A detailed illustration of a dragon breathing fire. The dragon is dark with orange and red scales, its mouth wide open showing sharp teeth and a bright orange interior. Fire is being breathed out from its mouth. The background is a mix of dark, smoky colors and lighter, hazy areas.

SHADOW SWORD & SPELL

MAGIC

MAGIC

A dark, atmospheric illustration of a forest. A large, gnarled tree trunk dominates the left side of the frame. A path leads from the bottom left towards the center, disappearing into the distance. The scene is dimly lit, with light filtering through the trees, creating a sense of mystery and depth. The overall color palette is dark, with shades of grey, black, and muted green.

SHADOW
SWORD &
SPELL



IMACIC

 **ROGUE
GAMES** 

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Powered by 12°. It is time to use your 12-sided dice.

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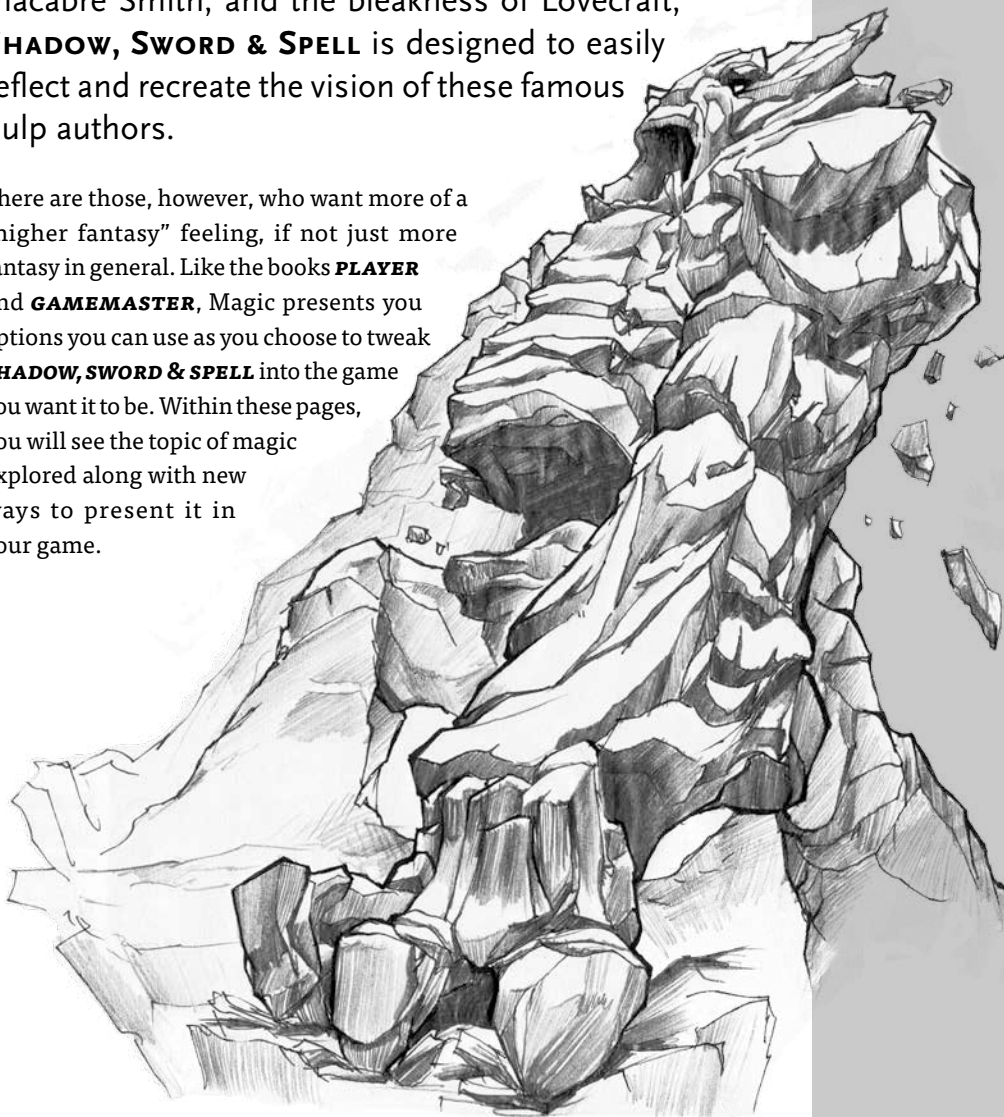
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FOREWORD

ONE OF THE BEAUTIES of **SHADOW, SWORD & SPELL** is the flexibility built into the rules. The primary influences upon the game are the writers of humanistic pulp fantasy: from the grounded vision of Howard, to the macabre Smith, and the bleakness of Lovecraft, **SHADOW, SWORD & SPELL** is designed to easily reflect and recreate the vision of these famous pulp authors.

There are those, however, who want more of a “higher fantasy” feeling, if not just more fantasy in general. Like the books **PLAYER** and **GAMEMASTER**, Magic presents you options you can use as you choose to tweak **SHADOW, SWORD & SPELL** into the game you want it to be. Within these pages, you will see the topic of magic explored along with new ways to present it in your game.



Chapter 1 presents new options for characters. This chapter sets the table for the magical feast that is about to be presented.

Chapter 2 deals with the concept of Ether Pools and Ley Lines. Here are new rules covering how Ether, the fuel of magic, is naturally collected within the environment. By finding these “pools,” one is able to harness their power to rule their magic. Some are even able to use these pools to fuel magic powerful enough to harm other domains.

Chapter 3 offers new, more complex magical options different than what is found in Chapter 1. From blood magic to counterspells, multiple options are provided to truly individualize each spellcaster.

Chapter 4 presents new alchemical arts that expand the concept of alchemy. Some of these did not fit the original base setting of **SHADOW, SWORD & SPELL**, yet their very existence is a sweet temptation.

Chapter 5 presents one of the first new styles of magic: Domain Magic. The spells found here are vastly different from the typical Common and Arcane spells. Domain Magic works in conjunction with Ether Pools and by harnessing their power you are able to affect domains.

Chapter 6 brings you the second new style of magic: Rune Magic. By inscribing a rune onto a object, Ether is channeled through them and the power of the rune unleashed.

Chapter 7 and **Chapter 8** work hand-in-hand in presenting new Common and Arcane spells. After all, what would a book about magic be without lots of new spells?

Chapter 9 gives you new rules for creating spells, domain spells, alchemical arts and witchcraft rituals. Using these rules players will be able to quickly and easily create any type of magic they choose.

Finally, **Chapter 10** gives you rules for the creation of random items of magical power. These rules, for all intents and purposes, allow you to create magic items. Different in scope and power than relics, these are objects of power that anyone is able to use regardless of their ability to work magic.

So there you have it: a magical feast ready for your enjoyment. *I really need to end the cooking metaphor.*

The world is steeped in magic.

It is everywhere, inhabits everything, and fuels the desires of many.

Shadow, Sword & Spell: Magic is your guide to magic. Not only will you discover new spells and new alchemical arts, but also new options to add to your games. What options?

- New skills
- Rules on ether pools and ley lines
- New magical options such as counter spelling and blood magic
- *Domain Magic*: Magic that allows you to harness the inherent magic that flows through the land and effects the entire domain
- *Rune Magic*: A long forgotten art that channels ether through inscribed runes
- Rules for creating your own spells
- Rules for the creation of random items of magical power

Pick what you want, ignore what you don't like, or use it all. **Shadow, Sword & Spell: Magic** is designed to enhance your magical game.



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