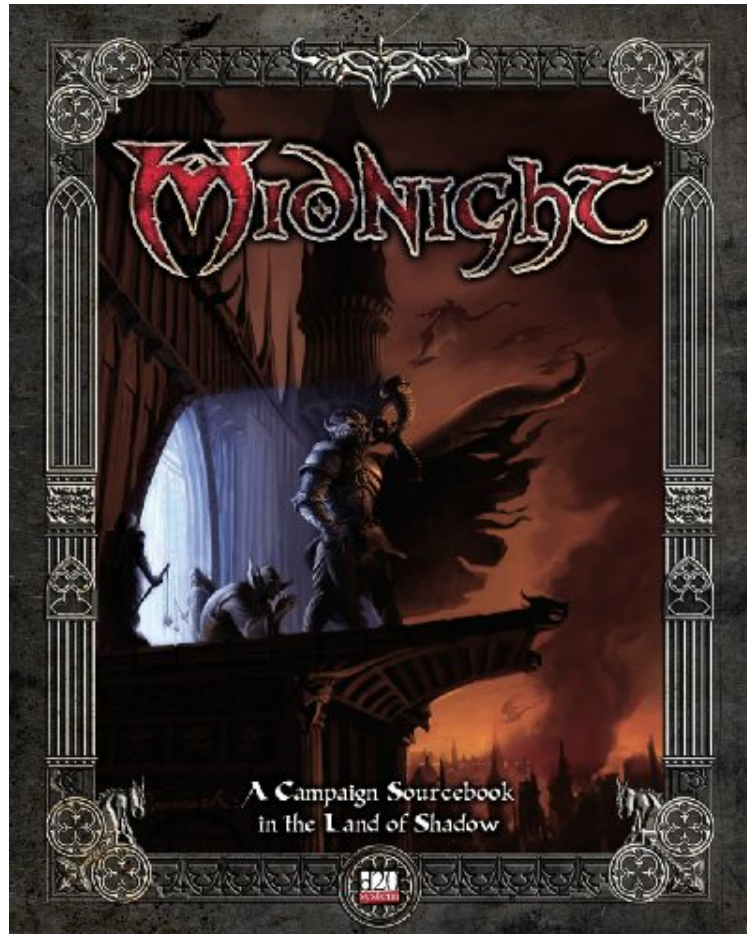


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Midnight: Epic Fantasy in an Age of Shadow [d20 system]

Jeffrey Barber, Wil Upchurch

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#2299874 in Books Midnight d20 2003-03-30 Original language: English PDF # 1 11.00 x 8.75 x 1.00l, 2.10
#File Name: 1589941144256 pages | File size: 39.Mb

Jeffrey Barber, Wil Upchurch : Midnight: Epic Fantasy in an Age of Shadow [d20 system] before purchasing it in order to gauge whether or not it would be worth my time, and all praised Midnight: Epic Fantasy in an Age of Shadow [d20 system]:

5 of 8 people found the following review helpful. Best for a long time
By Chris Sanderson
After going through several campaign settings, buying books, reading and then failing to get really excited about DMing them, I was oh so happy to finally stumble upon Midnight...I was on the verge of getting the 3e setting for DragonLance when the FFG site threw up the Midnight setting. Searched around and downloaded the free tasters and bought the book....and was not disappointed....though my players are having a bit of tough time adapting.No cash, no your elf can't trot into town to go shopping, no the dwarf can't either, no sorry you can't run around town waving your longsword or wearing chainmail...in fact where did you get that Chainmail, PHP shopping list...ha forget it.Midnight makes everything about staying alive an adventure, from eating to shopping. A real gritty world where the Characters need to do a lot more than roll dice to role play.The rules themselves are good, containing an interesting twist on magic, the total removal of divine

casting for good aligned characters and introducing new races, classes and heroic paths. Over all great stuff, the only thing really missing was flora and fauna, with magic and food equally rare characters will need to break out the herbs and go hunting a lot. It would have been nice to see this explored, hopefully we'll see region specific expansions that cover this in future. While there are presently around 8 Midnight books on the market, my biggest worry is that it will go the way of DragonStar and be farmed out to a smaller firm to support and then die....it's too good a system to be allowed to suffer that fate!

0 of 0 people found the following review helpful. Great Book By JCruz This book has not failed to add a lot of new twists fun to our gaming sessions, Great price for an awesome addition to my RPG library

2 of 2 people found the following review helpful. The anti-Forgotten Realms By M. Cowart Although the comparisons to Middle Earth are unavoidable, Midnight portrays a Middle Earth that is more like the MERP version as opposed to the Tolkien version (most MERP players will agree) and, as a previous reviewer has astutely noted, it is a Middle Earth in which the bad guys win. Frodo died in Shelob's lair, Gondor was overtaken, and the Shire is in flames. The setting also reminds me of James Wyatt's "Night" ([...]) campaign setting, which I am certain influenced Fantasy Flight's designers. In Wyatt's setting, a powerful fiend named Night has taken control over a single realm located in a canyon shaped like a dragon's footprint. Both have similar themes (i.e. a world without deities, where religion is openly suppressed; racism on a universal scale; heroes as shining points of light in a dark world, etc.) and similar atmospheres of despondence and hopelessness. One of the high points of the book is the character creation process. Characters are allowed to choose from among a number of bloodlines that imbue them with considerable powers. This heroic path concept is interesting and reminiscent of a number of role playing computer and video games that provide character trees for players to follow. Although the initial heroic paths are fairly mundane, subsequent accessories provide greater depth and options for players. Your character will need the extra power: in this setting, everyone is out to get her/him. When I first bought the game, I found myself cranking out new character after new character, just to explore the combinations. Tired of wussie wizards? Create a channeler with the ironborn heroic path who, by the time he or she hits 20th level, in addition to her/his class abilities, will have a +4 bonus on Fortitude saves; DR 4/-, +4 natural armor, and elemental resistance 5 in 3 of the following 4 types of energy: acid, cold, electricity, or fire. Oh, and a d6 hit die. Other highlights include: snow elves; the juggernaut, mentalist, quickened, shadow walker, and steelblooded heroic paths; Aradil, who may as well be Galadriel's raven-haired, hotter sister; Dorns (think William Wallace with a shaved head as a symbol of his shame) and their tragic history; and the legate (evil priests in service to Izrador) character class. No product is perfect and I had three issues with the book. First, although I like the idea of a "rare magic" campaign, magic in Midnight requires too much work. It has been years, but I can't believe that it was ever this difficult to learn the mechanics of casting spells under the core rules. My solution was to adopt the spell point variant: vitalizing rules found on pages 153 - 157 of Unearthed Arcana. However, because magic is rare on Aryth, you still need the Magecraft and Spellcasting feats in order to cast spells. My second gripe has to do with the book's binding. After the first few days of use, I had about 10 or so loose pages that came out of the binding. After a couple of years of wear and tear, that number is now in the dozens and you can imagine how irritating it is to keep track of all of the loose pages. The final issue I had with the setting is one I share with just about everyone I've spoke with on the topic: THE DWORG (dwarf-orc half-breed). I mean, come on...some things are meant to be sacred...Overall, excellent beginning to a great product line.

Midnight describes an exciting, highly detailed campaign setting for the d20 System. Players enter a world where evil rules and darkness has fallen across the land. They must fight for hope and justice in a realm where heroes are condemned and the elder races are hunted to the brink of extinction.