



# So, YOU THINK YOU KNOW MAGIC?

Chummer, I can write a book on what you don't know. Can you design a spell or enchant a dagger? Can you invoke a great spirit or divine the future? Have you bared your soul to the Dweller on the Threshold during an astral quest? You've got a lot to learn—not even dragons know all there is to know about Magic in the Shadows.

Magic in the Shadows is a source-book for the Shadowrun® roleplaying game that expands on the basic magic concepts and provides

advanced magic rules. For players, this book offers new magical paths, metamagic, totems and more than 75 new spells. For the gamemaster, there are new rules for initiation, spirits, astral security, magical threats and more!

For use with Shadowrun, Third Edition.





# MAGIC IN THE SHADOWS



FANTASY PRODUCTIONS

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