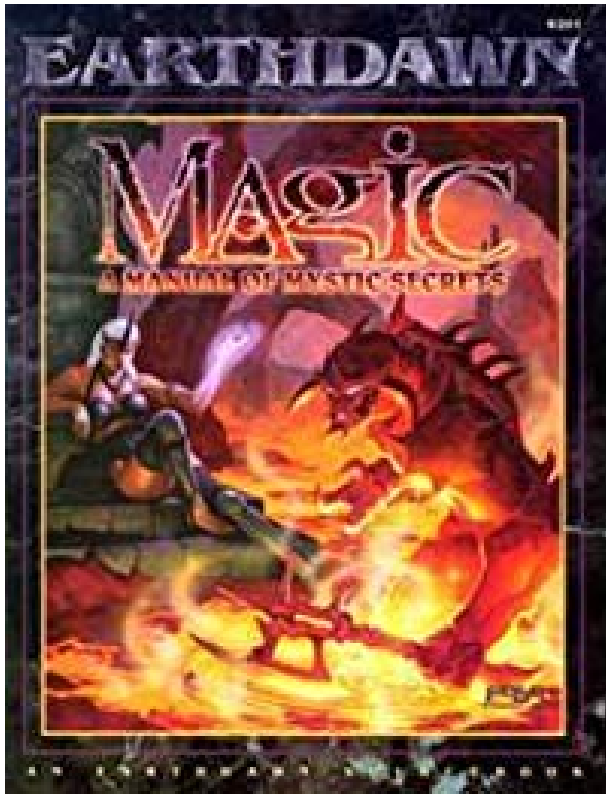


Magic: A Manual of Mystic Secrets



Series	Earthdawn
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MAGIC: A MANUAL OF MYSTIC SECRETS "... Before you run off after that Horror you ought to summon a fire spirit and trap it in your sword. That'll give ol' pus-face something to think about ..." "Of course it can be done. Enchanting your own magic item takes almost as much time and effort as rescuing one from an old kaer and finding out what makes it hum, but making it yourself is a bit dangerous than adventuring. I suppose you didn't know you could design your own spells either, or travel to the netherworlds? Are you sure you didn't exaggerate about how long you've been studying your Discipline? Well, sit down son, because there's a lot I can teach you about how to use magic. Just try to be worthy of the ons, because you'll pay the cost one way or another ..." Magic: A Manual of Mystic Secrets expands the use of magic in the Earthdawn games and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread magic and blood magic, and contains rules for enchanting and creating new magical items, summoning spirits and exploring the reaches of astral space. This sourcebook also includes rules for playing a shaman, a new magician Discipline.