD\[name of directory where the game is installed]\RED
COPY *.* C:\[new location]
CD\[name of directory where the game is installed]-
\GREEN
COPY *.* C:\[new location]
CD\[name of directory where the game is installed]-
\YELLOW
COPY *.* C:\[new location]
CD\[name of directory where the game is installed]-
\WHITE
COPY *.* C:\[new location]
CD\[name of directory where game is installed]
MIDNIGHT
```

When you want to archive the six saved games, drop out of *Lords of Midnight*. Then type: **L** and press **Enter**.

In an instant, all six color-designated books will be copied to your designated destination. Before you do this, make careful notes about the positions of the six saved games you have preserved.

When you want to retrieve a particular save game from the archives, create another file, calling this GET.BAT. Remember, this overwrites the existing contents of the game's same color-designated book.

```
CD\[name of directory where the save games are
archived]\[name of colored book]
COPY *.* C:\[directory where the game is installed]-
\[name of colored book]
```





## Appendix B



# For Further Reference



**T**his appendix contains a wealth of reference information about *Lords of Midnight*.

The Atlas provides maps of each realm and its strongholds.

A Master Character Synopsis puts personality information together with the names of the characters for your easy reference.

Scan, rescan, then scan some more the convenient Rogues Gallery, a nearly complete dead-on front-face snapshot of every character in *Lords of Midnight*.

A section on shields illustrates the many shield designs you'll see in this game.

## Atlas

The Blood March is broken down by major territorial regions in this comprehensive set of maps. Each realm and its strongholds are depicted for the careful player who wants to explore the Blood March on a selected basis.



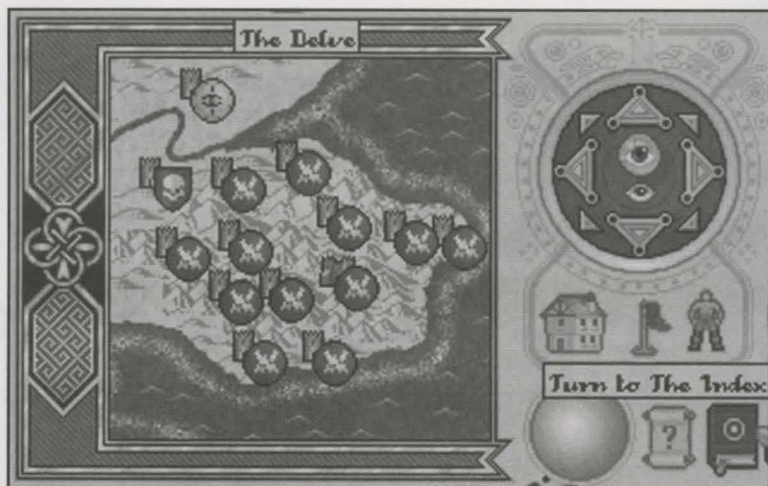


Figure B-1.  
Delve—  
Southeast Blood March

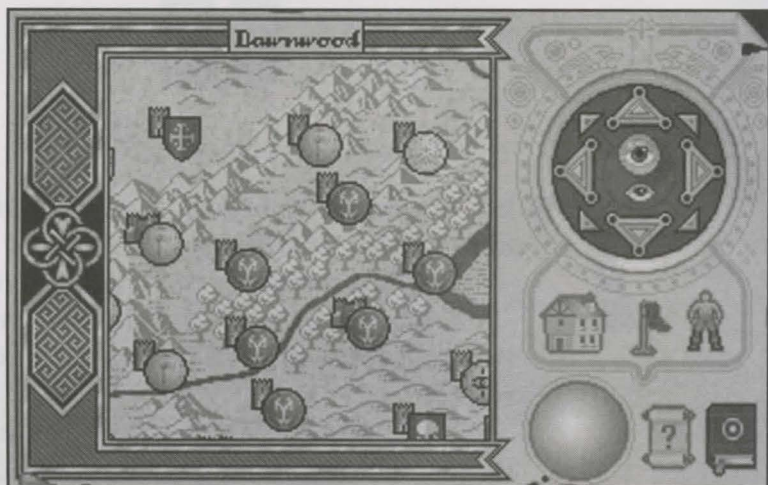


Figure B-2.  
Dawnwood—  
Central Blood March

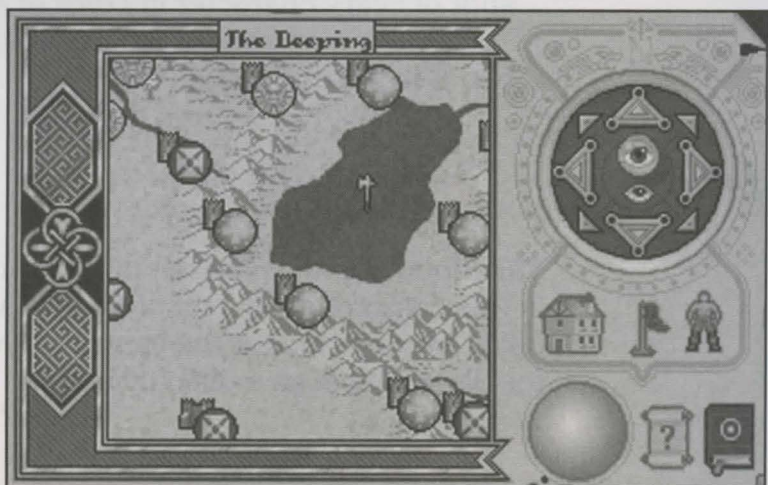
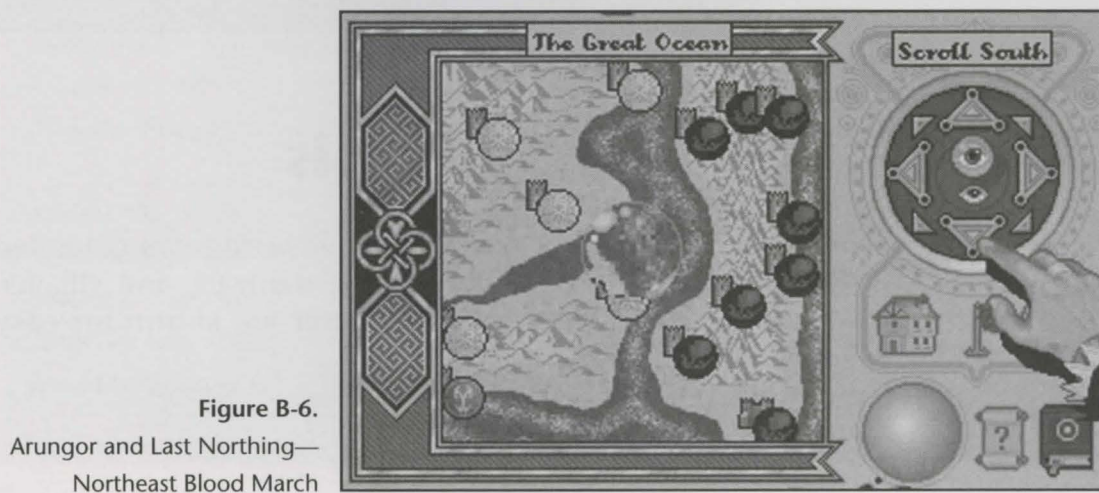
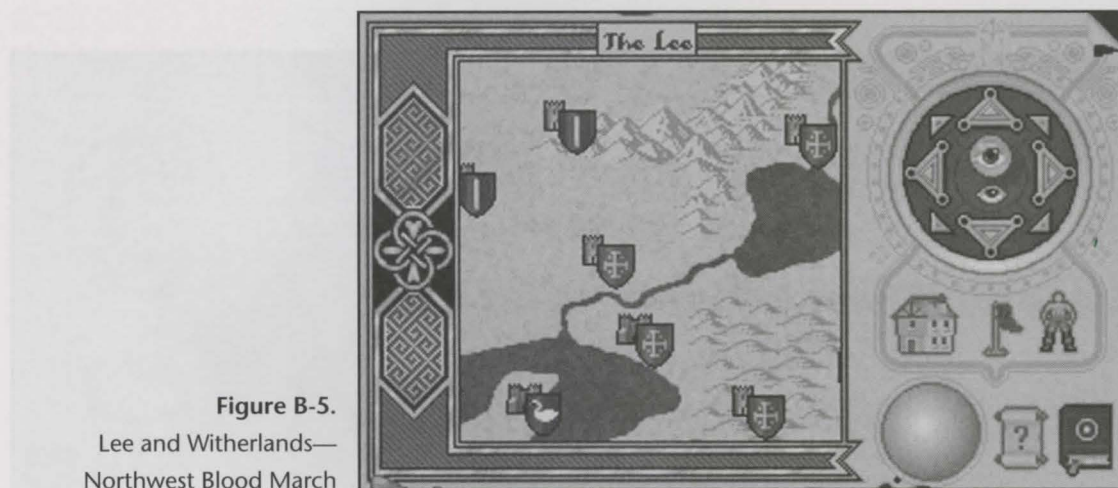
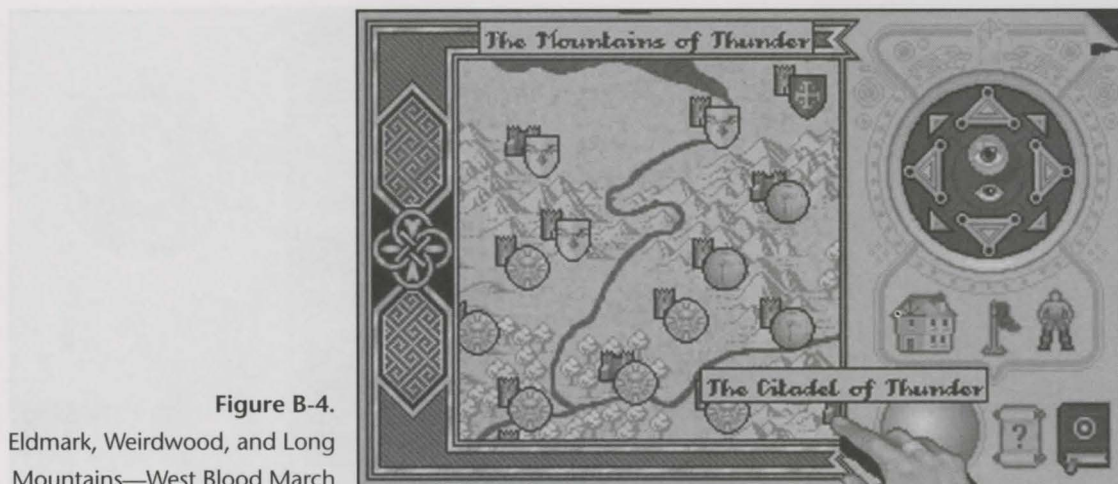


Figure B-3.  
Deeping and Gelm—  
Southwest Blood March





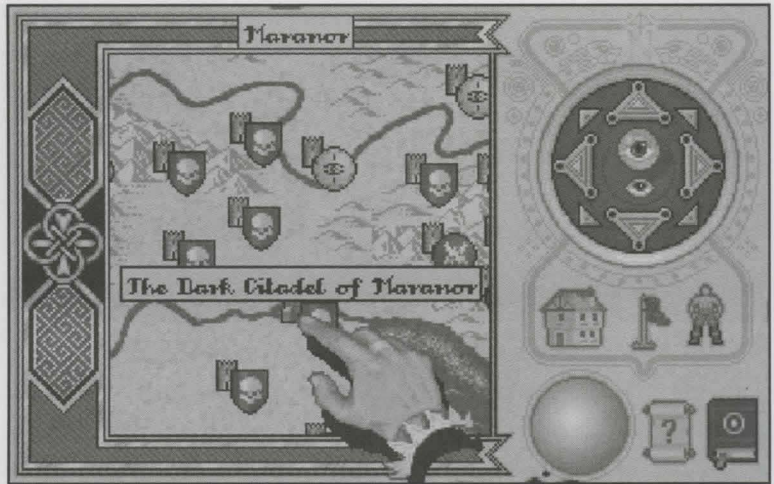


Figure B-7.  
Marish—South Blood March

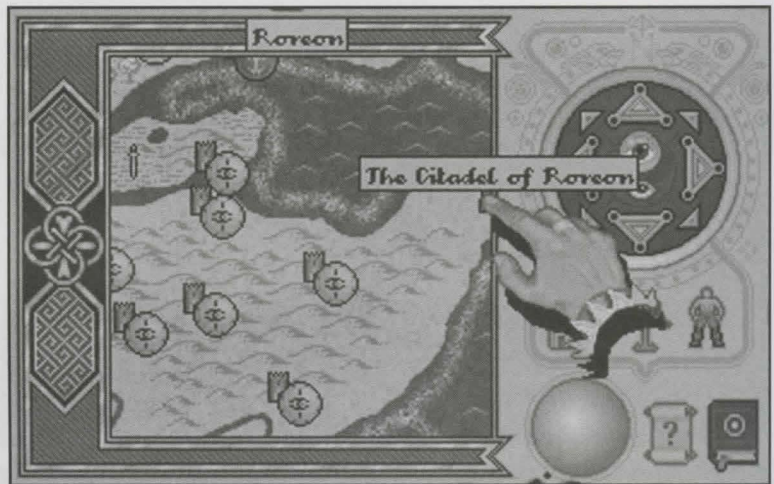


Figure B-8.  
Fallows—East Blood March

## Master Character Synopsis

What follows is the most comprehensive listing ever compiled of Midnight and Blood March heroes, neutrals, and villains. The personality traits of each character are shown for easy reference in Table B-1.



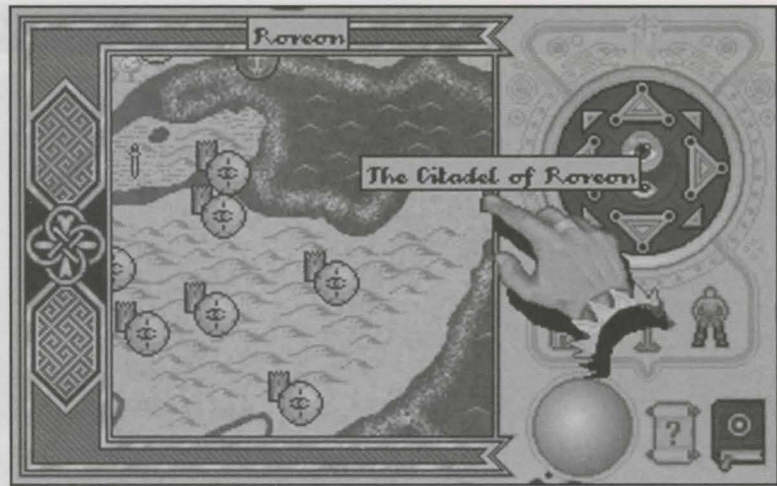


Figure B-9. Oragane's screen shows how the game describes characters' characteristics.

**APPENDIX TABLE B-1 Master Character Synopsis<sup>1</sup>**

Hero/Villain	Personality Traits
Akrith Bloodhand	Cruel, Reckless, Passionless
Alagrim Ironaxe	Apathetic, Brave, Selfish
Alargrith Warhelm	Coldhearted, Loyal, Tight-lipped
Aloroth the Fey	Eager, Generous, Impatient
Aluthrim the Bold	Bold, Kind, Headstrong
Amarin Starchaser	Charming, Mighty Warrior, Persuasive, Tireless
Anderlane of Arakai	Brave, Bold, Eager, Headstrong, Hot-tempered, Loyal, Mighty Warrior, Passionate
Andreomar the Starborn	Brave, Loyal, Modest
Arag Drythroat	Talkative, Unconvincing
Arak the Avenger	Brave, Energetic, Impatient, Quick-witted, Reckless, Superb Leader
Araleth the White	Charming, Gallant, Passionate
Aramila the Seer	Talkative
Aranor Boldsword	Bold, Quick-witted, Restless
Arbethor Greenhand	Home-Loving, Loyal, Reliable
Arfold Longtooth	Knowledgeable, Solitary



## APPENDIX TABLE B-1 Master Character Synopsis (cont.)

Hero/Villain	Personality Traits
Arin Lord Blood	Charming, Eager, Energetic, Hot-tempered
Arithel the Joybringer	Charming, Loyal, Polite
Asholeth the Fey	Eager, Persuasive, Selfless
Asunai Ironwing	Home-Loving, Mighty Warrior, Passionate
Avila the Cold	Cold-hearted, Home-loving, Naive
Barag the Fierce	Hot-tempered, Vicious
Boragrim Sharpaxe	Gallant, Home-Loving, Passionate
Borgalug Bonecrusher	Greedy, Ignorant, Restless
Borlum the Happy	Cautious, Eager, Kind
Boroth the Wolfheart	Bloodthirsty, Cruel, Superb Leader, Vicious
Brunak the Wanderer	Bold, Eager, Tireless
Cadron the Bemused	Slow-witted, Peaceable
Corlane the Bear	Brave, Gallant, Generous, Loyal, Mighty Warrior, Reckless, Tireless
Corleth of Corelay	Reliable, Talkative, Selfless
Crun the Weasel	Cowardly, Treacherous
Darath the Lion	Bold, Far-sighted, Generous
Dargrith the Butcher	Bloodthirsty, Feeble Warrior, Malicious
Djalina Snowheart	Bold, Energetic, Gallant, Reckless
Dorgrun Roughand	Impatient, Reckless
Dorok the Dour	Arrogant, Brave, Passionate
Elessa of the Mists	Cautious, Generous, Passionate, Selfless
Elgrena the Gracious	Kind, Selfless
Elina the Enchantress	Knowledgeable, Passionate, Persuasive
Emedrel of the Fire	Headstrong, Knowledgeable, Passionate, Patient
Eothor Sparehand	Bold, Kind, Reckless
Faramoth the Solemn	Solitary, Thick-skinned
Farlik Whiteknife	Brave, Reliable
Forthar the Hunter	Eager, Generous, Modest





## APPENDIX TABLE B-1 Master Character Synopsis (cont.)

Hero/Villain	Personality Traits
Galagrim of the Flame	Headstrong, Persuasive, Superb Leader, Thick-skinned
Galahar the Calm	Kind, Level-headed, Selfless
Galdreth the Fair	Far-Sighted, Level-headed, Selfless
Garamor the Fat	Easily tired, Impatient, Selfless
Garfin Quicklip	Cowardly, Quick-witted
Godrold Heavyhand	Kind, Gallant
Golgud the Reluctant	Cowardly, Generous, Patient
Gorolan the Benign	Patient, Skeptical
Gothrum the Glum	Selfless, Slow-witted, Solitary
Graleth the Bitter	Cold-hearted, Cruel, Ignorant
Grumrud Slowaxe	Bold, Kind, Charming
Guthrane Oakfist	Headstrong, Hot-tempered, Impatient
Haraglai Stormgut	Hot-tempered, Reckless, Talkative
Harumbar the Unhappy	Polite, Solitary
Hilgor the Meek	Languid, Unconvincing
Holdar Longeye	Far-sighted, Patient
Hoon the Warrior	Brave, Loyal, Modest
Igral Mouseheart	Cowardly, Generous
Imirel Starblade	Charming, Gallant
Itar the Green	Far-sighted, Selfless, Gentle
Jaranor the Hasty	Brave, Hot-tempered, Impatient
Jarleth the Shining	Cautious, Knowledgeable, Quick-witted, Superb Leader
Joruk Redfist	Naive, Tireless
Justrik the Hawk	Cautious, Quick-witted
Karelda the Carefree	Kind, Gentle
Kargrim the Cautious	Cautious, Quick-witted, Modest
Khalak the Blue	Gallant, Restless, Tight-lipped
Kiranda the Wild	Bold, Eager, Headstrong, Impatient, Passionate, Reckless
Karahar the Wistful	Talkative, Patient



## APPENDIX TABLE B-1 Master Character Synopsis (cont.)

Hero/Villain	Personality Traits
Leonik Leatherhand	Arrogant, Skeptical
Lanklin the Boaster	Arrogant, Passionless
Luxor the Moonprince	Bold, Kind, Superb Leader
Mana the Huntress	Energetic
Marathor the Splendid	Kind, Generous, Warm-hearted
Marik Silktongue	Modest, Naive, Persuasive
Melinissa the Sweet	Energetic, Generous, Repulsive
Melgran Dragonsword	Bold, Modest
Melinoth Larkstongue	Far-sighted, Home-loving, Tireless
Melkrith Nightshade	Domineering, Provocative, Treacherous
Merithel of the Lake	Eager, Greedy, Headstrong, Impatient, Reckless, Warm-hearted
Mirithel the Warm	Gentle, Warm-hearted
Miranar Fairhand	Loyal, Modest, Patient
Mirgrath the Black	Easily Tired, Repulsive, Solitary
Moglai Firewolf	Brave, Energetic, Arrogant
Mograk Rustaxe	Bold, Gallant, Restless
Mogrik the Witless	Home-loving, Slow-witted, Warm-Hearted
Molicor the Kind	Kind, Level-headed
Moongrim Longneck	Gallant, Impatient, Provocative
Morathron the Sorceror	Cold-hearted, Far-sighted, Impatient, Treacherous
Morgreth the Unsure	Cautious, Level-headed, Tight-lipped
Morgrissa Hammertongue	Cruel, Hot-tempered, Treacherous
Muglum the Handsome	Arrogant, Far-sighted, Headstrong
Norgrim the Rock	Bold, Brave, Hot-tempered, Mighty Warrior
Oglim the Lonely	Brave, Headstrong, Mighty Warrior, Solitary
Oglissa the Rose	Greedy, Impatient, Selfless
Ogrin Woodenblade	Naive, Selfish
Olgarum the Steady	Level-headed, Passionless, Patient



## APPENDIX TABLE B-1 Master Character Synopsis (cont.)

Hero/Villain	Personality Traits
Olog the Friendly	Eager, Gentle, Warm-hearted
Olthruda the Bountiful	Eager, Home-Loving, Talkative
Orabrin Lionsblood	Brave, Gallant, Knowledgeable
Oragrane the Fearless	Cold-hearted, Impatient, Mighty Warrior
Oraina the Placid	Gentle, Submissive
Orgrotha the Persuader	Persuasive, Quick-witted, Treacherous
Orimund the Resplendent	Modest, Arrogant
Oscruth Loosehead	Cowardly, Mad
Parik the Miser	Cruel, Ignorant
Polgud the Reluctant	Cowardly
Prince Morkin	Bold, Gallant, Reliable, Tireless
Princess Aremela	Far-sighted, Patient, Tight-lipped
Queen Carithila	Cautious, Kind, Knowledgeable
Rainar the Besotted	Eager, Energetic, Passionate
Rorlbar the Poet	Charming, Skeptical
Rorthron the Wise	Brave, Far-Sighted, Knowledgeable, Loyal, Patient, Peaceable, Quick-witted
Rugrak Firmaxe	Reckless, Loyal
Sadlak the Merry	Charming, Home-loving, Talkative
Sagrana Goldenwing	Knowledgeable, Passionate, Persuasive
Samara Wildheart	Brave, Passionate
Scirane the Swift	Energetic, Gallant, Hot-tempered
Sharila Suresword	Eager, Hot-tempered
Sherinar of Shadows	Headstrong, Passionate, Polite
Skarai the Dreamer	Generous, Passionate, Peaceable
Skydreth Iceheart	Cold-hearted, Cowardly, Repulsive
Slorum the Smug	Arrogant, Quick-witted, Talkative
Snorglum Bighammer	Brave, Greedy, Hot-tempered
Sparthor the Patient	Loyal, Patient, Polite



## APPENDIX TABLE B-1 Master Character Synopsis (cont.)

Hero/Villain	Personality Traits
Storbald the Scribbler	Loyal, Quick-witted, Reliable
Stublog Ironskull	Reckless, Talkative, Naive
Talmar the Quiet	Patient, Peaceable, Quick-witted
Tarella the Intrepid	Hot-tempered, Talkative
Taroeth the Jester	Cowardly, Mad, Quick-witted
Thalgrima the Betrothed	Hot-tempered, Loyal, Talkative
Thorgran Wildsword	Gallant, Mighty Warrior, Passionate, Tireless
Toraneth the Cruel	Cowardly, Cruel, Selfish
Torbrith Swiftfoot	Energetic, Reliable
Torgrim Arrowhand	Selfless, Cold-hearted, Restless
Trantana the Grand	Modest, Skeptical
Uareth the Chosen	Arrogant, Knowledgeable, Submissive
Údrar the Stubborn	Reckless, Headstrong, Charming
Ulene Quietheart	Gentle, Warm-hearted
Ulgrud the Treacherous	Cold-hearted, Selfish, Treacherous
Ulgrim the Weary	Cautious, Selfless, Slow-witted
Urgoreth the Despiser	Cautious, Greedy, Treacherous
Ursketh the Vile	Arrogant, Provocative, Repulsive
Uthran the Meddler	Persuasive, Talkative
Uvar the Penitent	Knowledgeable, Persuasive, Reliable
Var the Swordsman	Hot-tempered, Mighty Warrior
Volgor the Sure	Brave, Kind
Wythran the Weaver	Cautious, Reliable, Tight-lipped
Ylanda the Wishful	Apathetic, Selfish
Yrgreth Deathbringer	Greedy, Quick-witted, Vicious
Zalnor Sourspleen	Apathetic, Easily Tired
Zenethor the Strong	Brave, Mighty Warrior, Passionate, Superb Leader

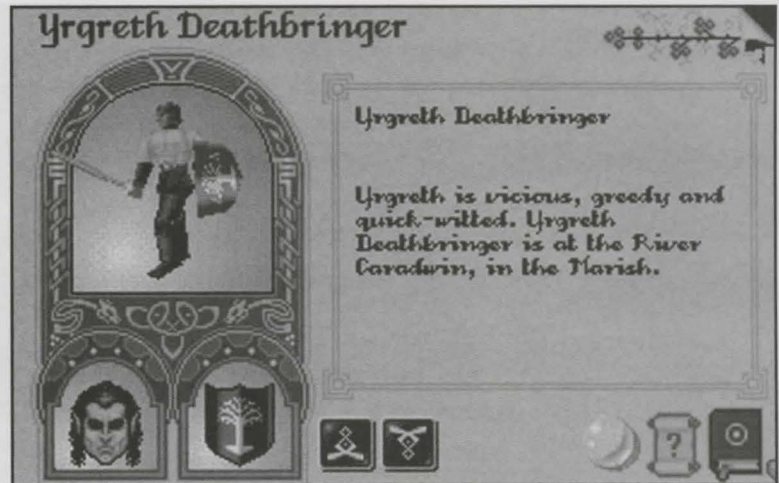
## Legend

1. Bloodthirsty was added to all Dark Fey personalities after this table was compiled.

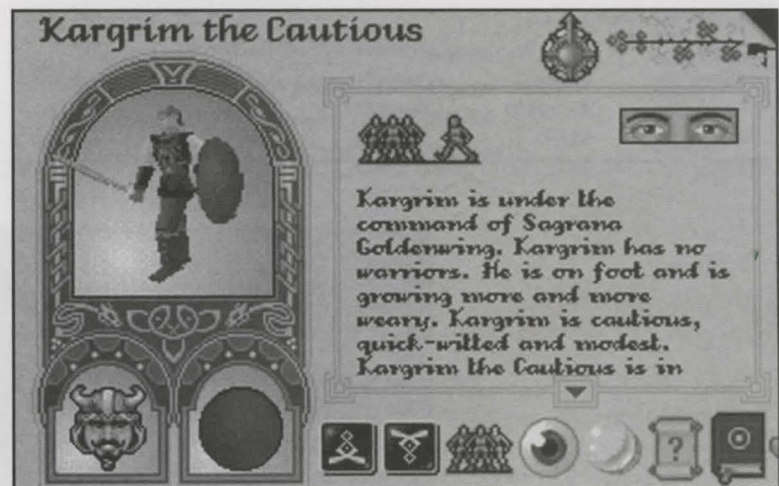




**Figure B-10.**  
Yrgreth's characteristics mark him as a character to avoid—unless you want to try to take the Deathbringer artifact from him.



**Figure B-11.**  
You must click the arrow to learn the whereabouts of Kargrim the Cautious.



## Rogues Gallery

Use these pages from the Heroes & Villains Catalogue to become familiar with the distinctive appearances of the Blood March characters. Until the characters become as familiar to you as your computer users' group, use the pictures to speed up the assignment of quests involving the selection of a character. This will eliminate the messy business of scanning the entire Heroes & Villains Catalogue for several minutes.

The legends just beneath the catalogue pages should be read from top to bottom, then left to right.

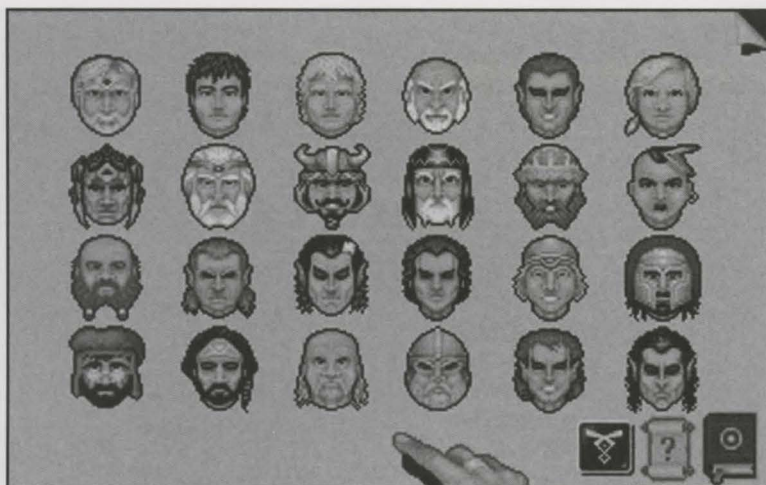


Figure B-12.  
Heroes & Villains Catalogue  
Page 1

LEGEND for Figure B-12

Morkin	Corleth	Anderlane	Rorthron	Itar	Arin
Asholeth	Luxor	Kargrim	Morathron	Guthrane	Djalina
Grumrud	Asholeth	Boroth	Udrar	Mogrik	Torgrim
Uthran	Marik	Haraglai	Oglim	Aloroth	Ygreth

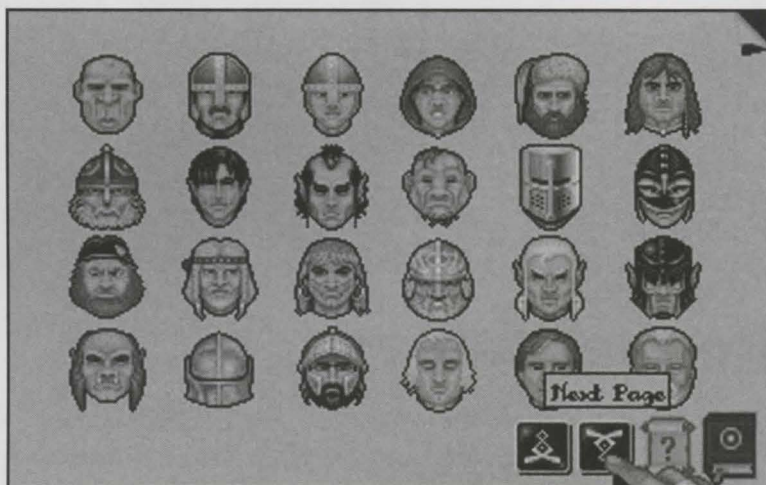


Figure B-13.  
Heroes & Villains Catalogue  
Page 2

LEGEND for Figure B-13

Stublog	Orabrin	Sparthor	Cedron	Brunak	Skarai
Rugrak	Morgreth	Graeth	Muglum	Dorok	Scirane
Sadlak	Corlane	Moglai	Norgrim	Jarleth	Ursketh
Borgalug	Aranor	Moongrim	Leonik	Storbold	Arbathor



Figure B-14.  
Heroes & Villains Catalogue  
Page 3

LEGEND for Figure B-14

Amarin	Avila	Hoon	Eothor	Snorglum	Orgrotha
Forthar	Joruk	Var	Wythran	Queen Carithila	Garfin
Zenethor	Gothrum	Skydreth	Lanklin	Holdar	Aremela
Melinoth	Mana	Rolgar	Garamor	Borum	Akrith

Heroes & Villains Catalogue Page 4

Godrold	Darath	Parik	Merithel	Princess Aremela	Farlik
Arak	Toraneth	Dargrith	Ogrin	Arag	Justrik
Sharila	Rainar	Jaranor	Asunai	Urgoreth	Mirgrath
Mograk	Taroeth	Arfold	Dorgrun	Molicor	Igral



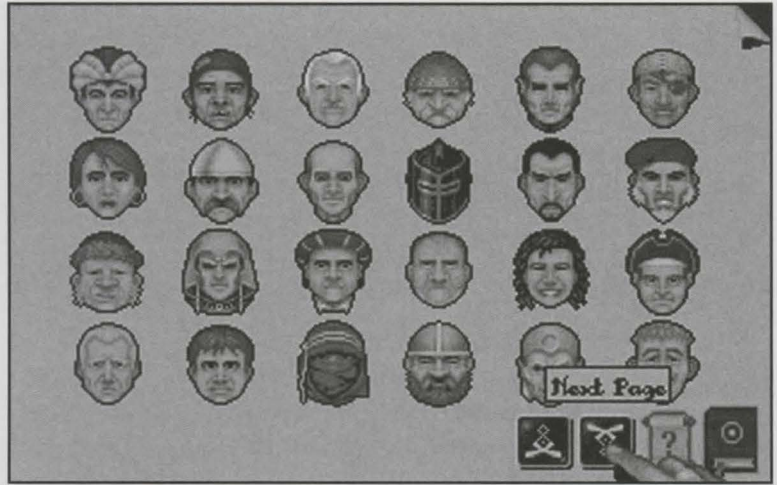


Figure B-15.  
Heroes & Villains Catalogue  
Page 5

LEGEND for Figure B-15

Orimund	Crun	Faramoth	Olgrim	Miranar	Olgrud
Elgrena	Alagrim	Karahar	Oragrane	Marathor	Barag
Golgud	Uareth	Torbrith	Slorum	Samara	Hilgor
Zalnor	Melgran	Khalak	Boragrim	Melkrith	Oscruth



Figure B-16.  
Heroes & Villains Catalogue  
Page 6

LEGEND for Figure B-16

Volgor	Talmar	Olog	Olgarum	Harumbar	Torgran
Aluthrin	Alogrith	Goralan	Uvar	Araeth	Arithel
Emedrel	Adremar	Galdreth	Sagrana	Elina	Tarella
Oraina	Karelda	Imirel	Ylanda	Morgrissa	Trantana

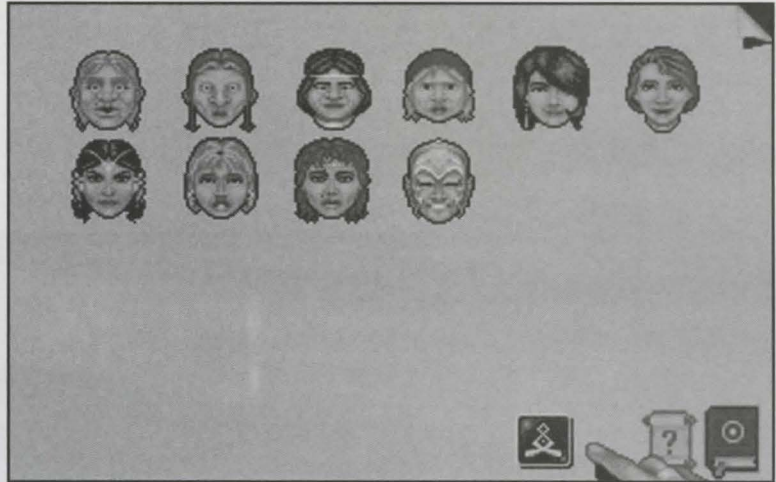


Figure B-17.  
Heroes & Villains Catalogue  
Page 7

LEGEND for Figure B-17

Oglissa	Melinissa	Olthruda	Thalgrima	Elessa	Ulene
Sherinar	Merithel	Kiranda	Galahar		

## Shields of the Alliance

Every hero or villain carries a shield for defensive and protective maneuvers in the heat of combat. The armormongers of the Blood March and Midnight are masters at their crafts. These artisans extensively research the history of the particular realm or unaffiliated hero before forging shields for the *Lords of Midnight* heroes. More often than not, the shield's design directly correlates with the colors of the particular realm.







Figure B-19.  
Shields of the Alliance







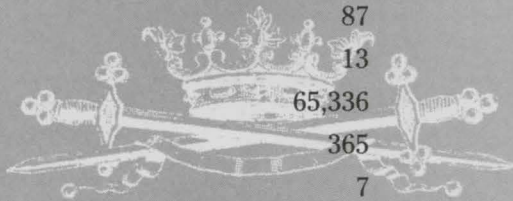


# High Scores

*Lords of Midnight* is crammed with ciphers and numbers. From troop strength to hostages released to Alliance members, the savvy player must constantly monitor the ups and downs of vital, game-breaking integers. Table B-3 shows the absolute maximum values for the listed game categories.

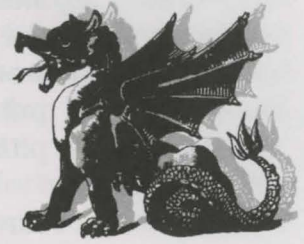
**APPENDIX TABLE B-3** *Lords of Midnight* Upper Limits

Categories	High Marks
Castles	87
Citadels	13
Dark Citadel Maps	65,336
Game Days	365
Items	7
Realms	13
Heroes	160





## Appendix C



# The Flomarque Daydreams



**I**n the history of Midnight and the Blood March, there came a time when two distinguished recorders of historical events collaborated to produce works of monumental importance—*Gone With the Witherlands* and *As Boroth Lay Dying*. Sharoon de Bedrique and Françoise the Enigmatic reported key Blood March events that occurred over an eight-month period hundreds of years ago. Sharoon, a paragon of literature and archeology, had last been seen on the planet Twinsun in the Milky Way Galaxy. How she ended up in the Blood March is unfathomable. Françoise's equally strange story cannot be told due to space limitations.

The defeat of the archvillain Boroth the Wolfheart and the destruction of his horrific Dark Citadel of Maranor resulted from an arduous campaign commenced and ended by Prince Morkin and a host of brave, bold, and fearless natives of the Blood March realms in complete triumph.

Sharoon chronicled the beginning months of the campaign, but her services were required elsewhere. (Actually, she went to the beach with friends!) Françoise picked up the



slack about halfway through the campaign and stayed with the task until Prince Morkin's final victory. Their seminal work endures to this day. Anyone wishing to excel at the computer game, *Lords of Midnight*, should, no, must, study these pithy excerpts from the completed works.

The excerpts are a kind of step-by-step strategy adventure progress checkoff list—a nutshell guide to logical thought and progression by heroes in the Lands of Midnight and the Blood March. You may want to make a convenient copy of the list, for use as a reference during game play. This should give the beginning player a quick, easy orientation into the many goals and subgoals that will be encountered when *Lords of Midnight* is played. A bit of introductory flowery prose precedes the informative snippets.

Veteran players might experience problems making inroads into the tight grip that Boroth and the Dark Fey hold on the Blood March. They should scan the *Daydreams* for hints on building a stable foundation from which to springboard rapidly up the *Lords of Midnight* power structure.

Recently, a deceitful, underground scalawag boxed the two works, and sold them on the black market. The box set was entitled *The Flomarque Daydreams*. The source and derivation of the title is unknown.

## **Excerpts from *Gone With the Witherlands and As Boroth Lay Dying***

Soon after Prince Morkin and Araleth the White crossed the River Ivilmir into the Blood March, the land was all abuzz with curiosity. Who were these noble *Lords of Midnight*? What good would it do to irritate Boroth the Wolfheart by their presence? Admittedly their leader, Luxor the Moonprince, was unfairly imprisoned by Boroth, but every realm had its noble kept against their will in the Dark Citadel of Maranor.





Morkin and Araleth shivered like straw dogs. Crossing the Imilvir from Midnight into the Blood March had been wet and cold. As far as their eyes could see, the Blood March stretched hundreds of leagues in all directions, broken only by a stark mountain range about 250 leagues due east.

The Prince wondered aloud what misfortune had befallen his father, the high-born Luxor the Moonprince. Rumor had it that Luxor was imprisoned by the Blood March's number one bad guy, Boroth the Wolfheart, in the Blood March's number one bad place, the Dark Citadel of Maranor. Morkin decided to send Araleth to the south, towards a realm called Weirdwood. Araleth was never heard from again...

With the Alliance having grown to over 40 strong, Prince Morkin decided that Boroth the Wolfheart should be put to rest. (End of excerpts)

## ***The Flomarque Daydreams— Snippets From Sharoon and Françoise***

After 365, it's time to dive.  
Don't come a knockin' when the dragon is a rockin'.  
Neutrals are bland, they roam through the land.  
Release the hostages, or pay the postages.  
If Luxor is killed, the Moon will swoon.

Boroth goes to Midnight, all the kids are affright.  
Midnight in Midnight is Midnight in Arungor.  
The Suresword and The Lionsblood are no friends o' mine.

The Here & Now rules over The Dead & Gone.  
Recruit a Dark Fey, don't live another day.  
Shadow the Wolfheart, a good game you will start.  
Rest on your laurels, end up with sorrels.



Look for the Bloodbringer, Merithel is a good singer.  
Dragons have bad breath. Period.  
The door to Maranor is always ajar.  
The jar to Maranor is always a door.

Beg for mercy, lose your hair.  
Giants hate Dragonlords. So what else is new?  
Glimormir is very hard to pronounce.

Roses are red, violets are blue, and so is Khalak.

*Get the hook!*

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