

DOOMDARK'S REVENGE

AN INTRODUCTION

The Lords of Midnight was released in the Summer of 1984 to critical acclaim, less than six months later its sequel, Doomdark's Revenge was released. It's quite remarkable looking back on it now, that they game hot the market so soon. Mike changed many things in order to shake up the game play, and that in turn required much more optimisation of the code and data to make it fit on a humble 48k ZX Spectrum.

When I created The Midnight Engine in 1999, I shipped it with the initial scenario, The Lords of Midnight, and then started working on Doomdark's Revenge. Alas, the final product never made it to release. Despite a lot of work on the project, and some amazing graphics from Jure, it seemed that I was unable to get it over the finish line.

After launching The Lords of Midnight last year, there was no doubt in my mind that the job would not be complete, until I at least did the same treatment for Doomdark's Revenge. Only with both games released into a new market, could I finally rest easy and consider my work done; everything that comes after will be a bonus.

I've not spent as much time on Doomdark's Revenge this year as I would have liked, but it gives me a great feeling being able to finally release the game, and almost complete something that I started over twenty years ago. There is more than a little irony in the fact that as a remaker, I have spent more time with these two games that Mike ever did with the originals. It was a point, that was not lost on Mike himself. Often we he joke about it, and suggest that he would need to defer to my judgment went discussing the games. But, in truth, it has only been the last few weeks that I have truly appreciated the technical differences between the AI of the two games. That Mike managed to release Doomdark's Revenge within six months of the launch of The Lords of Midnight, and keep up with the schedule required to PR the original game, is a testament to his genius.

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

USING THIS BOOKLET

Welcome to the second Epic game in the Midnight trilogy, Doomdark's Revenge. This booklet does not represent an iron discipline which must be fought through before you can enjoy the game, but we hope it will help you to get the most out of it.

When you have loaded up, put the keyboard overlay onto your Spectrum and start to press the top direction keys to look around the bitter landscape of Icemark. Mike's introduction opposite should whet your appetite and make you realise the depth of the challenge which awaits you. Turn to the Game Play section and experiment with the keys marked on the overlay.

By now we hope you'll be keen enough to read the little novelette which forms the first part of this book and sets the scene for the struggles ahead. It should help you to fit into the role.

As play progresses just turn to the relevant guidelines to help you over puzzles and inform you what you must aim for in certain situations. We've tried not to give too much away to prevent you making some exciting discoveries for yourself, but we think we've covered enough to allow you a real chance of completing this demanding adventure.

And when you have finally defeated it, remember that the challenge isn't over yet the third part of the trilogy, possibly the most exciting yet, is still to come, when Mike will send Morkin down to the warmer lands which lie below Midnight itself, to find The Eye of the Moon.

ORIGINAL '85 INTRODUCTION

It is many moons now since Lords of Midnight first appeared out of the soft, wearing gloom. Those of you who took up their challenge and rode with them to battle against the cruel Witchking will need no reminding of that epic struggle. But now a new epic tale unfolds, the story of Doomdark's Revenge.

The Lords of Midnight was the first game to use "landscaping", which allows the player to view the world through the eyes of the characters and the commanders he controls, to move through it as if he truly were riding across its broad plains, through its deep and silent forest, between its towering mountains. Doomdark's Revenge uses the same technique but paints on an even broader canvas that yields no less than six thousand map locations and forty eight thousand panoramic views – one for every byte of RAM in your spectrum!

The game itself involves both quest and warfare, both exploration and careful strategy. You can play on your own or with friends; there are enough different characters at your command for all the family to join in and struggle against Shareth Heartstealer, Empress of the frozen Empire!

In the following pages, you will find the tale of the Moonprince and his son, Morkin, when peace befell Midnight after the War of the Solstice. And the tale of Shareth's anger which brought a premature halt to the rejoicing. This you must read if you are to put on the mantle of the Moonprince and do battle against the Cold Empress in full knowledge of her dread powers. Further on you will find the "Guide to Play" which of course, is vital reading too.

I wish you luck on your quest and hope you enjoy the game as much as I enjoyed writing it!

A handwritten signature in black ink that reads "Mike Singleton". The signature is written in a cursive, flowing style with a prominent loop at the end.

Mike Singleton

GUIDE TO PLAY

You and the computer

You, the player, take the role of Luxor, the Moonprince of Midnight. By virtue of the Moonring, which lends you the Power of Vision and the Power of Command, you can control those characters in the land of Icemark who are friendly to your cause, looking through their eyes at the surrounding landscape and guiding them in their many tasks. Some will be just individuals, some will be commanders at the head of whole armies; when you move a commander, his army moves with him.

The computer plays the part of Shareth the Heartstealer, Empress of the Frozen Empire and controls the characters and armies under her sway. It also guides the fortunes of the many independent characters you will find in the land of Icemark, making impartial decisions on their behalf. Independent characters may be persuaded to join your cause, but equally may be persuaded by Shareth to fall in with her.

Victory for the Heartstealer

Shareth the Heartstealer has one single goal, the destruction of Luxor the Moonprince, he who slew her father, Doomdark, Witchking of Midnight and who, in her eyes, usurped her rightful inheritance. Her cold powers are, even now, greater than Doomdark's ever were and if Shareth can bring about the death of the Moonprince. Midnight will inevitably fall under her sway eventually. Shareth, therefore wins the game outright if Luxor is slain.

Victory for you, the Moonprince

Many choices face Luxor, the Moonprince. Should he simply rescue Morkin and retreat to the Gate of Varenorn and thence to Midnight? Should he seek to limit Shareth's power before returning through the Frozen Gates? Or should he seek ultimate victory and, risking all attempt to destroy her forever?

Accordingly, Doomdark's Revenge allows for different kinds of victory, some lesser, some greater, but **before** any of these victories can be claimed. Luxor **must** return safely to the **Gate of Varenorn**. The most basic victory that can be achieved is the rescue of Morkin, Luxor's son. He must be brought, alive and well, to the Gate of Varenorn. In this task Tarithel, Fey daughter of the Lord of Dreams, will be the main protagonist but she will not succeed alone.

Greater victories can be won by bringing other characters safe to the Gate of Varenorn. Tarithel's safe return is important and so is Rorthron's. The spoils of war play their part too. Bring to Varenorn any of the Crowns of Icemark and your victory will be the greater. It will be the greater still if you discover and return with any of the arcane objects upon which Shareth's power depends. Knowledge of these must be found during your struggles.

If, by any chance Morkin should be slain, only one victory remains to Luxor – Shareth's complete destruction. How this can be achieved, you must discover during your travels through the Icemark but be warned, it is no easy task. If Morkin dies. Luxor, racked with grief, will diminish in power.

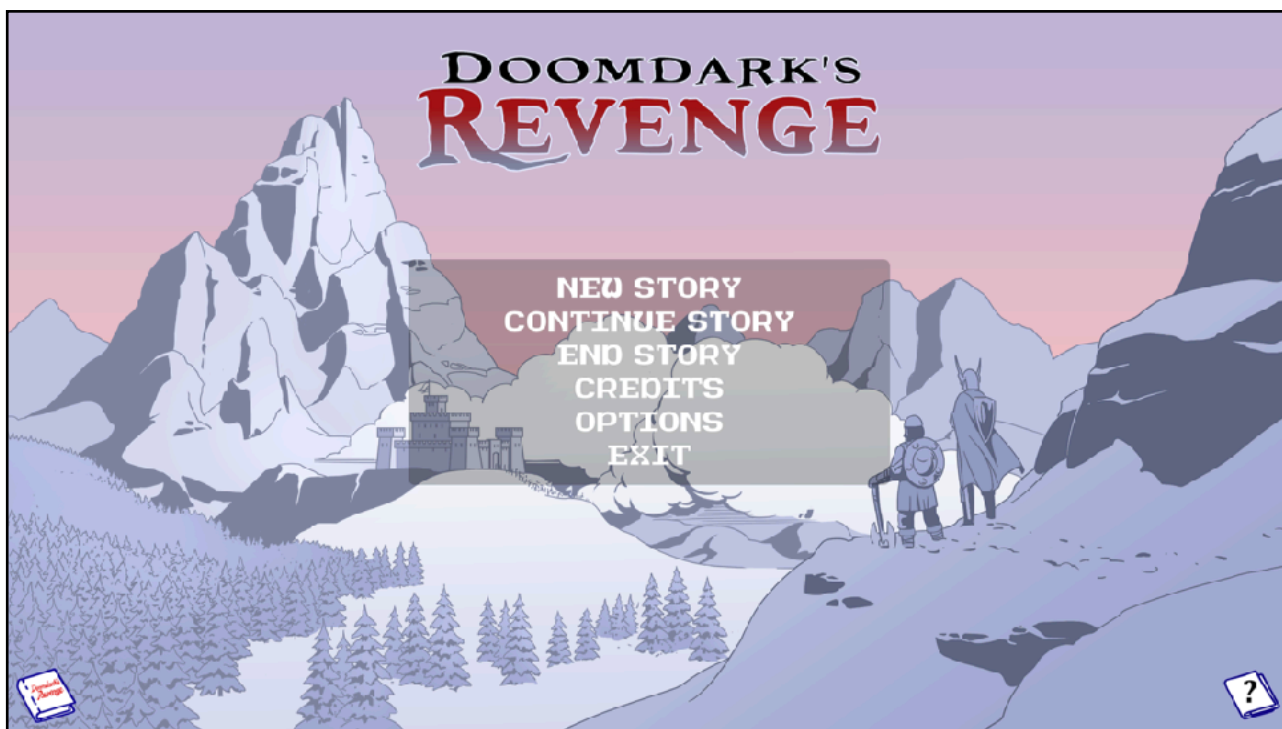
The greatest victory of all is the destruction of Shareth and the safe return of Luxor, Morkin, Tarithel and Rorthron to Varenorn. Upon this event. glowing

letters will flame on the surface of the Moonring, revealing to Luxor the ancient Watchwords of Midnight that when spoken will awaken all the land to whatever peril gathers. With these words at his command, the Moonprince will be sure to protect Midnight for as long as he lives.

Victory is acknowledged when you press the NIGHT key. You will then be told of the greatness of your triumph. Defeat, however, will immediately follow upon Luxor's death.



Main Menu



NEW STORY 'N'

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

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

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



CREDITS 'Z'



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

OPTIONS 'O'

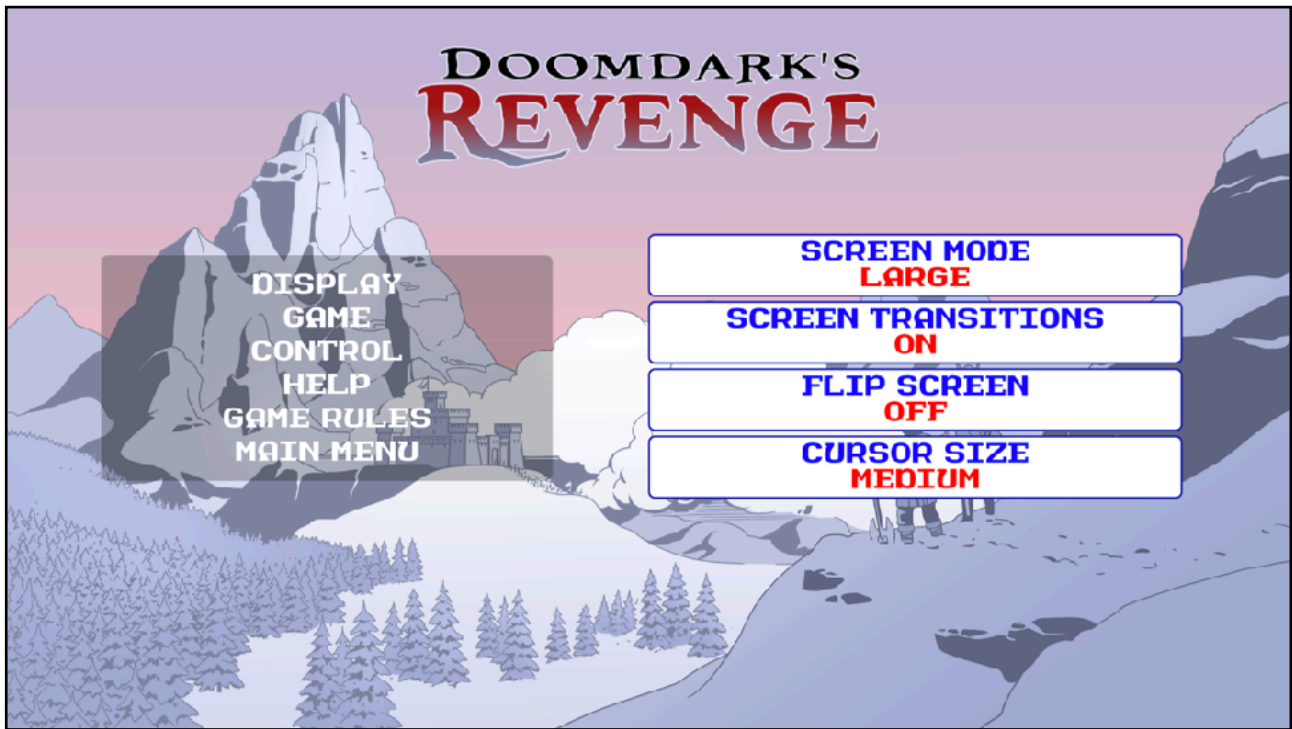
This will take you to the options screen.

EXIT 'esc'

On devices that support exiting – Desktop, this will close the game down and return to the desktop.

	This book will bring up this guide either in the browser, as a PDF, or as an ebook depending on your device and options.		This book will bring up the novella that accompanies the story that introduces the game.
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Options



DISPLAY 'D'

SCREEN MODE

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

SCREEN TRANSITIONS

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

FLIP SCREEN

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

CURSOR SIZE

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

GAME 'G'

AUTO FIGHT

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

AUTO UNHIDE

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

AUTO APPROACH

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

NIGHT DISPLAY

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

BATTLE REPORT

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

NIGHT CONFIRM

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

CONTROL 'C'

COMPASS DELAY

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

NAVIGATION STYLE

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

1. **Swipe and Push** – You can drag the screen to look around, and swipe down to move. As well as pressing on the top, left, or right side of the screen.
2. **Push** – You can only press the top, left, or right side of the screen to look around or move.
3. **Swipe** – You can only can drag the screen to look around, and swipe down to move.
4. **Press Look / Swipe Move** – You can only left, or right side of the screen to look around and drag down the screen to move.

MOVEMENT INDICATORS

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

KEYBOARD STYLE

On Desktop, choose between CLASSIC keyboard shortcuts or NEW.

HELP 'H'

TUTORIAL

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

NOVELLA

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

RULES 'R'

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

DIFFICULTY

Normal

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

Easy

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

Medium

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

Hard -

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

IMPASSABLE MOUNTAINS

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

AI IMPASSABLE MOUNTAINS

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

SOLE MOUNTAINEER

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

FAST TUNNELS

The fey will not be persuaded to join your campaign.

UPGRADE SHARETH ARMY AI

Enemy lords may continue to fight after the initial attack, depending on their coward status and how many soldiers are in the fight.

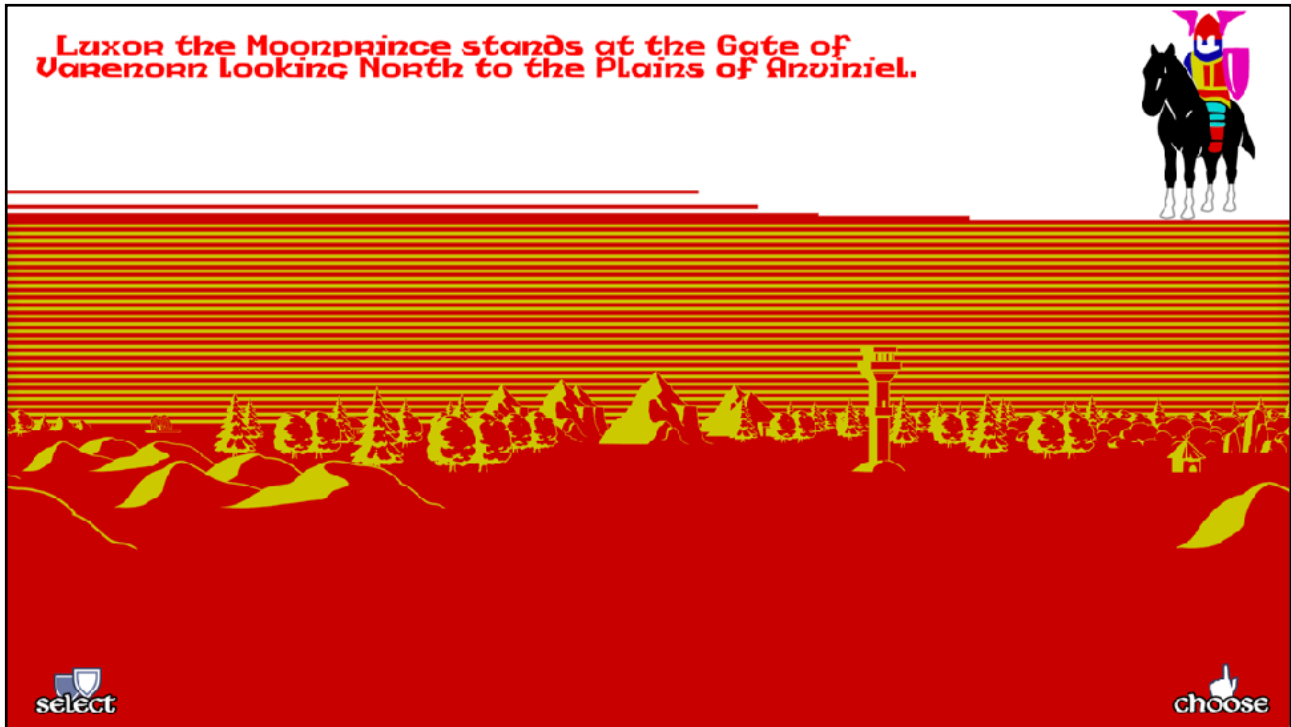
Enemy lords will pay attention to their surroundings before continuing with their orders. They will consider locations surrounding them looking for enemies to potentially attack.

MOVEMENT MODIFIERS

When a character travels through a location, a number of calculations are made to decide how much time passes. One of these decisions is based on the race of the character and the terrain of the location. In the original ZX Spectrum version there was a bug that stopped the correct values being used, this option allows you to play the game with the intended values. There is also the option to play with the values used in the original C64 version which were different again.

Controlling a character

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



Look Left '<LEFT>'



Move Forward '<UP>'



Look Right '<RIGHT>'



Select

1) Look 'E' / 'L'



On screen will appear a landscape corresponding to the view that the character sees in the direction he is looking at the time. During the LOOK option, you can turn the character to look in another direction by either pressing on the left or right of the screen, or by dragging your finger/mouse across the screen horizontally.

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

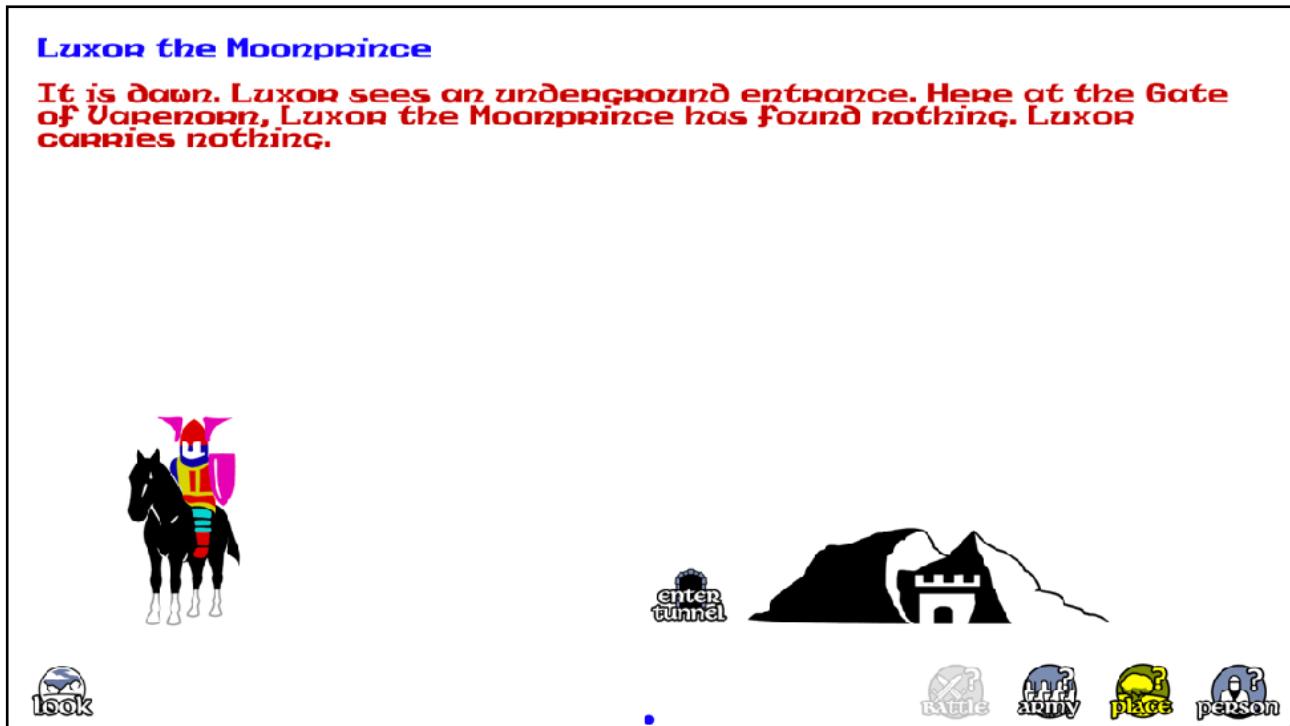
If the lord is a member of a group, there will be a small face of the character the he is following, in the bottom left corner of his character image.

QUICK TIP

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

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

The character will move forward in the same direction he was last looking. When he reaches his next location, he will continue looking in that direction and the LOOK option will reappear with a new landscape. Characters cannot move during night nor can they move into the Icy Wastes that surround the Icemark. Other factors may also restrict movement – exhaustion, cowardice and so on. You can move the character by pressing the top of the screen or by dragging your finger down the screen vertically.



3) Think 'R' / 'T'



When the character is told to Think, the screen becomes largely text and you are given more details regarding the character, any army he controls and the place he is in, than could be included in the short text of the LOOK screen. Selecting the up and down arrows will cycle through pages of text about the current subject as will dragging the page. The indicator in the bottom centre will show when there are multi pages to read.

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

QUICK TIP

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



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



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



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



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



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

4) Choose **'T' / 'C'**



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



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

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



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



The approach option becomes available when you are in the adjacent location as a lord who you may want to try to recruit to the cause. However not all lords are able to persuade each other to follow, and beware, an unsuccessful approach will lead to war... '4' / 'P'



A generous character may be able to give his object to another. '3'



Special objects lay discarded around the Icemark, if found you may be able to take them. '2'



When carrying one of the special objects, you may be able to use the power that it conceals. '9'



Palaces, Gates, Pits, and Temples may allow entrance to the dark tunnels of the Icemark. '8'



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



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



Choosing to rest may allow your lord to recover much quicker than waiting for the usual night cycle.



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



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



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

Grouping

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

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

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



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



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



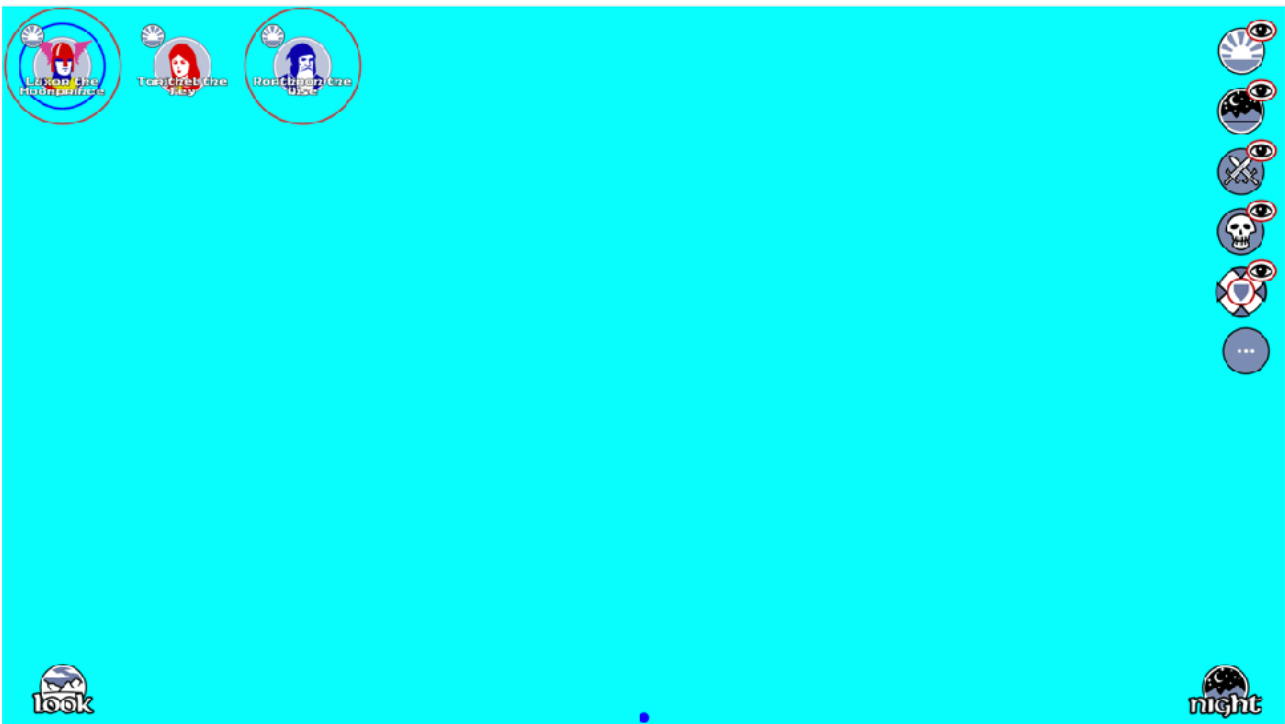
On the select screen, this icon will disband the current group.



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



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



Selecting a character



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



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



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



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



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



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

Night and Day

The game begins on the day that the Moonprince rides forth from the Gate of Varenorn into the Icemark and proceeds by day and by night. During the day you can move any or all of the characters you control, together with any armies that accompany them. The distance a character can move in one day depends on the difficulty of the terrain and whether he is riding or walking as well as his general vigour. You must learn by experience how far you can travel under given circumstances. However, there is one important thing to remember: when you travel directly north, south, east or west you are moving just one league at a time; moving in any other direction, you are travelling along the diagonal of a square, a distance of approximately 1.4 leagues. This will therefore take you longer and leave less hours of daylight for your journey.

Each character has his own, individual "clock" and when he has exhausted his hours of daylight, night will fall for him. He will be unable to make any further movement until the following day. Other characters under your control, however, will still be able to move.

Once you have moved all the characters you wish to, you must press the **NIGHT** key. This lets nightfall everywhere and signals the beginning of movement for the forces of the Heartstealer. Independent characters will also move at this time. There will be a pause as the computer "thinks" and rumours of battle and other events may appear on the screen. Soon, however, the night will be over and the message, "Dawn breaks" will appear on the screen.

To begin the new day you must press the **DAWN** key and then you will be able to control your characters afresh.

QUICK TIP

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



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

The Warring Factions



Minor skirmishes involving individual characters can take place at any stage during the day and will have an immediate result. Battles between armies, however, are not decided until the day is over.

You are **NOT** able to move an army into the same location as an unfriendly army by using the **MOVE** option. Such a decision is always a special option that you must select using the **CHOOSE** option. Some of the commanders you control may be so afraid that the possibility does not occur in their list of options.

Two options can move an army onto unfriendly ground, **ATTACK** and **APPROACH**. **ATTACK** should be used if you want to fight a battle regardless of the other commander's intentions. **APPROACH** is like going forward under a flag of truce; you may be able to parley with the other commander and perhaps persuade him to join your cause. On the other hand, he may well ignore your flag of truce and fall upon you. The **APPROACH** option should be used with some caution, for if battle does follow, you will be at a disadvantage compared to **ATTACK**.

Once battle has been joined, the character will not be able to move until the following day. You can, however, move other characters into the same battle if you wish. At the morrow's dawn, the outcome of the battle will be known to your commanders. If the enemy has lost, his armies will have been destroyed or have fled, leaving the battlefield in your possession. If the enemy has won a decisive victory, you will find your characters (if they still live) scattered and bereft of troops. If, however, the battle continues, you can move your commanders away that dawn or leave them there to fight on through the next night.

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

The Kingdoms of Icemark

The map of Midnight depicts the major features of the geography of Mid The land of Icemark is ruled by five major races and the map that Luxor carries with him, though lamentably lacking in detail, shows their Kingdoms. To the North-east, the Men of the Frozen Empire are governed by Shareth the Heartstealer. To the North-west lies the Kingdom of the Giants, to the East the Kingdom of the Dwarves whilst to the South are the Outlands of the Barbarians and the Realm of the Fey. All these are intermittently at war with each other, involved in petty feuds and border raids but of them all, the Frozen Empire is the strongest and the most feared. To defeat Shareth, Luxor must find allies in these foreign domains. The Lords of the Fey should be counted most friendly, the Lords of the Iceguard least so, but a cunning Moonprince will exploit their differences to his own purpose. There is only one in the whole of the Icemark who will never rally to his banner – Shareth Heartstealer, his mortal enemy.





Toggle between the overview map and the discovery map. **'F3'**



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



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



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



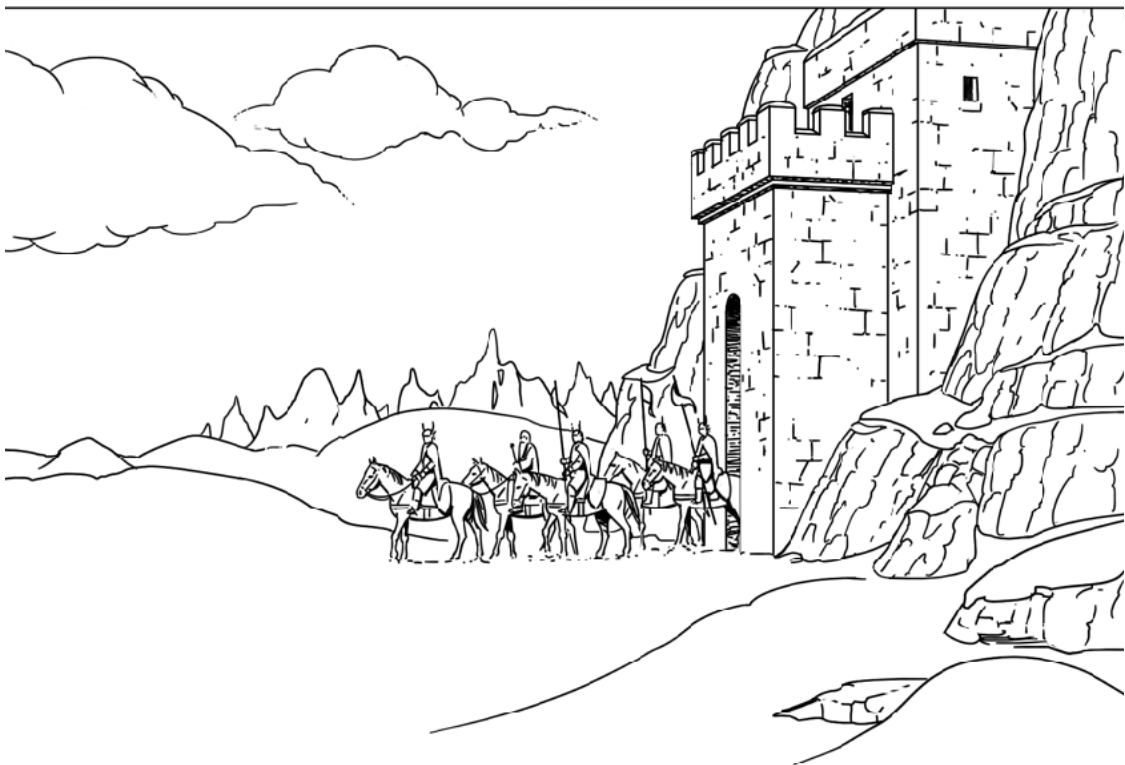
Shows at any location where multiple lords reside.



Will display on the location where your current lord is.



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



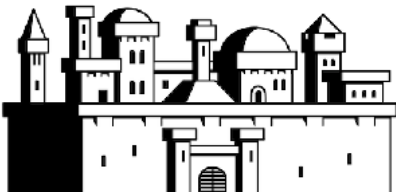
Looking around

During your travels through the Icemark, you will see many different scenes. This is a traveller's guide to some of the things you will see.



MOUNTAIN

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



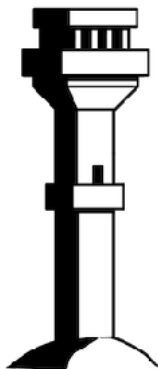
CITY

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



FOREST

Movement through a forest will not be swift, save for the Fey whose homes lie there.



TOWER

The Watchtowers of the Icemark may hold dark secrets; approach with care!



PIT

Through the dark mouth of the abyss, you may find access to subterranean passages, but foul creatures may issue forth from the bowels of the earth.



HALL

A war-chief's hall can offer warmth and shelter to the lonely traveller, if its people prove friendly.



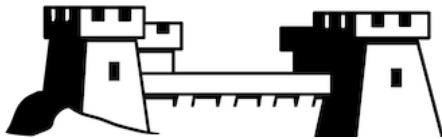
HUT

Brief respite can be found here from the cold mists and winds of the Icemark.



HILLS

Hills slow a traveller, but not severely. Unseen dangers may lie beyond.



FORTRESS

The stronghold of minor Lords of the Icemark. a fortress will offer some protection.



PALACE

Though not designed to withstand armed assault. a palace is still a centre of power.



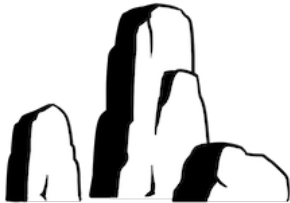
TEMPLE

A temple is apt to harbour dark and mysterious forces. Some give access to benighted ways beneath the earth.



GATE

Set at the entrances of subterranean roads, the Gates of the Icemark stand at the threshold of the dark world below.



STONES

Stones mark the route of ancient, forgotten roads beneath the icy carpet that covers the land. Strange powers oft gather about them.



FOUNTAIN

Little in the bleak landscape of the Icemark offers succour to the traveller but from a sparkling fountain, he may drink his fill and be refreshed.



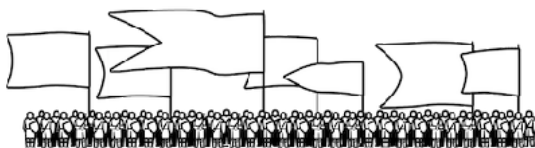
ICY WASTES

The barrier ice of the Northern glaciers allows no traveller to pass through. The Icy Wastes are impenetrable to all.



MIST

Cold mists block the landscape from view as they roll across the Icemark. All save Shareth's Iceguard find their courage and strength sapped if caught in their grip.



ARMY

A friendly army offers no hindrance to the traveller but an attempt to go through the midst of an enemy army offers the gravest of peril.

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

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



Luxor the Moonprince stands in a tunnel looking West. It is dawn.

select choose

You do not, however, see all that lies ahead. If, perchance, you find yourself in an underground tunnel, tall pillars crowned with fire mark the way forward. If there is no way ahead, you will see naught but darkness. Tunnels only lead north, south, east or west.