

SHADOW SWORD & SPELL



GAMEMASTER

Gamemaster

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SHADOW SWORD & SPELL

Gamemaster



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Published by **Rogue Games, Inc.**

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WELCOME.

Sounds kind of funny saying that at the start of a book, but this is not just any book. This is a book written for you, the **Gamemaster**. Though truth be told, I am sure there are just as many non-GMs, so welcome to you as well!

So what is this book all about?

Options.

OK, I know I say that a lot throughout my books, but it is certainly true for this one. **Shadow, Sword & Spell** is your game, and as such, you are free to run it how you want. With all this freedom, some might become overwhelmed trying to imagine new situations, or how to use the rules to craft the type of game they want. That is where this book comes in.

As I did in **Player** (and you have a copy of that book, right?), **Gamemaster** is written to bring you new ideas and new methods of using **Shadow, Sword & Spell** to create a different type of game. Within this book, numerous new ideas and expansions are presented. All of them have been used in one shape or form by not only myself, but other Gamemasters as well. So what will you find? A lot.

In **Part 1**, psionics are introduced. Of all the facets found in fantasy literature and RPGs, the presence of psionics brings a lot of baggage. For some, psionics have no place within a fantasy roleplaying game, and their inclusion is seen as not needed. Others, however, see psionics as just one of the many tropes found within fantasy, and though they might not fit within all styles of play, they should have a place as a character option. For me, psionics are just one of many possibilities found within the genre, and their inclusion is no different then allowing characters the chance to commune with Elder Gods, to summon forth earth-changing magics, or lead a unit of dragon riders into battle.

In **Part 2**, the domain rules found within **Shadow, Sword & Spell: Expert** are expanded, and the idea of having the domain as a playable character is introduced. In this type of game, the player's take on the roles of not only an individual, but the land itself. Through their actions the domain grows in power, wealth, and prestige. In addition to new options for domains, the topic of settlements is also introduced. From a small outpost to a bustling city, the settlement becomes a living, breathing entity that can cause harm or provide reward to a character.

Finally in **Part 3**, I cover dimensions and other planes of existence. Here you will find concepts and ideas that will bring new possibilities to anyone's game, including corruption (the process that takes place when a demon enters into the physical world) and possession of a character by an extra-planar creature. The multiverse and other possible realities are also discussed, and with them rules and guidance so you can create your own cosmology for your game.

Gamemaster, as is the case with **Player**, is another set of tools for your **Shadow, Sword & Spell** game. Use them to create the game you want.

SHADOW, SWORD & SPELL is your game. You, as the Gamemaster, are free to run your game how you want.

With all this freedom, you might get stuck trying to imagine new situations, or how to use the rules to craft the type of game they your players want. That is where this **GAMEMASTER** comes in.

GAMEMASTER is written to bring you new ideas and new means of using **SHADOW, SWORD & SPELL** and creating a different type of game. Within this book you will find, numerous new ideas and expansions, including:

- ✓ Rules for psionics
- ✓ New options for domains
- ✓ Rules for making settlements into characters
- ✓ The ability to create and run games where the domain is the character
- ✓ Discussion on dimensions and other planes of existence
- ✓ A look at the multiverse
- ✓ The effects of coming into contact with extraplanar creatures

GAMEMASTER gives you more tools for your toolbox. Use them to create the game you want!

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RGG 3003	\$16.99



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