

Sample file

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Morkin

The Lords of Midnight
solo adventure game

by
Juan Díaz-Bustamante

*The old songs say
that one will be born,
half-fey, half-human,
whom the Ice-Fear
cannot touch*

Morkin

The Lords of Midnight solo adventure game

Web: <https://morkin-game.com>

Discord: <https://discord.gg/CMQ6UUPwDP>

Instagram: <https://www.instagram.com/juandbbam>

Facebook: <https://www.facebook.com/groups/morkin>

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Developed under licence from <https://www.thelordsofmidnight.com>

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Ker Nethalas

Disciples of Bone and Shadow

Broken Shores

Barbarian Prince

Everquest

D100 Dungeon

The One Ring

Forbidden Lands

Perplexing ruins gaming sheets

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IN MEMORIAM TO *MIKE SINGLETON* (1951-2012)

This game is based on the strategy and adventure epic fantasy game **The Lords of Midnight** by *Mike Singleton*, first released for the ZX Spectrum in 1984. *The Lords of Midnight* is often listed among the top role-playing and strategy games of the 1980s.

In *The Lords of Midnight*, the player must defeat *Doomdark*, the evil *Witchking* who has trapped the Land of Midnight in perpetual winter.

There are multiple ways to achieve this. One is through a straightforward adventure game, where the goal is for *Morkin* to destroy the *Ice Crown*, the source of *Doomdark*'s power. This is the adventure you can experience in this print-and-play game.

Both *The Lords of Midnight* and its sequel, *Doomdark's Revenge*, have been adapted and released for Windows, Mac, iOS, and Android by Chris Wild, so you have no excuse not to try them! Check them out at <https://www.thelordsofmidnight.com>

The official novels of *The Lords of Midnight* and *Doomdark's Revenge*, written by *Drew Wagar*, are also highly recommended.

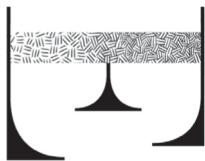
Finally, there is a very interesting multiplayer browser experience available in MidnightMU <https://www.midnightmu.com> as well as a Unity version of the game at frozenempire.net

DIFFERENCES FROM THE COMPUTER GAME

Since the computer game focuses primarily on the strategic elements of warfare, and this instalment follows only Morkin's adventure, it was necessary to introduce elements typical of a solo role-playing game.

These include events, new enemies, side quests, minor map alterations, an extended number of days required to reach the Plains of Despair, and the ability to explore ruins and caverns.

Another significant change is the removal of armies, replaced by non-player characters and individual enemies. Additionally, only the westernmost region of Midnight is used, rather than the entire map.



INTRODUCTION

“The Solstice War has begun.”

Doomdark

Doomdark, once known as Gryfallon the Wise, was a cunning advisor among the Wise—a group of powerful sorcerers. He rose to power by serving Lord Ushgarak, whom he helped become a King. Driven by ambition, Gryfallon betrayed and murdered Ushgarak, seizing the crown and ruling through fear and dark sorcery. Over time, his name changed to Doomdark, the Witchking of Midnight—a title that reflected the terror he inspired.

Doomdark’s power is drawn from winter’s dark magic, gaining strength from the deepest cold. His ultimate plan is to unleash this power during the Solstice, the longest night of winter, and launch a devastating assault on the Free —those who resist him— with both his icy legions and the Ice Crown, forged by Doomdark himself, which sends out an Ice-Fear that withers the minds of men.

Morkin’s mission is to undertake a perilous quest to find and destroy Doomdark’s source of power, the Ice Crown. As Doomdark prepares to unleash his might during the Solstice, the leaders of the Free realise that conventional battle alone may not be enough to stop him.

Morkin, being half-human and half-Fey, is uniquely resistant to Doomdark’s Ice-Fear. Though Luxor the Moonprince, the leader of the Free, was initially reluctant to send his young son on such a perilous journey, Morkin’s mixed heritage makes him the only one capable of resisting the Ice Crown’s dark magic. His mission is clear: reach the Tower of Doom, seize the Ice Crown, and destroy it to shatter Doomdark’s power, giving hope to the Free in their struggle against the Witchking.

The Land Of Midnight

The Land of Midnight is a frozen realm where the icy grip of the Ice Crown holds dominion over the landscape. From the northern strongholds to the southern territories, the land is shrouded in perpetual winter—a direct consequence of Doomdark's malevolent power. Towering, snow-capped mountains, endless frozen plains, and dark, ice-bound forests define this harsh environment. The bitter cold permeates every corner, making survival a constant challenge for all who dwell there.

Despite the frigid conditions, the forces of light and darkness remain locked in a relentless struggle. Doomdark's armies, thriving in the cold and drawing power from the Ice Crown, press their conquests from the north. In the south, the Free resist, determined to prevent the encroaching ice from overtaking their lands. Luxor the Moonprince must rally allies to amass the strength needed to oppose Doomdark's invasion. Among these allies are the Fey, who dwell within the forests of Midnight. Though they do not actively seek war, they will not stand idle while Doomdark threatens to consume their realm. Luxor's close friend, Corleth the Fey, will help unite them in battle. Far to the east lie the Targ, fierce barbarian warriors who might be swayed to join the war effort—yet they could just as easily fall to Doomdark's side if Ice-Fear grows too strong.

About The Game

Morkin is a game designed for solo play, where you must guide a hero, Morkin, on an impossible mission: to destroy the Ice Crown.

As in the computer game, you will begin at the Tower of the Moon, within the Forest of Shadows, alongside Luxor the Moonprince, Corleth the Fey, and Rorthron the Wise. However, unlike the computer game, you will only control Morkin. Luxor, Corleth, and Rorthron will head east to rally the forces of the Free and the Fey, and even attempt to convince the Targ to join the war against Doomdark.



Your task, however, is to travel north alone, to seek out and destroy the Ice Crown, which holds all of Midnight in the grip of eternal winter. Along your journey, you will traverse forests, downs, and mountains, pass through villages, explore forgotten ruins and caverns filled with unexpected foes and side quests, recruit companions, discover towers that echo with voices offering guidance, and encounter characters who may aid you... or hinder you.

What Do You Need To Play

- **This book:** This will guide you through the game.
- **Pencil and eraser:** For writing and making changes to your character sheet and notes.
- **Sheets of paper:** You will need the Character Sheet, Adventure Sheet, Map, and Ruins and Caverns Sheet, all of which can be photocopied from the book or downloaded from the game's website. A Rules Reference PDF, containing a summary of the rules, is also available for download.
- **Dice:** These will be used to resolve actions, such as combat and skill checks.
- **Journal (optional):** A place to record your adventures or important details as you play.

MORKIN'S CHARACTER SHEET

This sheet records essential details about your character, including skills, attributes, companions, and items, which you'll refer to throughout the game. You'll create Morkin's character sheet at the start, and it will evolve as you play, reflecting Morkin's progress, inventory, and abilities.

MORKIN'S ADVENTURE SHEET

Use this sheet to track the calendar of days and mark the quarter of the day you're in, along with the action you take during that quarter and the Ice-Fear level. You may also record the weather for each day here, and you can also track the progress of each battle on the Battle Board.

MAP

We'll delve into more detail about the map later, but you will keep this sheet available throughout the game, as it is on the map that you will move your character during their challenging journey. Plan your route carefully, as this will be crucial to the success of your adventure.



RUINS AND CAVERNS SHEET

We'll also cover how to explore Ruins and Caverns later, but this grid sheet will be useful for drawing the various rooms you discover as you explore the Ruin or Cavern. Around the grid, you'll find different tables to help bring this exploration to life, as explained later in the rules.

DICE

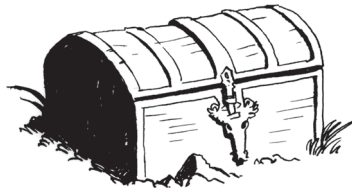
Whenever Morkin faces a challenging situation, such as combat or a skill check, dice rolls will determine success or failure. The game uses two types of dice: a six-sided die (D6) and a ten-sided die (D10). For smoother gameplay, I recommend having two D6 and two D10 dice. Here's what each term means:

- **D6:** Roll a six-sided die.
- **2D6:** Roll two six-sided dice and add the results together.
- **2D6+X:** Roll two six-sided dice, add them together, and then add a specific modifier (X) to the result.
- **D6-X:** Roll one six-sided die, subtracting a modifier (X) from the result.
- **D66:** Roll two D6 dice—one die determines the tens digit, and the other determines the units. This results in a number from 11 to 66.
- **2D10:** Roll two ten-sided dice and add the results together.
- **D100:** Roll two ten-sided dice—one die represents the tens (10, 20, 30, etc.) and the other represents the units (1, 2, 3, etc.). If both dice show 0, the result is 100. Alternatively, you can also use a dedicated tens die and a units die.

If you don't have physical dice, you can always use mobile apps that simulate dice rolls, making it easy to play even without physical tools.

JOURNAL

I strongly recommend keeping a journal of Morkin's experiences during his quest. This will deepen your immersion in the story and help you track your progress.



THE MAP

As you travel through Midnight, you will need the map located at the end of the book, which can also be downloaded for free from the game's website. If you prefer a more dynamic experience, you can explore using a randomly generated map by following the procedures outlined at the end of the book.

The map is divided into hexagons, each representing approximately 2 miles and covering part of the western region of Midnight. Your journey begins at the Tower of the Moon, located in the Forest of Shadows.

When you enter Caverns and Ruins, you'll switch to the Ruin & Cavern Sheet, which is also available at the back of the book or as a free download from the website. This sheet allows you to sketch the rooms of the Ruins and Caverns as you explore them.

Morkin has a general sense of his destination's location, but the exact path remains uncertain. Midnight is a perilous land, and the villages scattered across it have been so isolated that people often don't know the precise location of places only a few days' journey away.

Types Of Terrain

During your journey, you will encounter five different types of terrain. Each terrain influences the difficulty of movement and affects the encounters, events, and actions that can occur within a hexagon.

- **Plains:** The flat expanses of the Plains of Midnight allow for normal movement but leave you more exposed to potential threats.
- **Mountains:** Traversing the mountains is not only time-consuming but also physically taxing.
- **Forest:** The forests are home to the magical Fey, who harbour no love for the creatures of the Witchking.
- **Downs:** These gently rolling hills slightly slow travellers and may conceal hidden dangers.
- **Frozen Wastes:** Surrounding Midnight, these barren lands are impassable to all—Free, Foul, or Fey.

Sites

As you journey through these terrains, you may encounter various structures that could provide shelter, guidance, or unforeseen dangers.



**Citadel:**

A fortified city offering refuge to allies. Some citadels, marked in dark on the map (Dark Citadels), are controlled by Doomdark and are inaccessible. Attempting to enter these will lead to your arrest and the end of the game.

**Tower:**

Strongholds of the Wise, these nearly impregnable refuges may offer guidance and temporary aid, enhancing your abilities.

**Henge:**

Ancient temples from the dawn of the world, henges hold strange powers—some beneficial, others dangerous.

**Village:**

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

**Keep:**

A fortress controlled by a minor Lord, offering protection from raiders. Some keeps, marked in dark on the map (Dark Keeps), are controlled by Doomdark and cannot be entered. Trying to visit these will result in your arrest and the end of the game.

**Snowhall:**

Built by the wandering peoples of Midnight during the long winter, snowhalls offer shelter but may also hide hostile creatures.



Lake: Fed by warm springs, the lakes of Midnight have healing powers that aid those who resist Doomdark and the forces of cold.

**Lith:**

Ancient standing stones with potential magical properties.

**Cavern:**

These provide shelter or hiding places but may be inhabited by dangerous creatures.

**Ruin:**

Abandoned fortresses, manors, or temples that may contain dark threats, but also incredible treasures and rewards.



Special Sites

Some sites are special, with dedicated events in the *Special Sites Table* (you can find the Tables at the end of the book). They are marked with numbers on the map:

- 1 • **Tower of the Moon**, in the Forest of Shadows (your adventure begins here).
- 2 • A place in the Forest of Shadows.
- 3 • Keep of Blood, on the Plains of Blood.
- 4 • Citadel of Shimeril, on the Plains of Iserath.
- 5 • Village of Thrall, in the Forest of Thrall.
- 6 • Ruin of Coroth, in the Mountains of Dodrak.
- 7 • Moonhenge, on the Plains of Moon.
- 8 • Keep of Lothoril, in the Forest of Lothoril.
- 9 • Lake Mirrow, in the Downs of Mirrow.
- 10 • Village of Kor, in the Forest of Kor.
- 11 • Citadel of Gloom, on the Plains of the Lost.
- 12 • **Tower of Doom**, in the Forest of Doom, where the Ice Crown is kept by Doomdark.

When you reach any of these locations, consult the *Special Sites Table* to determine what is happening there. Although visiting all of them is not necessary, some are crucial to your success in the main quest.

TOWER OF DOOM

The Tower of Doom is an imposing and ominous structure that dominates the frozen landscape of the Forest of Doom. Its architecture is a blend of the ancient and the sinister, with dark, frost-covered stones that seem to absorb all surrounding light.

The base of the tower is encircled by a dense, twisted thicket of frozen trees and jagged ice formations. The entrance is a massive iron gate, adorned with Doomdark's emblem. This gate is flanked by two ancient, weathered statues of monstrous guardians, their expressions locked in eternal snarls.

Inside, the tower is a maze of dark, winding corridors and icy chambers. The air is frigid, with each breath hanging in the air like a fog. Blue torches line the walls, casting eerie, flickering shadows. The upper levels of the tower are reached via a grand spiral staircase that seems to stretch endlessly upward, each step echoing ominously through the corridors.



