

# PAYING WITH YOUR SOUL

*Magic can burn your brain  
and sear your soul.*

It can inject power into every millimeter of your veins, or leave you a lump of ashes at the end of a dark alley. It's dangerous, but to spellslingers in the Sixth World, it's worth it. Because magic is power, and power in the Sixth World needs to be grabbed with both hands.

Spells, rituals, alchemical preparations, adept powers, metamagics—all of those elements and more can be used to help an Awakened shadowrunner move off the streets and get a taste of the high life. *Street Grimoire* has more options for Shadowrun players, along with information on magical traditions, magic societies, and the dangers and benefits of living as a spellcaster in a world where "geek the mage first" is a common adage. With more options, deeper rules, deadlier threats, and dozens of ways to have fun with magic, *Street Grimoire* is an essential book for anyone playing *Shadowrun, Fifth Edition*.



**SHADOWRUN**  
FIFTH EDITION

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# STREET GRIMOIRE

Sample file

**CATALYST**  
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## INTRODUCTION

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# INTRODUCTION

Awakened individuals in the Sixth World are coveted, feared, and targeted. They need to keep building their powers not just so they can make a few nuyen successfully completing runs, but so they can stay fend off their rivals and keep themselves alive. We all love Stunballs, but if they're the only weapon in your magical arsenal, it won't be long before you're over-powered, blown away, and eventually fed to one of the critters of the Sixth World that has developed a taste for Awakened blood. There is a whole spectrum of power out there; *Street Grimoire* is here to help you access it.

This book exists to give Awakened characters—and the Awakened NPCs the gamemaster wants to throw in their way—a full range of powers, giving them a chance to get their work done however they see fit. They can go in loud or quiet, covert or overt, or however they want to get the job done. More specifically, here's the information and tools this book holds:

**Surviving Magic** talks about what it is to be Awakened in the Sixth World, how manifesting the Talent can be both a blessing and a curse, and what any magically talented person should know to get by.

**Magic in the World** talks about the various magical phenomena Sixth World residents encounter, including voids, mana storms, ley lines, and more. Knowing how to use them—or avoid them when necessary—can give Awakened characters a much-needed edge.

**Magic Traditions** covers the different ways of looking at magic talent in the world and provides guidelines for building characters who fit in those traditions.

**Magical Societies** covers some of the various organizations that host Awakened individuals, discussing the benefits and possible difficulties that come from being a member.

**Dark Magic** provides some of the reasons people of the Sixth World find magic scary. Bug spirits, shedim, shadow spirits, and more—if you want to throw something especially nerve-wracking into your game, or if you want to know just what kinds of threats are out there, this chapter needs to be reviewed.

**Expanded Grimoire** is especially for the spellslingers, as it lists dozens of additional spells with a wide range of effects, greatly expanding on how spellcasters can go out into the world and take care of business.

If the Expanded Grimoire doesn't provide enough options, then check out **Shadow Rituals**, which offers several new spellcasting rituals for groups of mages looking to wreak havoc in the world.

**Secrets of the Initiates** talks about the ways of expanding your magical power and the benefits available from those who choose to walk difficult paths.

**Physical Magic** is there to make sure the adepts have plenty of toys to play with, including a host of new powers and new qualities, which give adepts the chance to follow a certain Way, building their talents in a particular area to maximize their power.

**The Immaterial Touch** dives into the mysterious and wild world of spirits, including details of new types of spirits the Awakened can conjure to do their bidding.

**Turning Lead into Nuyen** shines the spotlight on the alchemists of the Sixth World, providing new recipes and compounds for them to cook up.

Lastly, **The Life of a Talismonger** is there for the enchanters and reagent hunters, providing advanced rules addressing customizing foci and using different qualities of reagents in enchanting work.

So whatever your brand of magic may be, *Street Grimoire* has resources for you. Nothing left to do now but dive in!

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