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Midnight

Hammer and Shadow

A Sourcebook for the Dwarves of Midnight and the Shadow's Siege of the Kaladrans

The award-winning world of Midnight is shaken to its foundations with this new setting supplement about the doomed dwarves of the Kaladrin Mountains. Midnight is an original d20 setting that pits the players against overwhelming forces of evil in a desperate fight for survival and freedom. The dark lord, Izrador, has conquered the humans and confined the elves to their dense forest. Now he turns his attention to the dwarves. Once a proud and prosperous race, most have been forced to retreat into their mountains and fight a holding action against the hordes of orcs, giants, and goblins that assault their cities. The surface-dwelling Durgis dwarves give up their lives to hold the last mountain passes, while desperate tunnel delvers and deep explorers collapse caverns on themselves to take hundreds of the enemy with them into oblivion.

Meanwhile, the forces of the Shadow press for victory. There is a constant balancing act between striving for advancement within the Shadow armies while trying to stay alive in the killing grounds that are the dwarves' defensive checkpoints. In a war where death is a certainty and the only question is how many of the enemy you can take down with you, there is little difference between *Hammer and Shadow*.

- Dozens of forces, NPCs, and location descriptions for the Kaladrin Mountains and the armies that assault them.
- Maps, adventure hooks, and local rumors to incorporate into any Midnight campaign.
- New feats, prestige classes, charms, and equipment for both the brave defenders of the Kaladrins and the savage minions intent on destroying them.

**Title: Midnight:
Hammer and Shadow**

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