

# SHADOW SWORD & SPELL



# EXPERT

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SWORD &  
SPELL

**EXPERT**

**RICHARD IORIO II**



CHICAGO

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# **INTRODUCTION**

**A**s long as fantasy games have existed, players and Gamemasters have looked for the endgame. For roleplaying games, especially fantasy ones, the concept of the endgame has been there since the hobby's beginnings. After all, when playing your hero, they grow in stature as well as power and influence. It is only a natural desire for a player to want their character to lead mercenary companies, sit on thrones, and work their influence within merchant circles. Many attempts to define the endgame have occurred in the roleplaying game industry, some of these attempts divorcing the slow build and growth of the hero, and instead focusing on the immediate. Two ready examples of this are **TSR's BIRTHRIGHT** setting, and **REIGN**. Both of these games center on rulership, and are great at what they set out to accomplish. However, what has always been difficult is to find games that contain rules or advice centered on taking your own hero and having them rule their own domains, band of cut throats, or... well you get the point.

**ENDGAME | EN(D) G M | (ALSO END GAME)**

*noun*

the final stage of a game such as chess or bridge, when few pieces or cards remain: the knight was trapped in the endgame | figurative the retaliatory endgame of nuclear warfare.

**SHADOW SWORD & SPELL: EXPERT** builds upon the rules found in Basic. In Basic, you created your character. You have braved numerous dangers, made many enemies, and probably killed a few of your foes as well. You have gone from not having any or little influence or prestige, to now being a person of renown or infamy. You have survived the trials and ordeals before you.

Through your wits, guile, and fortitude, you have fought back the hordes of unholy terror. You have saved countless men and women from the bonds of slavery. You have discovered hidden treasures, long forgotten tombs, and tomes of arcane knowledge. You have become a hero, an outlaw, even a thorn in the side of the powers that be. Your trials have prepared you, and now, you are ready to inscribe your name in the rolls of history. The world will feel your justice. Your enemies will know your vengeance. Those with the power will now have no choice but to share it with you. You will be a king, and the dynasty you found will endure for centuries.

**SHADOW, SWORD & SPELL: EXPERT** answers the question: What's next? Your hero has grown in power, and now they are ready to tame the world. Build-

ing upon the rules found in **BASIC**, **Expert** adds new opportunities for your game. What you will find here are new options and rules that you can use to expand your current **SHADOW, SWORD & SPELL** game, as well as allow you to run games grander in scope.

**SHADOW, SWORD & SPELL** is a game influenced by The Three – H.P. Lovecraft, Clark Ashton Smith and Robert E. Howard – and the game works as an homage to, and to pay respect to them. **EXPERT**, perhaps more than **BASIC**, is heavily influenced by Howard's (*By this Axe I Rule*) and the later stories of Conan as king. Howard, more than the others, had a firm grasp of showing the possibilities offered in this vein by heroes who rule kingdoms. In his stories, even though the hero is a leader, they still have just as many dangers to face. The stakes become even higher when you have to fight to protect your throne. In addition, **EXPERT** focuses on other type of characters who might not be warriors, and instead make a living through thievery.

What if you are not ready to run a game centered on politics? Have no fear, **EXPERT** contains items that are easily added to **BASIC**. New magic, relics, monsters, and the like, are all found here. Think of **EXPERT** as your inspiration. Take from it what you want, and ignore areas you are not ready for; this is your game after all, and make of it what you will.

# THE ADVENTURE CONTINUES!

You have braved numerous dangers, made many enemies, and probably killed a few of your foes as well. You have gone from not having any or little influence or prestige, to now being a person of renown or infamy. You have survived the trials and ordeals before you.

Through your wits, guile, and fortitude, you have fought back the hordes of unholy terror. You have saved countless men and women from the bonds of slavery. You have discovered hidden treasures, long forgotten tombs, and tomes of arcane knowledge. You have become a hero, an outlaw, even a thorn in the side of the powers that be. Your trials have prepared you, and now, you are ready to inscribe your name in the rolls of history. The world will feel your justice. Your enemies will know your vengeance. Those with the power will now have no choice but to share it with you. You will be a king, and the dynasty you found will endure for centuries.

**SHADOW, SWORD & SPELL: EXPERT** answers the question: What's next? Your hero has grown in power, and now they are ready to tame the world. Building upon the rules found in Basic, Expert adds new opportunities for your game. What you will find here are new options and rules that you can use to expand your current **SHADOW, SWORD & SPELL** game, as well as allow you to run games grander in scope.



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