

A detailed illustration of a dragon breathing fire. The dragon's body is dark and scaly, with bright orange and yellow flames emerging from its mouth and nostrils. The background is a dark, smoky, and fiery environment. The text 'SHADOW SWORD & SPELL' is overlaid in a white, stylized font at the top.

# SHADOW SWORD & SPELL

# PLAYER

# SHADOW SWORD & SPELL

# Player



## Credits

Written by Richard Iorio II

Additional Material by Graeme Davis, James Maliszewski, Zachary Houghton

Editing by Tom Cadorette

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Graphic Design, Typography and Digital Pre-Press by Richard Iorio II

Playtesting by Gary Furash, Xander Furash, Russell Hoyel, Anthony Hunter, BJ Johnson, Rowdy Scarlett and *The Saturday Collection of Misfit Gamers* aka *Richard's Test Subjects* (David Carol, Henry Thompson, Patty Scalise, Jillian Ryan, Sean Misniak, B "don't call me Beatrice" Swift, and Larry Cnota)

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**12°** created by Richard Iorio II & James Maliszewski

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## Credits

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Justin Hernandez





## SO WHAT IS THIS EXACTLY?

After all, since the creation of *Shadow, Sword & Spell*, I have been adamant that everything needed for play was found in *Basic*. The *Expert* book was only needed if you wanted to add certain aspects of an endgame to your game. With those two books, there was no need for any other rules. So, was I wrong? Did I lie?

No.

From the start of my design process, *Shadow, Sword & Spell* was and is intended to be a humanistic pulp fantasy game. This does not change, nor will it ever. Everything I ever wanted in a pulp fantasy game is contained between the covers of *Basic* and *Expert*. For me, it is, and always will be, a perfect fantasy game.

Maybe, and this is a big maybe, sometimes you might need more options. **12°** is a rules system based upon the simple idea that by creating a strong base and providing enough options, a Gamemaster can plug in any new features they want into their games. *Basic* and *Expert* contain a lot of options. Yet, there are still more, many more, that exist for Gamemasters if they want to run other styles of fantasy games.

*Player*, then, is designed to answer questions or requests, such as:

"How can I have elves in my games?"

"Screw elves, I want catgirls!"

"Yeah, catgirls are cool, but I want gunpowder!"

"Forget gunpowder, why are there no rules for martial arts?"

Etc., etc., and etc., ad nauseum.

*Player* is not a direct answer to the above (though I do provide answers for those questions): it is a callback to simpler times, when game companies produced a set of rules, and then supplemented these rules with player and Gamemaster books, filled with new ideas and options to enhance or expand a game. The most apparent example is **Chaosium's** *The Call of Cthulhu*. That game exists within one rulebook that has seen little change over the years. What it has seen is a series of *Keeper Companions* and the like, designed to present new takes, or new options for the game. In this regard, *Shadow, Sword & Spell: Player* is my version of this.

There is a lot of cool things waiting to be discovered within this book. Gamemasters, and players, should take what they want, ignore what they don't want, adapt what they like, and tweak the rules of *Shadow, Sword & Spell* to suit their needs. The material found here is not a complete game: you still need a copy of *Basic*. But with *Basic* and with the options found here in *Player*, you can create a fantasy game in a style you like.

To paraphrase a smart writer, *Player* is the endless Las Vegas buffet to the *amuse-bouche* that is *Basic* and *Expert*. Enjoy the delicacies found here, and create the games you want to play.