

DIGITAL GRIMOIRE



Digital Grimoire Credits

Writing

Lars Blumenstein, Robert Deric, John Dunn, and Peter Taylor

Editing

John Dunn, Peter Taylor

Artists

Tom Baxa, Steve Prescott, Chad Sergesketter, John Zeleznik

Production

Adam Jury

Shadowrun Line Developer

Peter Taylor

Shadowrun eBook Development

John Dunn

Inspiration: *Perdido Street Station* and *American Gods*

Copyright© 2008 WizKids Inc. All Rights Reserved. Shadowrun, Digital Grimoire, Matrix, and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 - 91st Ave. NE, G-701
Lake Stevens, WA 98258

Find us online:

info@shadowrun4.com

(Shadowrun questions)

<http://www.shadowrun4.com>

(official Shadowrun website)

<http://www.catalystgamelabs.com>

(Catalyst Game Labs website)

<http://www.wizkidsgames.com>

(WizKids website)

<http://www.catalystgamelabs.com/catalog>

(online Catalyst Game Labs/Shadowrun orders)

<http://delicious.com/shadowrun>

(cool links)

<http://forums.dumpshock.com>

(Shadowrun fan forum)



"What in the name of Allah is that?" Mahmut nudged the bullet-riddled thing with his foot. The gunfire was still echoing in the distance, the acoustics of the tunnels bouncing the sound back and forth.

A couple of limbs twitched and then stopped moving. Mahmut poked it again with his assault rifle just to make sure. The merc had signed on with this group of foreigner runners as backup and he was increasingly sure he'd made a mistake. He'd grown up in the backstabbing shadows of Istanbul and he'd never seen the like of this *thing*...

"Looks like *blatta orientalis* to me," said Elijah, crouching over the body. Behind him, Ethernaut nodded agreement. The magician caught Mahmut's uncomprehending expression and sighed. "It's a bug, Mahmut. An insect spirit, a roach spirit to be exact. I'd hazard a guess that they like the humidity of the *hamam*."

Mahmut spat on the body. "Iffriti," he mumbled and made a sign against evil.

Deckard gave the Turk a slap on the shoulder. "Those you get used to. The professor's gibberish ... not so much." He didn't look as cocky and confident as he sounded. His memories of the Chicago were still fresh.

Ethernaut scanned the body with his Sight, and his lips tightened, "Bad news. This is a caretaker. We must have taken a wrong turn into a nest. That, or we need a word with Ahmed when we get back. I had a feeling that weasel was setting us up. Let's move, ladies—the others will have heard that racket."

Neith unsheathed her scimitar, while Mahmut looked nervously from runner to runner twisting his moustache with his greasy fingertips, "Others? What does this mean, others?"

The Nubian adept shouldered her backpack and drew her second scimitar, "It means these passages will be crawling with roaches in a few minutes. Big roaches. They tend to get territorial if they think we're a threat to their nest."

The blood drained from Mahmut's face, "You have met such things before, yes?"

"Yes," muttered Elijah, looking grim. Neith flashed him the ugly acid burn usually hidden under her neckerchief, "That's one way of putting it..."

Gizmo examined one of the side-tunnels identical to so many others riddling the ground below the streets of Beyoglu. Somewhere below lay the ancient city's vast labyrinthine cistern, and the gunfire was still echoing. The techie pointed down the darkened shaft. "There's a temperature gradient in this direction, boss. It gets colder down this way, maybe they won't follow? We have no quarrel with them. This was an honest mistake. We're on a scavenger hunt. We could try and cut a deal with the shaman," Gizmo threw in hopefully.

Deckard grabbed the excavation gear from where he'd dropped it, and shouldered past the tech, "Like that worked out last time. Forgotten the Shattergraves already? Sure you did, Neith and me saved your scrawny ass. I'm not waiting round, anyone coming?"

Ethernaut opened his eyes, his astral reconnaissance finished, "The point is moot. They're coming. Let's move! Ladies, go, go, GO!"

As they scurried into the tunnel, they could all hear the skittering and clicking of chitin on ancient stone.



TABLE OF CONTENTS

FURTHER PATHS OF MAGIC	3
The Egyptian Tradition	3
The Rastafarian Tradition	4
The Psionic Tradition	4
SAMPLE MAGICAL GROUPS	5
Shrine of Southern Winds	5
The Oxford Grand Lodge	6
Código 515	6
FURTHER ENCHANTING	7
Evaluating Magical Goods	7
Uncommon Metamagic Enchantments	7
Gaining Focus Addiction in Play	8
Making a Unique Enchantment	8
EXPANDED SPIRITS	10
Optional Rule: Attuned Watcher Spirits	10
Resolving Possession	10
Possession and The Gamemaster	11
Possession Examples	12

MORE MAGICAL THREATS	14
Blood Magic Enchantments	14
The Toxic Paths	14
A Poisoner “Tradition”	14
Shadow Spirits	14
Group Pacts	14
Insect Spirits	15
A Brief Timeline of Insect Spirits	15
Hive in Plain Sight	16
EXPANDED GRIMOIRE	16
ADDITIONAL ADEPT POWERS	17
SIDEBARS	
Optional Rule: The “Lost” Adepts	5
A Note on Large Magical Groups	5
Optional Rule: Alternative Circulations	8
Sample Unique Enchantment:	
Kurokawa, The Black River	9
What is an Air Spirit?	11
Tweaking the Rules:	
Alternative Possession Mechanics	12
The Aleph Society	12

FURTHER PATHS OF MAGIC

The following section offers additional traditions that are familiar to magicians in the Sixth World. Note that the “Psionic tradition” is in fact a magical oddity in that its practitioners believe other magicians are deluded to attribute magic to supernatural sources rather than the power of the mind.

THE EGYPTIAN TRADITION

Concept: Egyptian lore believes magic (*heka*) to be one of the primordial forces used to make the world. Through heka, symbolic actions could have practical effects. Deities, spirits and people are believed to possess this force in the form of their *ka* (immortal spirit), but there are strict conventions and rules about who, why and how it could be used and learned.

Combat: Fire

Detection: Earth

Health: Air

Illusion: Guidance

Manipulation: Water

Drain: Willpower + Intuition

Note: Egyptian magic is a Possession tradition.

Members of this tradition follow the complex mystic belief system of the Egyptian *heka* priest, painstakingly resurrecting the rites of the Ancients from surviving records, just as Isis pieced together Osiris’ body and bestowed it with new life. To a heka, magic is the study of the many parts of the ka and of the mystic correspondences of the deities, planets, stars, and the higher and lower realms upon the Earth. Insight into the workings of this inner and outer duality, and mastery of the appropriate rites, grants a heka the power over aspects of the Earthly realm. The gods, known as the Glorious Ones, are primordial spirits of immense power with many earthly correspondences. Accordingly, many dedicated heka take certain divinities as mentor spirits (see p. 184, *Street Magic*).

Even if a mentor is not chosen, the Egyptian pantheon plays an important part in the tradition’s paradigm.

Heka magicians evoke spirits as emanations of one of the many Glorious Ones and their lesser subjects. The forms spirits take are often linked to the deity being evoked. However, such correspondences are unusually fluid and vary on a case by case basis. For instance, while fire often corresponds to Ra (the sun god), it is sometimes linked to Light and Eternal life, the realm of Osiris. Likewise, the life-breath of Air is sometimes associated with Isis (the Great mother and Queen), other times it is linked to eagle-headed Horus, her son. Other common associations include water for Sobek (crocodile god of the Nile), earth with Thoth or Bast (gods of knowledge and ritual), and Darkness and Illusion with Set (the betrayer and lord of the desert). To complicate things further, many deities have dual natures. In legend, Sekhmet, the ferocious lion goddess, brought death and destruction when she accompanied the pharaoh on his campaigns of war but was also evoked by the healers in their fight against disease. Wax figurines and clay statues in the preferred forms of the gods or favored animals are the preferred vessels for spirits, though the appropriate invocations can allow heka magicians to offer up themselves or another living form to the gods’ will.

Words of power and hieroglyphic phrases (called *hekau*) also play an important role in invocations and spells. Heka magicians use ankhs, wands, staves, figurines, incense, and ritual knives known as *apotropaic* in their rituals. All sorts of Egyptian symbols and imagery such as the Eye of Horus, scarabs, snakes, incense, and burning herbs feature in magical rites. Contrary to popular belief, they do not make use of “pyramid power” or anything associated with that theory, though astrology, geometry, and Pythagorean mathematics are important to certain rites.

Egyptian magic is one of the few traditions to have more followers outside its birthplace than at home. Egypt is an Islamic



nation, and, though more tolerant than others, Egyptian magicians and their pagan beliefs are persecuted by the authorities (and the general populace) whenever they practice their arts openly. Nonetheless, several cults persist and many Awakened find themselves drawn to the undeniable power of the ancient arts and the mystic phenomena surrounding many Egyptian ruins.

THE RASTAFARIAN TRADITION

Concept: Magic is power over God's creation. Magicians of the Rastafarian tradition walk a path that preaches spiritual insight and mystic power through altered state of consciousness, interaction with the invisible powers of the spirit world, and respect for all creation.

Combat: Man

Detection: Beast

Health: Plant

Illusion: Water

Manipulation: Guide

Drain: Willpower + Intuition

Note: Rastafarian magic is a Possession tradition

A rasta magician is sometimes known as an *obeahman*, sometimes as *griot*, but many simply avoid titles that would set them apart from mundane members of the faith. Their religious beliefs are based on an enlightened Ethiopian king called Ras Tafari, direct descendent of King Solomon and the Queen of Sheba. Also known as Jah, this legendary figure is revered as the Black Christ. Rastafarians also believe that Jamaica is a worldly metaphor for Hell and Ethiopia, the mythical motherland, is the Promised Land, and that one day they will return there and re-enter paradise. Much like the Rastafarian faith, the tradition's paradigm evolved and reclaimed the fractured truth from many different sources—from shamanism and voodoo to the Hebrew Qabalah and Gnostic Christian beliefs. The core Rastafarian belief revolves around the sanctity of God's creation, the metaphysics of cosmic balance, and the mystical creed "word, sound, and power."

Like Voodoo, Rastafarian magic believes spirits interact with the material world through possession. Rastas see spirits as invisible

presences at work in God's creation that should be treated with caution and only by those with the appropriate training and presence of mind. Spirits are not evil, but rather quicksilver otherworldly entities of inconstant nature. Some are channeled into the physical world through natural things, while others are messengers of higher realms, but all are volatile, hard to appease, and easily angered.

Often stereotyped as the people who brought us reggae music and popularized mind-altering hallucinogenics, the Rastafarian stereotype is not without some truth. Music, song, and dance figure highly both in Rasta culture and magical ritual—as do hallucinogens and altered states of consciousness. Rastafarian magicians are often priests and accomplished healers, pillars of Rasta communities, and most of their magic has strong underlying religious motifs. Music, poetry, and prayer all play important roles in magic practice which is seen as a personal and fleeting touch of the divine upon the worldly.

THE PSIONIC TRADITION

Concept: Psionics is the ability to tap the latent powers of the metahuman mind and psyche and use them to directly effect change in the world through concentrated force of will. The psionic is a mentalist with the talent to manipulate the external world through the innate powers of the metahuman mind.

Combat: Fire

Detection: Air

Health: Man

Illusion: Guide

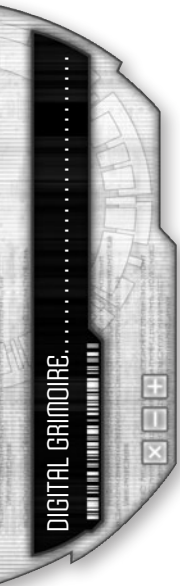
Manipulation: Task

Drain: Willpower + Intuition

Note: Psionics is a Possession tradition

Awakened characters who believe their abilities to be purely psionic in nature are rare in the Sixth World, however, they pose a unique perspective on the nature of magic and may provide interesting roleplaying opportunities for players and gamemasters alike (p. 45, *Street Magic*). Most psionics consider the belief in magic and the supernatural as mere superstition and mysto-religious nonsense dressed up as pseudo-science and fueled by yet-to-be-explained psychic and natural phenomena. For instance, Conjuring is considered the shaping of autonomous psychic constructs known as "thought forms." To a psionic it is only natural that mystics perceive them as spirits and attribute magical correspondences to them since these are believed to distill aspects of a psionic's own psychic abilities (i.e. fire is linked to pyrokinesis, air is linked to clairvoyance, etc.). Psionics, too, are capable of "imprinting" and commanding such thought forms on the astral plane—though depending on concentration and willpower of the psionic, the thought form may be more or less capable of independent action. In game terms, these incorporeal "thought forms" are normal spirits that interact with the physical world through possession (p. 101, *Street Magic*)—though psionics do not believe in preparing vessels through enchanting.

Psionic characters are able to astrally perceive and project (even to the metaplanes), use Counterspelling, create wards ("mental shields") and may even use appropriate foci (i.e. crystals to focus their mental energies, etc). The gamemaster and player should discuss what spells are appropriate for the psionic character given the character's understanding of the forces at work. Because a psionic believes that all of his energies are fueled from



OPTIONAL RULE: THE “LOST” ADEPTS

The “Lost” are adepts who lack the development focus of a way. They either have yet to find a way of their own, or lack the will or self-discipline to commit to any single way. Some people simply lack the personality to follow a way, others find they drift away when something happens to make them lose their commitment or shake their belief in their own self-image. Still others never reconcile the fact they are Awakened. In such cases, their magic is usually channeled by random necessity and desire rather than training and direction. Metahuman magic works best—and is less dangerous and random—when given a particular focus, and *Street Magic* notes that such adepts often have greater difficulty and less control in developing their magical gifts and powers.

Gamemasters who desire to stress this fact in their games may choose to increase the cost of individual adept powers by 25 percent (whether at character creation or in play). The same might also apply to adepts who stray from their original way, treading a path that contradicts their outlook and personal convictions. Adepts who abandon a chosen way completely due to a crisis of confidence or faith in their own abilities might even find themselves facing loss of powers until they regain their focus.

within, these characters may not choose to take a Mentor Spirit. As a guideline, spells should be restricted to abilities that could be ascribed to “the power of the mind” and para-scientific paradigm of psionic abilities. Note that traditionally, psionics encompasses a wide range of abilities (such as telepathy, empathy, clairvoyance, telekinetics, pyrokinetics, cryokinetics, vitakinetics, to name but a few), and this limitation can be as restrictive or flexible as necessary to fit the style and setting of the game.

Alternatively, players wishing to create a psionic character conforming to a more “classic” conception of mentalist—focusing on his spell-like abilities and disregarding conjuring—have only to create a magician character of the psionic tradition and take the Aspected Magician (Sorcerer) Quality (p. 26, *Street Magic*) to represent the limitations imposed by the character’s own beliefs.

SAMPLE MAGICAL GROUPS

The following section adds three more sample groups with distinctive purposes and agendas to the selection in *Street Magic*. Gamemasters are free to use them “off the shelf” or customize to fit their games.

SHRINE OF SOUTHERN WINDS

Purpose: The Shrine’s public purpose is the peaceful pursuit of Shinto ideals and philosophy through monastic devotion and seclusion. In secret, it is waging a bloody vendetta against a powerful Yakuza clan.

Members: 5

Strictures: Attendance, Belief, Deed (acts of vengeance), Fraternity, Limited Membership (Shinto *kannushi*), Oath

A NOTE ON LARGE MAGICAL GROUPS

Particularly large groups are in fact associations of various magical groups and are invariably broken down into smaller local chapters or circles. Prospective members join the local group—only local membership counts towards the threshold for Tests to join or found a group (p. 68, *Street Magic*).

Large groups like the Illuminates of the New Dawn, the New Druidic Movement or the Doctor Faustus Society, are normally organized in tiers. Local leaders are often members of both the local group and a higher-ranking group in the same organization. Each of these groups are in turn led by a member of an even higher-ranking group, until a final rank or the inner circle of the organization is attained.

Resources/Dues: Middle. No dues. All costs are supported by patrons and community donations.

Patron: The Japanese Imperial household.

Description and Customs: Secluded in the lush greenery and rolling hills of the Tama Kyuryo Natural Park, on the outskirts of Neo-Tokyo, stands the temple known as the Shrine of the Southern Winds. The shrine has stood since the Meiji period and is home to a small magical group of *kannushi* (Shinto magicians) and their fellow monks. The Shrine’s dedicated magical group was devoted to following the Shinto ideal of enlightenment, through communion with the kami and the pursuit of mystic understanding. Its existence was peaceful and contemplative.

The Shrine’s magical group is small and the shrine itself is maintained by offerings from believers and a small Imperial endowment. Its *kannushi* and monks court the local kami on behalf of the community to bring good fortune, provide pleasant weather, guard against evil spirits, and, on occasion, intervene directly on behalf of someone worthy.

Its history might be unremarkable had not one of the priests, during a rare visit to the city in 2069, cursed the first son of a local wakagashira whom he caught attempting to rape a local girl. The would-be rapist was left disfigured, and his father, Hiro Yamajima of the Mita-gumi, ordered the temple be razed and the priest put to the death in retaliation. His minions exacted his commands with bloody and ruthless efficiency. They set the ancient shrine alight and killed several monks who stood in their way.

The temple has since been rebuilt with Imperial aid and is now protected by the Emperor’s personal decree. Restored to its former glory, it has been provided with a sizeable Shinto magical lodge (rating 6) and library. The temple also receives a steady flow of ritual materials provided by local talismongers in exchange for occasional prayers, blessings, and wardings.

The violence wrought on the holy place seems forgotten. Ostensibly, the Shrine has returned to a peaceful monastic routine amidst pleasant rock gardens, placid contemplation pools, and newly built offering halls. The truth is more sinister.

Unbeknownst to the Shrine’s Imperial patron, the *kannushi* have vowed revenge for the violence wrought on them and have



secretly rededicated the shrine to Hachiman, the kami of war. Pacts have been made with dangerous kami and the group is engaged in a shadow war of revenge against the local gumi. For now, the Mita-gumi has yet to realize the identity of their brazen new enemy and the Shrine has been careful to remain unidentified. However, the losses and damages the Shrine is causing are substantial and the situation is bound to escalate. The Shrine's purpose has been redefined and the group will not rest until the kumicho and his son have paid for their crimes.

THE OXFORD GRAND LODGE

Purpose: One of the leading Grand Circles of Britain's powerful New Druidic Movement (NDM), the Oxford Lodge and its leader are secretly dedicated to returning the NDM to its original "pure" ideals. Consequently it has become the leading voice for the dissident faction at the heart of the NDM and has placed itself on a collision course with Britain's current leadership.

Members: 9

Structures: Attendance, Belief (Druidic faith), Dues, Limited Membership (Druids), Obedience, Service (environmental reclamation and conservation)

Resources/Dues: High. 10,000 euros in dues per month.

Patron: Justin Carmichael, the Duke of Oxford and the New Druidic Movement.

Description and Customs: The Oxford Lodge is one of the oldest and most influential Grand Lodges in the inner circle of the NDM. Led by Lord Carmichael, this influential nature-revering magical group sees as its obligation to return the NDM to its pure conservationist ideals and the belief in the custodianship of the land. As a Grand Lodge, it and most of its members are important players in the grander scheme, commanding the loyalty and clout of a number of lower-ranking local NDM Lodges (numbering many hundreds of mundane followers) and several high-ranking members of the Green Party.

The Oxford Lodge believes the NDM's current leadership is misguided at best, corrupt at worse. This has placed it at odds with the current Grand Druid of Britain, Lord Marchmont, and his successor in the role of Lord Protector of Britain, Sir Adam Dashwood. Beyond being a gifted druid, Lord Carmichael has honed his natural political cunning and his social skills to an edge to navigate the tangled and treacherous British political scene.

Carmichael is an outspoken critic of Lord Marchmont's leadership. Pushed by the heavy-handed power wielded by the Lord Protector's Office under the current Emergency Act, he has decided the time has come for regime change. To this end, the Lodge has gathered to its side the dissatisfied and disaffected among the ranks of Green politicians, Conservationist-minded nobles, and druids. It has further reached out with the remaining hard-line activists of the Pendragon movement—which has been floundering since their figurehead vanished following the tragic 2066 Cambridge student riots.

The Oxford Lodge's seat of power is the Duke's personal estate, Dunham Manor, which was built atop a powerful druidic domain. The estate has been converted for exclusive use by the lodge and features not only luxurious suites for members, but also ritual rooms, two alchemical workshops, and an extensive occult library, and a ring of standing stones (Force 8 Magical Lodge). The estate also possesses a 20 member security force and SOTA security.



CÓDIGO 515

Purpose: Código 515 is an Amazonian criminal magical circle with a very eclectic membership. It is apparently dedicated to the expansion of its powerbase and criminal profit under the direction of a twisted *Pai de Santo* (Santeria priest). The magical group controls a mundane syndicate numbering several hundred members in the Rio district of the Metr pole sprawl.

Members: 13

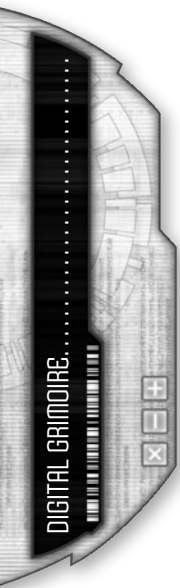
Structures: Oath, Secrecy, Service

Resources/Dues: High. No dues. The groups resources are paid for by the gang's criminal activities.

Patron: C digo 515 gang.

Description and Customs: C digo 515 refers to the police code for the paramilitary death squads employed by the pre-Awakened Brazilian regime to keep the "criminal" masses in the increasingly volatile *favelas* (shanty towns) manageable. The death squads were infamous for using magical terror tactics, targeting rabble-rousers for assassination and obliterating any opposition that might form among the major favela gangs.

By 2070, the name is a dark reminder of a darker past, and is claimed by a magical group and the gang it controls (one of the biggest gangs in the Rio district). Ruthless and brazen, C digo 515 stands out from every other magical syndicate and wickid gang the world over by counting several sentient critters and even a spirit or two in its ranks. It has kept in check Comando Verde, Rio's megagang, and a coalition of smaller gangs sponsored in



part by the powerful Cachoeira Cartel. The latter see Código 515 as a potential challenger to their drug operations in the Rio area *favelas* but cannot afford to operate too openly in the Metropole megaspawl for fear of rousing the ire of the Amazonian establishment.

Another reason the Ghost Cartels may be distancing themselves are the rumors that the Código's leader, a twisted *Pai de Santo* called Miguel Branco is actually a deep-cover agent for the elusive head of the Amazonian intelligence, the wyrm known as "M'Boi." Though, equally common stories claim Branco is in bed with Big 10 megacorporate interests bent on unseating the current Amazonian regime. The magical group is fully funded by the drugs and BADs (Bioengineered Awakened Drugs) the gang deals to the impoverished masses of the *favelas* and to the tourists in the alleys and backstreets of Copacabana.

Entry into the group requires a harrowing initiation into the gang and a term of service with the Código's mundane enforcers. After proving his worth and loyalty, a potential member must still go on a Metaplanar Quest with Branco before being accepted. The nature of this Quest is a closely held secret and only after surviving the quest is the applicant inducted into Código 515's inner circle—this is done in secret and makes identifying inner circle members difficult.

Members come from a variety of backgrounds and traditions and live in relative luxury in well-guarded residences and pre-fab condos the gang controls in the stepped warrens of Rio's *favelas*. Código members are expected to participate in all aspects of the group's illegal operations from extortion, contract assassinations, racketeering, heists, and kidnapping, to less violent crimes such as smuggling and talislegging. There is a standing 10,000¥ government bounty on all known Awakened members of Código 515.

Persistent rumors claim that the Código's magical inner circle has an agenda beyond simply amassing power and wealth and that there is more than meets the eye to the group's assassinations of several Metr6pole officials over the past few years. The truth remains obscure as the Código has proven particularly difficult for authorities to infiltrate.

FURTHER ENCHANTING

EVALUATING MAGICAL GOODS

Characters who lack access to astral space evaluate reagents and magical goods by using an analysis technique known as an assay. An assaying kit is required to perform an assay. Many talismongers and talisleggers are completely mundane, and utilize this technique to analyze their merchandise. Magicians who cannot, or do not wish to, open themselves to the astral in order to assense the item also find assays useful.

An Assay Test is an Arcana (Assaying) + Logic (8, 1 hour) Extended Test. The Assay Test Result Table provides guidelines for the test results, based on net hits scored. A glitch indicates the assay has given false or misleading information. In the case of a critical glitch, the gamemaster may rule the assay damages or destroys the sample material; foci and fetishes cannot be destroyed in this fashion but may give false results.

In his lab, Nephrine performs an assay on a strange metal he suspects may be a reagent. With Logic 5 and Arcana 3, he rolls 8 dice and scores 9 hits in four hours. The assay reveals that the strange metal is indeed a metal reagent (iron), which is all Nephrine wants to know.

ASSAY TEST RESULTS

Net Hits	Results
2	Only general knowledge, no details. Example: If the item is magical or not.
4	Major Details only, no minor details. Example: If the item is a reagent, fetish, or focus, and its category, if any.
8	Major and minor details, which some minor details obscured or missing. Example: If the reagent is raw, refined, or radical; the force of the focus or conjuring material.
16	Completely detailed information. Example: The aspected enchantment on the focus, the exact nature of the unique enchantment, trace elements in the orichalcum, etc.

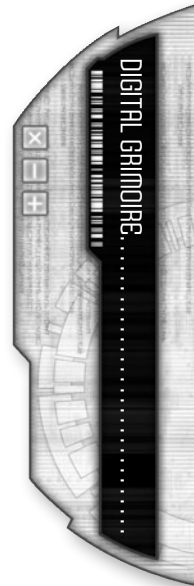
UNCOMMON METAMAGIC ENCHANTMENTS

The metamagic enchantments presented in *Street Magic* are the most common and easily found, but others exist. These enchantments are less common even in the most magically cosmopolitan sprawl, expensive, and are even accorded the status of urban legend.

Divining Foci add their Force to the magician's Initiate Grade when using the Divining metamagic. Divining foci are as individual and personal as each magician's chosen divining technique and might take the shape of an exclusive-design Tarot deck, a set of antique shells, bones or runes, a scrying bowl, or crystal ball.

Dowsing Foci add their Force to the magician's Initiate Grade when using the Psychometry and Sensing metamagics. The researcher of a dowsing focus formula must possess both the Psychometry and Sensing metamagics, or collaborate with one or more magicians that know those techniques.

Infusion foci boost the somatic abilities of adepts and mystic adepts using the Infusion metamagic. Each infusion focus is charged with 0.25 Power Points worth of adept powers for every point of Force; these powers are incorporated into the focus formula and cannot be changed. When a character is using the Infusion metamagic, they can choose to use the 0.5 Power Point per Initiate grade "boost" to select abilities from the focus instead of boosting some of their own innate powers. Abilities gained from infusion foci may not be further boosted using the Infusion metamagic. If the character already has a power contained within the infusion focus, it does not stack with their existing powers. Characters cannot select the same power in the infusion focus multiple times in an attempt to "stack" them.



When the powers from the infusion focus fade, the character does not suffer “burn out” for any powers drawn from the focus; instead the focus becomes inactive and cannot be reactivated for a like amount of time as the infusion was in affect. Any Power Points not spent on drawing powers from the infusion focus cause burnout as normal.

Benny is an adept with Initiate Grade 3, Magic 4 and a spiffy new infusion focus (4) (Astral Perception). When he uses the Infusion metamagic, Benny gains a 1.5 Power Point “boost”—he chooses to spend 1 Power Point of that boost to gain Astral Perception from his infusion focus, and the other 0.5 Power Points to increase his Critical Strike power. When the “boost” wears off in 4 minutes, Benny’s infusion focus deactivates and he suffers a temporary 0.5 Power Point burnout.

A character researching an infusion focus formula must possess or collaborate with an adept or adepts that know the Infusion metamagic and the powers being encoded into the focus.

Lyran is looking to make a Force 2 (Rapid Healing) infusion focus, but she doesn’t have the Rapid Healing power. After calling in a few favors, she gets in touch with Roxanne, a mystic adept initiate with 4 levels of Rapid Healing and knowledge of the Infusion metamagic. Together, they set off to design the formula.

Because Lyran is the primary researcher, the tradition of the formula will be shamanic. She decides the form of the focus will be a copper-alloy nasal septum piercing. The difficulty of the Test is 4. Roxanne, assisting Lyran, trades in her dice pool of 4 for 1 bit, which gives Lyran a bonus die. Lyran rolls 7 dice and scores four hits and no glitches. The two magicians manage to research the focus formula in a single day.

Urgent Message...

OPTIONAL RULE: ALTERNATIVE CIRCULATIONS

The 28-day circulation for alchemical practices is standard to most magical traditions in the Sixth World and is based on the lunar cycle. Other traditions may base their practices on the solar cycle and practice a 30-day circulation, or on ancient numerology and practice a 25-day circulation. Gamemasters should choose a length of circulation that fits the traditions of the magicians in their game.

GAINING FOCUS ADDICTION IN PLAY

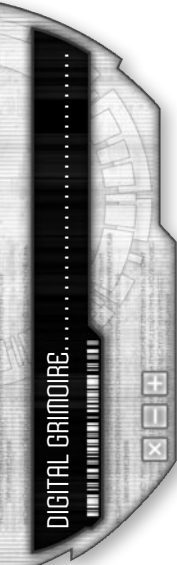
When a magician relies too heavily on foci, they become a “crutch” that begins to undermine the magician’s abilities. Prolonged (ab)use of more foci than the magician can safely handle can burn out their Talent.

Focus Addiction (p. 26, *Street Magic*) uses the Addiction rules (See *Addiction quality*, p. 80 and *Substance Abuse* p. 247, *Shadowrun, Fourth Edition*). The gamemaster can call for a Focus Addiction Test at any time she feels the player is abusing foci; a good guideline is whenever a character has a total Force of active foci in excess of twice their Magic attribute. When a character fails the Focus Addiction Test, she gains the Focus Addiction Negative Quality (See *Focus Addiction*, p. 26–27, *Street Magic*). Treat focus addiction as a Mental addiction with a Threshold of 2.

Ultimately, it is important focus addiction be an integral element in roleplaying the addicted magician to emphasize the dangers of magic. Many find kicking the habit difficult, if not impossible, because the magician must abstain from using foci altogether during the withdrawal period.

MAKING A UNIQUE ENCHANTMENT

Most unique enchantments, with the exception of unique radicals and compounds, may be crafted using traditional enchanting techniques and a variant of foci formula known as a *unique enchantment formula*. Except where specified, researching and



FOCI

Metamagic Enchantments	Cost	Availability
Divining Focus	Force x 10,000¥	(Force x 6)R
Dowsing Focus	Force x 12,500¥	(Force x 8)R
Infusion Focus	Force x 15,000¥	(Force x 10)R
Focus Formula	Cost	Availability
Divining Focus	Force x 2,500¥	(Force x 6)R
Dowsing Focus	Force x 3,000¥	(Force x 8)R
Infusion Focus	Force x 2,500¥	(Force x 10)R

FOCUS BONDING

Item	Karma Cost
Divining Focus	6 x Force
Dowsing Focus	6 x Force
Infusion Focus	3 x Force



SAMPLE UNIQUE ENCHANTMENT

Lyran has been hired to construct a unique enchantment using an unique enchantment formula, an ancient Japanese text, provided by her employer. First things first: Lyran can't read Japanese, so she scans the text and runs it through a translation program, which chokes on the arcane terminology and archaic bits, but gives her a gist of what she's looking at.

The gamemaster decides translating the formula would be an Arcana + Magic (36, 1 month) Extended Test. Lyran doesn't have that sort of time, so she asks if she can just figure out who *can* use the formula.

An Arcana + Logic (2) Test permits analysis of the formula. Lyran rolls 8 dice and scores 2 hits. The unique enchantment formula describes how to forge a unique enchantment—it looks a bit like a weapon focus to Lyran—in the form of a particular style of katana using the symbolism and notation consistent with the Buddhist tradition of magic. Lyran needs to find a Buddhist swordsmith-enchanter.

After a lot of long-distance commcalls, calling in a couple markers, a discreet datasteal from MCT, and a punch-up with some Yakuza, Lyran makes contact with Hiro Gassan, scion of a line of Imperial Japanese swordsmiths and a mystic adept. After a bit of haggling, Gassan agrees to forge the sword—but the formula requires a number of exotic reagents: unique radicals of air, earth, fire, and water; natural radicals from throughout Asia; a tooth from an Eastern dragon; ten units of orichalcum; and a live metahuman who will be sacrificed to complete the enchantment.

While Lyran was gathering the components of the enchantment, Gassan had refurbished the forgotten retreat of a *yamabushi* hermit as a Buddhist shrine (Rating 6 Magical Lodge) in a secluded cave on Kiso Ontake-san. The formula had included specific requirements concerning the daily rituals of purification the enchanter must undertake. Mechanically, this means Gassan must abide by the Ritual Geas (see *Ritual Geas*, p. 28, *Street Magic*) while enchanting the blade. The enchanting will be conducted at the same time the blade is forged, sharpened, named, and blooded.

The Enchanting Test to create the focus is Enchanting + Magic (20, 1 day). Hiro Gassan has Enchanting 5, Magic 5, Edge 2, is using exotic tesma, four reagent materials, and

the equivalent Force of the focus is 6. He rolls 12 dice and accumulates 22 hits over seven rolls.

One week after he began assembling the focus, Gassan completes the enchantment by driving the blade through the body of the living metahuman. Using astral perception, Lyran sees part of the victim's aura actually detach and flow into the sword. This sacrifice replaces the typical Binding ritual for the blade. Gassan presents Lyran with the blade *Kurokawa*. Lyran sighs with relief. Now all she has to do is get this thing through customs back to Seattle.

Kurokawa, The Black River

The bright blade *Kurokawa* is a katana featuring a vein of orichalcum running the length of its folded steel blade, and a hilt carved from the fang of an adult Eastern dragon. Hiro Gassan, descendent of a line of Japanese master swordsmiths, used an ancient magical formula to instill the unique enchantment within the blade.

Kurokawa acts as a Force 6 weapon focus. The sword immediately bonds with anyone who holds it, magician or mundane, without having to pay Karma or perform a bonding ritual and they gain the benefit of the focus immediately. The blade is always active and dual-natured and cannot be deactivated except through force (such as the Disrupt Focus spell or an astral barrier). *Kurokawa's* wielder, even a mundane, may become subject to Focus Addiction (See *Focus Addiction*, p.26–27, *Street Magic*), becoming obsessed with the blade.



designing an unique enchantment formula follows all the rules for focus formulae on p. 82–83 of *Street Magic*. Ultimately, a unique enchantment is a solution to a problem that cannot be satisfactorily resolved by normal methods. The gamemaster must adjudicate the difficulties for creating other forms of unique enchantment, as appropriate to their campaign. In general, the process should follow the standard creation process, only longer, more difficult, and requiring exceptionally rare components. Each step in creating a unique enchantment may be an adventure in itself.

The gamemaster should adjust modifiers and thresholds as appropriate to reflect the singular nature of the enchantment (for instance, doubling the threshold for a similar, non-unique

enchantment). Unique enchantments should also call for Exotic Reagents (p. 83, *Street Magic*) more often than traditional foci. This explains why many magicians spend years researching and attempting to craft unique enchantments without success.

An unique enchantment formula may only be used once to make one specific item. At the end of the successful process, the formula is either destroyed or incorporated into the item and cannot be replicated. If unsuccessful, the formula may be reused to attempt to make the item again.

Magical Compound creation is covered on p. 88 of *Street Magic*. When researching or translating the unique enchantment formula for a new magical compound, the Force is equal to 6 times

DIGITAL GRIMOIRE.....



the number of critter powers that the compound grants with an interval of 1 month. Unlike all other unique enchantments, the formula for creating a magical compound is not destroyed. Magical Compound formulas can be used repeatedly. A magical compound always has a minimum of one exotic reagent requisite (see *Exotic Reagent Requisites*, p. 83, *Street Magic*).

Laura wants her character Snowblood to create a new magical compound that grants Animal Control (Ordinary Rats). Since the magical compound will only grant one power, the threshold for the extended test to create the formula is 36. Rolling 8 dice, she accumulates the hits she needs in 18 days. Together, Laura and her GM iron out the details of the magical compound:

PIED PIPER PASTE

Duration: *Essence + 1d6 hours, maximum 12 hours.*

Effects: *The paste grants the Animal Control (Ordinary Rats) critter power.*

Description: *At the end of the duration, the character treats all non-paranormal rats as if they had the Fear power for an equivalent duration.*

Exotic Ingredient: *Natural animal refined reagent from a demon rat.*

Had Snowblood wished for the formula to also grant Concealment (Self Only), the Force would have counted as 12, and the threshold would have risen to 144.

True Vessels are created in the same way as normal vessels, but the enchanter must research or obtain a unique enchantment formula. Substitute the Force of the free spirit for the Force of the focus when calculating the threshold for creating the formula. A True Vessel's unique enchantment formula specifies the shape of the vessel, the associated magical tradition, and must incorporate a copy of the free spirit's spirit formula. The formula also specifies the purpose of the True Vessel—to safeguard the free spirit during period of low mana, to imprison the spirit, etc.

A boco summoned a malicious spirit far too powerful for her, and it slipped free. Abracadavre nearly died learning the spirit's True Name, and decided to call in Papa Dimanche and Johnny Vendredi to help him out. Together, they hatch a plan to imprison the entity in a True Vessel.

The free spirit that calls itself Sousonn-Pannan is a Force 6 blood spirit, so the threshold for the test is 36. Papa Dimanche has the highest Arcana skill, so the others assist him in researching the unique enchantment formula. The True Vessel will be an hourglass-shaped wooden drum, and the formula will be of the voodoo tradition. Between them, Johnny and Abracadavre score 6 hits, which add 6 bonus dice to Papa's dice pool. Papa has Magic 4 and Arcana 4, so he rolls 14 dice. It takes Papa seven days to accumulate 36 hits. However, the formula requires several exotic reagents: a feather (natural refined reagent) from a black cockatrice, blood (natural

refined reagent) from a living devil rat, a piece of bone (natural refined reagent) from a dead magician, earth (natural mineral radical) from the island of Haiti, and a unique water radical.

Gathering the necessary reagents takes several days, but when they gather again in Johnny's honfour, (Force 6 magical lodge) all is prepared. Johnny rolls 6 dice and scores enough hits to complete the enchantment of the True Vessel in five days. Now, all they have to do is get Sousonn-Pannan in it.

EXPANDED SPIRITS

The *Spirits of the Sixth World* chapter of *Street Magic* expands significantly upon the basic spirit types and rules presented in *Shadowrun, Fourth Edition*. The following material complements and refines the material introduced in *Street Magic*.

OPTIONAL RULE: ATTUNED WATCHER SPIRITS

Watcher spirits are not exceptionally bright, and left to their own devices they can get lost or confused easily. At first glance, this makes their utility as trackers, couriers, and shadows seem very limited. However, a watcher spirit can be attuned to a specific aura or astral shadow during their summoning, making them far more adept at finding the particular person, object, or place tied to that aura or astral shadow. If the aura or astral shadow is in the magician's sight and he is using astral perception when he summons the watcher, the watcher may then add the magician's Magic attribute to any test related to noticing, tracking, or finding the subject observed. Alternatively, if the subject's aura or astral shadow is not within sight, the magician may use a material, sympathetic, or symbolic link to the subject, but the added Magic dice are reduced by any applicable link modifier (see *Material Links*, p. 28–29, *Street Magic*). Note that in order to use a sympathetic or symbolic link in this fashion, the conjurer must first possess the Sympathetic Linking metamagic technique (see *Sympathetic Linking*, p. 29, *Street Magic*).

RESOLVING POSSESSION

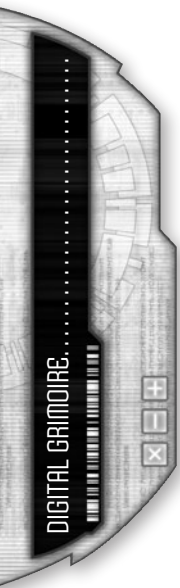
The following notes are meant to complement, clarify and illustrate the rules on spirit *Possession*, p. 101, *Street Magic*.

Spirits conjured by Possession traditions are intended to be as easy to manage as spirits conjured by other traditions. The only significant difference between Possession spirits and materializing spirits is the manner in which they bridge the barrier from astral to physical. Otherwise, such spirits behave just like other spirits in all respects and the rules for spirits apply equally to spirits with Possession.

It is important to keep in mind that once possessing a vessel, the spirit's mind and not the vessel's is in control, and the spirit does not have access to the vessel's knowledge or skillset.

Summoning and Binding a Possession Spirit

Summoning and Binding possession spirits follow the normal Summoning and Binding rules (found on p. 179 and p. 180, *SR4*). If the Conjuring Test is successful, the spirit appears in its conjurer's vicinity in Astral space and the magician may then



WHAT IS AN AIR SPIRIT?

While a hermetic air elemental is very different in appearance and attitude from a shamanic storm spirit or a Shinto kami of the Western wind, all such spirits are treated as a “spirit of air” in terms of game mechanics. An air elemental comes from the metaplane of air (according to hermetics) and can teach Detection spells, while to a Nordic gode the storm spirits come from the metaplane of Thrudheim and teach Combat spells. Each tradition conceptualizes spirits of air differently, and this will often be reflected in the game setting, where they are called by any number of names. “Spirit of Air” (or any such variation) is simply a game term, which abstracts an entire group of spirits that share the same core attributes, abilities, and skills for convenience and simplicity.

Conversely, the game makes no special allowances for wild or “aberrant” spirits (p. 93, *Street Magic*). A wild spirit is an astral entity that does not fit neatly into metahumanity’s current understanding of spirit lore and their role in the universe as of the 2070s.

The game rules are largely unconcerned with the current state of magical theory and are in place to express only what spirits can do rather than why they are able to do it. For example, the *Silap Inua* are unique spirits that inhabit the frigid arctic wastes at the poles and are hostile to metahumanity. They have yet to be adequately studied, but they appear unrelated to any thaumaturgy or magical tradition known to man. To modern thaumaturgical theory, they are an aberration, but as far as the game mechanics are concerned they are wild spirits that a gamemaster can assign powers and Force as desired (or use the rules for free spirits on p. 106–110 of *Street Magic* as a guideline).

command it as normal. The spirit may operate and perform any services on the Astral plane as normal. If, however, the magician wishes the spirit to interact with the physical plane—such as employing any of its physical powers or carrying out a physical task—the spirit must first use its Possession power to take over a vessel (bear in mind that this demands a Test that normally requires at least one Complex Action to accomplish).

Choice of Vessel

Picking a vessel to possess on the fly can be tricky. The vessel may be the conjurer himself, a willing and prepared *serviteur*, a homunculus, or an enchanted object specially prepared for the occasion—but in a pinch an unwilling, unprepared host or object will do (although this is slightly harder to possess). The conjurer may always order the spirit to use its possession power on a specific vessel (though as a use of a Power this costs a service).

When a magician commands a service that requires the spirit to take possession of a vessel, the gamemaster should allow the conjurer to identify a subject as part of the service (i.e. “Possess that guard over there and attack his companions.”) If the conjurer does not wish to pick a target, the gamemaster should assume that if left to its own devices, a spirit will generally prefer a living and mobile vessel over an inanimate one; a prepared vessel, over an unprepared one.

POSSESSION AND THE GAMEMASTER

Possession can raise a number of metagame issues which some players may try to exploit. Key among these is the possibility raised by possessing a mundane item particularly handy from a shadowrunners point-of-view—armor, weapons or vehicles. In such cases the gamemaster should keep in mind several things:

First, it is important to remember that everything magical a player character does is focused through the prism of his tradition, its beliefs, symbols, and tropes. Materialized and possessing spirits alike boast a bewildering variety of appearances and forms that are dictated by the conjurer’s tradition and the nature of the spirit involved. While it is up to individual gamemasters how this may translate into their games, it’s important to stress that the same tradition-bound perceptions and beliefs should effect the vessels used by various traditions. For example, while a houngan will call down loa to ride *serviteurs*, zombies, gris-gris jars, and even musical instruments, a qabbalist will prefer to invest golems, amulets, incense burners, and Torah rods. The aforementioned qabbalist should find that an *elboim* (an emanation from the ascended Sephiroth) is reluctant to inhabit a trashcan, while a traditional witch is equally likely to find her spirits displeased with the idea of possessing a dikoted monosword. This is not to say they wouldn’t do so if pressed in an emergency or that a gamemaster shouldn’t always be open to a player’s argument and reasoning. Ultimately, though, it is the gamemaster’s call as to what is or isn’t appropriate in his story. Rather than simply ruling something as impossible, the gamemaster may consider adding a negative dice pool modifier (–1 to –4) to the spirit’s dice pool in a Possession Test when it involves a vessel he believes is inappropriate or unlikely for the character’s tradition.

Second, it is vital to understand that Possession is designed to be balanced with the remaining *SR4* magic rules. This means the gamemaster is *assumed* to be enforcing such elements as Binding material costs, Binding ritual durations, and that Conjuring Drain (or indeed any magical Drain) is not healable by magical means—these all help balance out some of the potential abuses of possession by making conjuring the expensive, time-consuming, and risky business it is meant to be.

Finally, the gamemaster should always be aware that the exact Ratings and Attributes raised through Possession are at his discretion and can easily turn apparent advantages into double-edged swords for abusive players (e.g. players may reconsider their possessed Talmudic body armor with Immunity to Normal Weapons, when they realize the effects of possession-enhanced Ballistics and Impact ratings on their character’s mobility). Similarly for weapons, an unbreakable possessed monosword may seem cool, but it doesn’t modify any of the character’s abilities.

TWEAKING THE RULES: ALTERNATIVE POSSESSION MECHANICS

If the gaming group considers the basic Possession rules too powerful or unbalanced with their play-style, Possession may be adjusted by implementing any or all of the following changes:

- Modify the Possession Test for inanimate vessels/objects to Force x 2 (Object Resistance x 2).
- Allow Bound spirits to only possess vessels that are present at the time of their binding. This limits use of Possession as an attack power to Summoned spirits.
- Rule that a conjurer may only command a spirit to possess a vessel which is within the conjurer's line of sight at the time.
- Rule that Possessed living vessels may actively resist possession in a manner similar to a Mental Manipulation spell (p. 202, SR4). Every (Force) Combat Turns, the victim may spend a Complex Action to shake off the spirit's control. The victim rolls a Willpower (+ Banishing) Test; each hit reduces the net hits on the spirit's original Possession Test. If the possessing spirit's net hits are reduced to 0, the spirit is expelled from the target.

The spirit rolls 10 dice (Force 5 x 2) against a threshold of 2 (handcrafted silver incense holder). The spirit achieves 1 net hit and the possession is successful. The gamemaster rules the incense holder begins to glow eerily as if lit from within and colored tendrils of smoke begin curling out and reaching for the ceiling—the visible signs of possession. He also rules that the holder not only benefits from Immunity to Normal Weapons, but its normal Barrier Rating of 4 is enhanced by the spirit's Force to 9 (should it be necessary). Since the spirit is possessing an inanimate object (see Possession and Vessels sidebar, p. 102) with no means of locomotion or mechanical components, it is unable to move the vessel, but Lodz lifts it and places the vessel on the shop counter before confidently stepping out and locking the door behind him.

POSSESSING AN INANIMATE OBJECT (PREPARED VESSEL)

Lao, a mudang (Korean shaman) running the Seoul shadows, is being chased down a freeway by a local go-gang. Fortunately, Lao has recently completed his plan to marry his Talent with his passion for motorbikes. The long and expensive process of enchanting every last piece of his classic imported Harley Scorpion hog had been completed only last week and now it was about to pay-off. Hunkered down low over the body of the bike, Lao mutters a prayer to the spirit of the night winds that he had previously bound (a Force 6 spirit of Air which owes Lao 3 services). He gives the spirit three commands, ordering it to: possess the bike and defend the mudang from the gang attacking him (first service), conceal the bike and its rider from pursuers (second service), and use its movement power to accelerate the old hog (third services)—after which it is free to depart.

To accomplish the services demanded of it, the spirit must first possess the motorbike. Since the bike is an inanimate vessel it makes a Possession Success Test, rolling 12 dice (Force x 2) + the 6 dice modifier for the prepared vessel against a threshold of 4 (though the Scorpion is a bare basics bike, it's a pretty sophisticated piece of machinery). The spirit achieves 2 net hits and succeeds in the possession.

The bike's headlights and the scorpion motif on the gastank and bumper glow with a ghostly florescence, streamers of vapor pour from the exhaust, and the screech of the wind smothers the roar of the engine as the spirit essence infuses the powerful bike. In game terms, the gamemaster rules the spirit's presence not only gives the bike Immunity to Normal Weapons, but it adds its Force to the bike's Acceleration, Body and Armor ratings.

Lao can feel the bike accelerate under him and looks back to see the vapor from his exhaust spreading like a mist across the freeway hiding his escape from his pursuers. In the distance he can hear the screech of tires and metal as the spirit's Elemental Attack manifests as a barrage of brutal crosswinds knocking the bikers over.

POSSESSION EXAMPLES

POSSESSING AN INANIMATE OBJECT (REGULAR VESSEL)

Lodz is a qabbalist living on the outskirts of Prague and he's run into some trouble with local blackmarket talisleggers. He's afraid they might trash his lore store while he's on a brief day trip to the country for supplies. Lodz doesn't have the time to enchant a vessel, so he decides to empower an unprepared Bessamim holder (a ritual incense burner) with an elohim guardian to watch over his store while he's out.

Early in the morning, before leaving on his trip, Lodz calls forth a powerful elohim from the Sephiroth realm associated with the element of Fire (a Force 5 spirit of fire). With the standard Summoning rules (p. 179, SR4), Lodz succeeds, gains 2 services from the spirit, and shrugs off the Drain. The elohim now waits on the Astral ready to do the qabbalist's bidding.

Lodz uses a single service to command the spirit to possess the incense holder and guard his store against any trespassers while he is out (one continuous service that will last until the summoned spirit leaves at sunset).

The spirit then uses the Possession power on the Bessamim holder. Since this is an inanimate object, possession is resolved as a Success Test (p. 101, Street Magic).

POSSESSING A LIVING PERSON (PREPARED VESSEL)

Johnny Vendredi decides that there needs to be a little more love in the world, so he calls forth a loa of Erzulie (a Force 4 spirit of man). He rolls his Summoning (5) + Magic (5) and gets 4 hits, and the spirit rolls its Force and gets only 1 hit. Vendredi easily shrugs off the Drain DV of 2 and invites the loa to possess him (this costs a service, since it involves the use of a power).

As the summoning magician, Johnny counts as a prepared living vessel of the voodoo tradition. So possession requires the spirit make a Possession Opposed Test rolling of 8 dice (Force 4 x 2) + the 6 dice modifier for the prepared vessel against Johnny's Willpower (5) + Intuition (4)—one net hit is enough for the loa to ride the houngan (increasing all his physical attributes by 4 and giving the body Immunity to Normal Weapons for the duration). Since the spirit is still in Johnny's service, even though the spirit is now in control of his body, he is still able to direct it through the mental link to the spirit. Possession by the Lady of the Red Eyes will last as long as the loa owes Vendredi services, until the houngan commands it to leave, or until sunrise/sunset (whichever comes first).

POSSESSING A LIVING PERSON (UNPREPARED VESSEL)

Johnny Vendredi's mait-tete is Ogoun, Lord of Iron and of War, something that comes in handy when a run goes wrong and Johnny's team is pinned down by Renraku security on a New Orleans pier and things are not looking good. Race, the team's hacker, is hunkered down beside Johnny. The team's street sams, Kildare and Bobby-Joe, are crouched behind containers keeping the security squad pinned down. Johnny reviews his options knowing their ammo won't last forever.

The houngan has two iron warriors of Ogoun (Force 6 guardian spirits) and a loa of Azaca (Force 5 spirit of man) bound—the two warriors loa are already engaged on the Astral plane defending the team from the Renraku security mage's elementals, while the other spirit is on call (1 remaining service).

Johnny knows the team needs his spellcasting ability, so puts aside the idea of calling the loa into himself. Bobby-Joe, a large black troll raised in New Orleans was a fervent believer and had allowed himself to be made into a serviteur (a prepared vessel), but Race and Kildare steadfastly refused "that mumbo-jumbo." Johnny is reluctant to give up the troll's firepower, even for the might of an invisible, and he doesn't want to risk the rest of the other's anger by having a spirit attempt to possess one of the others.

Suddenly Race collapses, struck down by a hail of bullets. Johnny checks and finds the hacker's armor took the brunt of the burst—he's wounded but just unconscious. With a whispered prayer, Johnny commands the loa of Azaca to descend on Race and defend them by confusing their attackers (using up his remaining service). The spirit of man does as commanded making a Possession Opposed Test (p. 101, Street Magic) to take control of the body; it rolls 12 dice (Force 6 x 2) versus

Race's Willpower (4) + Intuition (4) with a -3 wound modifier. The loa achieves a single net hit but that is enough to take control of the body.

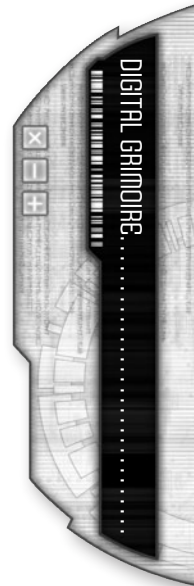
Race suddenly jerks upright, his eyes glowing eerily, a mad grin on his face and his body visibly infused with new energy, ready to use his powers to protect his summoner. In his next action, the spirit possessing Race uses Confusion on any visible members of the Renraku squad. As with normal spirits, use of "a combative power or ability on behalf of its summoner" counts as just one service (see p. 177, SR4). Since Johnny only had one service left, the loa will depart after the fight is over. If the loa had owed two services, Johnny could tell it to remain in the body indefinitely (or until he used up the remaining service with the use of a power or by commanding a physical service of it). When the spirit vacates the vessel Race would return to his previous state and fall to the ground unconscious but alive.

But, Johnny knows this won't be enough, so he decides to risk a summoning. He tosses a handful of powdered bones into the air and incants the conjuration to summon another loa (Force 5 guardian spirit). Johnny rolls Summoning (5) + Magic (5) + appropriate Mentor spirit bonus (2) + a summoning foci (3) and is opposed by the spirit's Force of 5. Johnny rolls 4 hits and the spirit only 2 (the houngan totals 2 net hits). Johnny resists Drain with Willpower (5) + Charisma (4) and reduces the Drain DV of 4 to 2 boxes of Stun damage. As its optional power, Johnny's player decides to give the loa Skill: Short Arms (the enemy is using SMGs). Once the summoned warrior of Ogoun appears Johnny uses one of his two services to order it to possess one of the attackers and defend the houngan's team.

As commanded, the Iron Warrior of Ogoun attempts to possess one of the security guards rolling a Possession Opposed Test as a Complex Action. Since the vessel is unprepared, the Spirit rolls only its Force x 2 (10 dice) versus the security man's Willpower (2) + Intuition (3). If the spirit succeeds, the security guard's mind is subsumed and the spirit turns the man against his comrades, using its powers to protect the houngan. If the spirit (and the body it is possessing) survives the fight (and isn't disrupted by deadly damage or banished), it will still owe Johnny a further one service and Possession may continue until either the next sunrise/sunset or the service is used up.

BANISHING A POSSESSION SPIRIT

Jimmy No has had enough of the golem barring the escape route from the IONDS inner sanctum and Jimmy decides to banish it. He rolls his Banishing (5) + Magic (5) and boosted by Edge (4) gets 6 hits. The spirit is bound and rolls its Force (5) + its conjurer's Magic (6) and gets 3 hits. Jimmy resists 6S drain and nearly passes out, and the banishing cancels out the spirit's 2 remaining services. At that point, the spirit is uncontrolled and will fade from the golem - immediately alerting the original conjurer. If Jimmy weren't so hard hit, he might try to snatch control of the spirit with Summoning.



MORE MAGICAL THREATS

Street Magic introduces a number of magical menaces and otherworldly threats that inhabit the Sixth World. The following material complements different subsections of the Magical Threats chapter (p. 134, *Street Magic*).

BLOOD MAGIC ENCHANTMENTS

Blood fetishes are particularly potent minor enchantments fueled by the magician's own blood. A blood fetish functions in all ways as a fetish or talisman (see *Limited Spells*, p. 172, *SR4*), except the magician gains +4 dice to resist Drain when casting the spell attuned to the blood fetish. Attuning a blood fetish requires a simple, 10 minute ritual that inflicts 1 box of unresisted physical damage that cannot be healed while the blood fetish is attached. The enchanter must know the Sacrifice metamagic to craft a blood fetish; otherwise a blood fetish is crafted and attuned in the same manner as any other fetish (see *Fetishes and Talismans*, p. 81, *Street Magic*). Any magician may attune a blood fetish, whether they know the Sacrifice metamagic or not.

Enchantment	Cost	Availability
Blood Fetish	500¥	10F

THE TOXIC PATHS

Though no two toxics are identical, many share sufficiently analogous outlooks and have similar derangements and delusions, that their magic paradigm can be represented for simplicity's sake as a typical tradition. The following example is meant to illustrate how one of the many possible paths a toxic magician might follow could be portrayed. The example that follows can be used as is, or adjusted to reflect another Toxic Poisoner's beliefs, magical tropes and spirits (the example uses the sample toxic spirits presented on p. 144–146 of *Street Magic*).

POISONER "TRADITION"

Concept: The poisoner is a harbinger of the new forces of nature and evolution. New primal powers and elements are replacing the old. Gaia is evolving, slowly being transmuted into something glorious and new. Metahumanity must evolve, or, like all weak species, it will be eradicated by natural selection.

Combat: Nuclear

Detection: Acid

Health: Sludge

Illusion: Smog

Manipulation: Abomination

Drain: Willpower + Intuition

The toxic magician following this path revels in environmental blight and pollution of all sorts. He comes to believe his magic is linked to the ascension of a new order, a toxic evolution of Earth's natural forces. Metahumanity is weak and must be culled. The toxic's own corruption is an example of the one true path for all mankind: adapt or perish.

The spirits a poisoner summons incarnate the fundamental elemental forces evolution has unleashed upon Creation. They embody the purifying radiation of nuclear fire, the caustic touch of cleansing acids, the volatile mix of elements that is toxic sludge,

the pervasive and all-enveloping nature of smog, and the mutagenic force of toxic evolution.

Ritual sorcery and bindings, twisted by the poisoner's vision and infused with toxic symbolism and meaning, are undertaken on landfills, sites of environmental accidents, illegal dumping grounds, or even derelict buildings fouled with refuse and other pollutants. Pollutants and hazardous materials are crucial components of all arcane activity and the core of a poisoner's power. Foci are made of irradiated or corroded scraps, and ritual components often contain poisonous or mutagenic chemicals and agents.

SHADOW SPIRITS

Though all the rare and elusive entities known as free spirits are ultimately alien and mysterious, their interests and agendas are mostly benign (or at least not malevolent). Unfortunately, a number of dangerous free and wild spirits exist that are quite hostile to humanity. These are generally known as Shadow or Trickster spirits (see p. 146, *Street Magic*). The following section describes a rare ability among free spirits, but one that several Shadow spirits have exhibited in the past.

GROUP PACTS

A number of Shadow free spirits—as well as free spirits of other inclinations—exhibit the rare ability to establish Spirit Pacts with groups of magicians rather than individuals. This ability is not only uncommon, but the spirits that indulge are invariably quite powerful. Group Pacts extend the benefits of a Spirit Pact to all members of a particular magical group (most often one under the spirit's direct control).

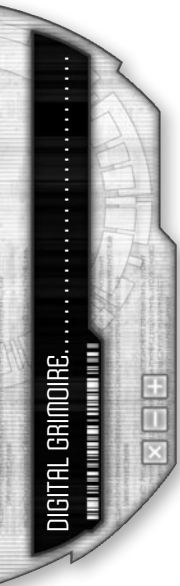
Such Pacts must be established at the moment of the magical group's creation and must be woven into the Group's Bond (see *Magical Groups*, p. 65, *Street Magic*). The spirit must enter into it willingly, and the group may not have another spirit mentor. The spirit effectively becomes the group's Spirit Avatar.

The type of Spirit Pact involved varies significantly from group to group and spirit to spirit, but may include any of the various Pacts described on p. 108 of *Street Magic*, or it may be something unique to the group and spirit involved.

Group Pacts and the shadows and free spirits that indulge in them are sufficiently rare that they are essentially a plot device, and as such the exact nature of the Pact and the individual spirit's reasons and agenda are left to the gamemaster. Below is a sample Group Pact.

The Aleph Society

The Aleph Society is an arcane foundation supposedly founded in 2056 by Dr. Michael Nickson. The society's fundamental mission is to raise the "innate magical potential inherent in every person." It claims these goals are inspired by an old Atlantean artifact known as the "Book of Gaf" (which has brought it into conflict with the Atlantean Foundation more than once). On paper, the Aleph Society is a philanthropic foundation that strives towards spiritual enlightenment and promises hope and ascendancy. It attracts would-be Awakened who have never exhibited any sign of magical talent, along with those who have burned out due to abuse of their arcane abilities or spiritual self. In many ways, it is organized like a cult. The group was relatively unknown until 2061, when it first started to garner media attention after claims





that some of its members, Awakened burn-outs, had been able to reclaim their powers.

The entire organization, however, is nothing but a front for an entity known as Gaf—the Black Moon. Gaf (whether it is a single entity or not) is most likely a free spirit. The true reason for the existence of the society is to lure burned-out magicians into the initiatory group that forms its inner core (~30 members). The initiatory group has a Group Pact, through which Gaf apparently restores the burnout's magic power (even if it had been reduced to 0).

When a member first joins the group, besides bonding to the group, he must make a Karma sacrifice to Gaf. The spirit's Group Pact allows Gaf to fuel the magician's magic through the group's bond. This particular Pact allows Gaf to shift some of his own Magic to an Aleph acolyte temporarily, increasing the magician's Magic by the amount of Magic transferred (up to the magician's maximum Magic rating). The transfer occurs automatically whenever an Aleph magician tries to use magic, but is always under the control of Gaf. Since it can control how much magic it concedes to its acolytes, it uses this link as a measure of control and to compel its karmic tribute. Since Gaf is connected to all the members of the Aleph Society inner circle via the Group Pact, the amount of magic available for each member at a given time varies. The Magic rating of a burned-out Aleph member can vary between 1 and 6, depending on how many Aleph members draw on Gaf's power at a particular time.

Many members of the Aleph society are former burnouts who are gradually becoming addicted to the spirits energies in a manner similar to Focus Addiction (see p. 26–27, *Street Magic*).

INSECT SPIRITS

Insect spirits are one of the most dangerous and frightening mystical threats metahumanity has encountered so far. The following timeline outlines the major events involving this dangerous menace since it made its presence known in the 21st century.

A Brief Timeline of Insect Spirits

2011: Insect mentor spirits begin contact with a small number of magicians and lay the foundation of the insect tradition.

2040–2055: A humanitarian non-profit organization called the Universal Brotherhood becomes a façade for the largest multi-species Insect spirit hive in history. UB chapterhouses open in cities throughout the world, recruiting thousands of members to become unwitting vessels for insect spirits.

2051: A well-organized hive attempts to infiltrate Yamatetsu's Crashcart medical subsidiary in Seattle. They are discovered and sanitized, but it is unknown whether the infiltration extended further.

2055: After an FBI investigation unexpectedly stumbles upon the truth about the growing threat of the Universal brotherhood, the UCAS military and Ares Firewatch teams begin discretely cleaning out and closing down UB chapterhouses, destroying the insect hives hidden within without alerting the public.

Aug. 23, 2055: Ares Firewatch teams identify Chicago as home to the largest multi-species hive in North America. An initial raid to destroy the hive fails disastrously. Insect spirits spill into the surrounding city. Preliminary intelligence revealed roughly a thousand new insect spirits being invested within the hive. In an effort to contain the thousands of Insect spirits, the UCAS government establishes the Chicago Containment Zone (CCZ).

Oct. 1, 2055: Faced with few options, Ares detonates a sub-tactical nuclear weapon within the hive complex. The blast is contained by a powerful magical barrier that had been erected over the hive by the shamans and queen spirits within. Hundreds of Insect spirits survive.

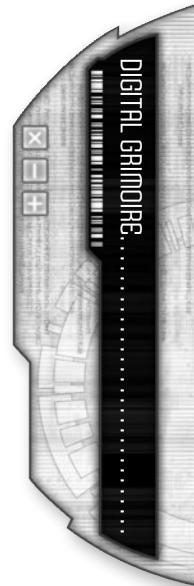
2055–2056: The Chicago affair reveals the existence of insect spirits to the public. Highly public and coordinated governmental and corporate assaults ensue globally to control breakouts and wipe out hives in numerous major sprawls. By 2056, all Universal Brotherhood chapterhouses worldwide are closed.

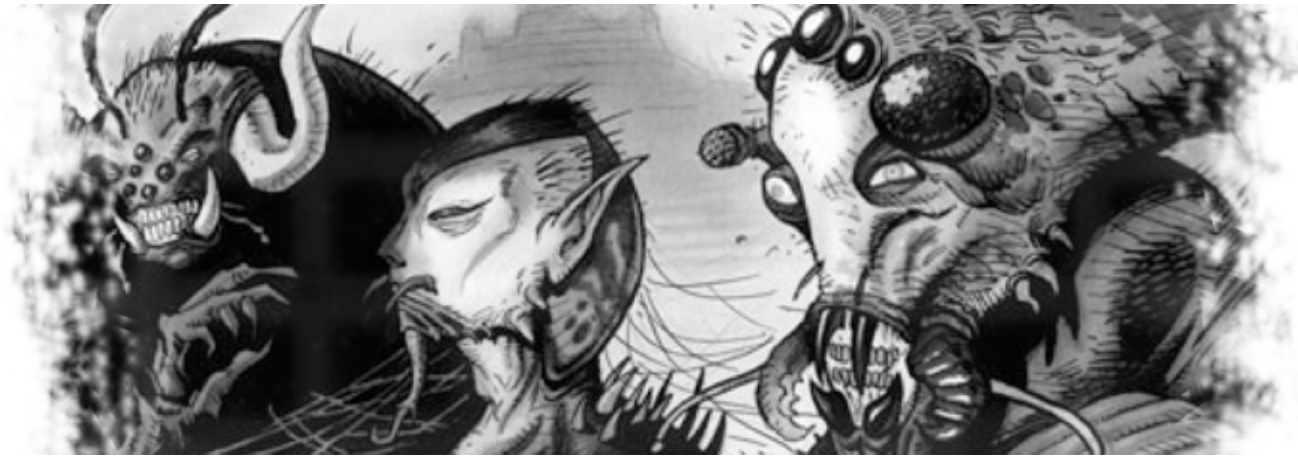
2056: A neo-communist movement in Malaysia is discovered to be a front for insect spirits; the revelation sparks panic and riots in the worst neighborhoods.

2057: Rumors circulate of insect involvement in the assassination of UCAS Presidential hopeful General Franklin Yeats.

Feb. 22, 2058: Ares launches *Operation Extermination* using newly developed Strain III FAB to exterminate the insect spirits remaining in the Chicago Containment Zone. After the clean-up is over, Ares leaves and the CCZ is opened again.

2062: Accounts of a failed shadow op suggests that Ares Macrotech may be exploring crossbreeding insect spirits with paranormal animals for security purposes, though these remain unconfirmed.





2063: Unsubstantiated reports indicate Insect spirits may have infiltrated one of Italy's major Mafia syndicates, the N'drangheta.

2065: After publicly discovering and terminating a large number of infiltrated flesh form good merges within the Aztlan government, Aztechnology begins a public information campaign. Fear and paranoia run rampant, quietly fostered by Aztechnology propagandists.

2068: Several archeological sites in Egypt being excavated by the Apep Consortium are assaulted by a group of Beetle magicians calling themselves the *Hem'netjer*.

2070: Intensifying manastorms drive Termite spirits from the Australian Outback toward the coastal cities.

HIVE IN PLAIN SIGHT

Shadowrun, Fourth Edition recognizes that the Insect hive (or nest) is essentially a story device to be used by the gamemaster, and as such no specific rules are provided for their formation and numbers.

Most hives that appear in adventures will be fully-formed, or on the verge of invoking a Queen/Mother spirit (though a recently established hive trying to get on its feet might prove equally interesting). The gamemaster should feel free to tailor the size and extent of the hive collective to suit the needs of the story he is telling without feeling constrained by game mechanics.

The physical aspect of a hive or nest can take almost any shape or appearance. In the past decades, insect spirits have learned to adapt to their human environment, making their hives and nest as inconspicuous and "human" as possible so as not to draw undesired attention. Though collectives often occupy derelict buildings in rundown city districts, or underground in subways, sewage systems, tunnels or catacombs, the most powerful hives often choose to hide in plain sight. Policlub chapterhouses, small corporations, and even the offices of philanthropic organizations and churches represent excellent covers for insects to build their domains. Considering that hives and nests have in the past assumed the guise of religious sects, rad groups, political organizations, or even underworld families, they have significant latitude in establishing their strongholds where humans least expect them.

EXPANDED GRIMOIRE

The following are some diverse spells that may be useful to more magicians with certain specific vocations.

COMBAT SPELLS

Disrupt [Focus] (Direct)

Type: M • Range: LOS • Damage: Special • Duration: I • DV: (F÷2) – 1

This spell channels magical energy into disrupting an active magical focus, dealing temporary damage to its astral form. A focus that receives damage equal to its Force from this spell is disrupted and becomes inactive; the magician bonded to the focus cannot gain dice bonuses or any other benefit from the focus until the focus is reactivated. A number of boxes of temporary damage equal to the focus's Force is "healed" at the beginning of the next Combat Turn. The owner may spend a Simple action to reactivate the focus when all damage is healed. Disrupting a sustaining focus will also disrupt the spell it is sustaining. Astrally projecting magicians whose foci become disrupted cannot reactivate them until their astral form rejoins their physical body.

Disrupt [Focus] is designed to target a specific type of focus: Disrupt Weapon Focus, Disrupt Anchoring Focus, Disrupt Spellcasting Focus, etc. The target of each spell is designated by the spell formula. A stacked focus is affected by this spell if at least one of its focus types matches that of the spell, but the damage dealt by the spell must equal or exceed the combined Force of the stacked focus to disrupt it.

Destroy [Free Spirit] (Direct)

Type: M • Range: LOS • Damage: P • Duration: I • DV: (F÷2) – 2

This variation of Slay (p. 165, *Street Magic*) is designed to target a specific free spirit; different versions of this spell could exist for every free spirit. The target of each spell is designated by the spell formula, which must incorporate the target's spirit formula. This spell has no effect on any other spirit, even one of the same type as the free spirit. The spell formula counts as a copy of the spirit formula for all purposes.

DETECTION SPELLS

[Sense] Link (Active, Psychic)

Type: M • Range: T • Duration: S • DV: $(F \div 2) - 1$

This variation of the Mindlink spell (p. 199, *SR4*) allows the caster to tap into one of the target's senses. Each spell variant of [Sense] Link is designed to target a specific sense (ie. Sight Link, Astral Perception Link, Thermographic Vision Link, etc.) defined by the spell formula itself.

Passenger (Active, Psychic)

Type: M • Range: T • Duration: S • DV: $(F \div 2) + 3$

This variation of the Borrow Sense spell (p. 166, *Street Magic*) enables the subject to "borrow" all of the senses from the chosen target.

HEALTH SPELLS

Alleviate Nausea

Type: M • Range: T • Duration: S • DV: $(F \div 2) - 3$

This spell temporarily reduces the effects of nausea on the target's body and mind (see p. 245, *SR4*). Every net hit reduces the duration of incapacitation by 1 Combat Turn, and while the spell is sustained the target does not double all of their would modifiers. The effect of Nausea returns at full force once the spell ends.

Nauseate (Negative)

Type: M • Range: T • Duration: I • DV: $(F \div 2)$

This spell temporarily induces the effects of nausea on the target's body and mind (see p. 245, *SR4*). The target resists with Body + Counterspelling. The target takes no damage from the spell, but is incapacitated due to vomiting and dizziness for 1 Combat Turn per net hit (maximum 3).

Decontamination

Type: M • Range: T • Duration: P • DV: $(\text{Radiation Power}) - 2$

This spell is used at any point after radiation contamination to help a patient overcome radiation sickness. The infected character receives a number of additional dice on her Radiation Resistance Test equal to the spell's net hits. It does not heal any damage already inflicted by the contamination (that takes a separate Healing spell).

ILLUSION SPELLS

False Impression (Realistic, Multi-Sense)

Type: M • Range: LOS • Duration: S • DV: $(F \div 2) - 1$

Manascape (Realistic, Multi-Sense, Area)

Type: M • Range: LOS (A) • Duration: S • DV: $(F \div 2) + 1$

These spells create illusions designed to feed false information to the magical senses of passers-by. While it cannot create auras or astral forms where there are none, it can change the impressions gained from Assensing, the Psychometry or Sensing metamagic, the Astral Window spell, the Magic Sense adept power, and other magical senses. False Impression affects a single sustained or quickened spell, aura, astral form, or the like, while Manascape can affect an entire area, changing the impression of background count, multiple auras, astral forms, etc.

MANIPULATION SPELLS

Firewater Aura (Environmental)

Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 6$

This variant of the [Element] Aura spell (p. 173, *Street Magic*) combines the elements of Fire and Water for a unique elemental effect: burning water, which forms a rippling aura of elemental energies around the subject's body.

Treat the damage as both Fire damage (may set things on fire; see p. 155, *SR4*) and Water damage (increased chance of knockdown and may short out electronics). This damage is Physical damage, resisted with half Impact armor (round up); the fire resistance upgrade (p. 317, *SR4*) adds its full rating to the armor value. Armor with a chemical seal, chemical protection, or any other protection against a contact-vector toxin also protects the target.

Napalm Wall (Environmental, Area)

Type: P • Range: LOS (A) • Duration: S • DV: $(F \div 2) + 8$

This variant of the [Element] Wall spell (p. 173, *Street Magic*) combines the elements of Fire and Water for a unique elemental effect: burning water, which forms a wall composed of the elemental energies.

Treat the damage as both Fire damage (may set things on fire; see p. 155, *SR4*) and Water damage (increased chance of knockdown and may short out electronics). This damage is Physical damage, resisted with half Impact armor (round up); the fire resistance upgrade (p. 317, *SR4*) adds its full rating to the armor value. Armor with a chemical seal, chemical protection, or any other protection against a contact-vector toxin also protects the target.

Radiation Shield (Environmental)

Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 3$

Radiation Barrier (Environmental, Area)

Type: P • Range: LOS(A) • Duration: S • DV: $(F \div 2) + 5$

Radiation shields generate a glowing field of magical energies that reduces the radiation hazard for the person protected, as if he or she had radiation shielding (see p. 50, *Arsenal*), equal to the number of hits scored. Radiation barrier is an area effect version of the radiation shield and creates a dome protecting everyone within range.

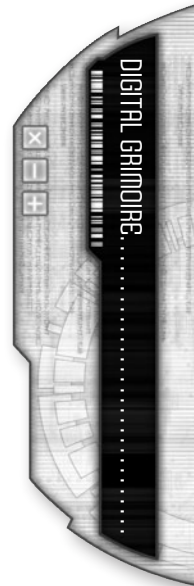
ADDITIONAL ADEPT POWERS

The following section adds three new powers to an adept's potential repertoire.

Elemental Resistance

Cost: 5

This power can only be developed by characters who already possess the Mystic Armor power (p. 188, *SR4*). Elemental Resistance enhances the effects of Mystic Armor by granting the full rating of the Mystic Armor Power to the character's armor value against one elemental attack type (pp. 154–5, *SR4* and pp. 164–5, *Street Magic*). The specific elemental effect must be chosen at the time the power is bought, though an adept may take this power more than once to achieve different elemental resistances.



Heightened Concentration

Cost: 1

The adept is capable of tuning out a single distraction to her task at hand. When using this power, the adept can ignore a single situational negative dice pool modifier of a value up to her Magic attribute. This power requires a Complex Action to activate and maybe be combined with the Adept Centering metamagic.

Memory Displacement

Cost: .25

An adept with Memory Displacement is capable of removing a specifically chosen group of memory from her brain for a predetermined length of time. Memory Displacement requires the user to concentrate for a Complex Action to activate. During this time, the character has no way to recollect the memories in question. As a consequence, the memories cannot be recovered through Interrogation, Intimidation, or mental manipulation spells. No amount of questioning will reveal that the character ever possessed these memories. Once the predetermined amount of time has passed, the adept's memories return to normal.

Power Swimming

Cost: 1

The adept character with this power moves at home in water and swims with the ease and speed of a marine mammal. This power doubles an adept's natural swimming rate (p. 118, *SR4*) and each hit on a Swimming Test adds 2 meters instead of 1 to the swimming rate.

Supernatural Toughness

Cost: .5 per level

For each level taken in this power the adept gains one extra Physical *or* Stun Condition Monitor box.

Indomitable Will

Cost: .25 per level

An adept with this power gains exceptional mental fortitude in the face of fear and torture. Each level taken in this power grants the adept a +1 dice pool modifier to Opposed Tests to resist all uses of the Intimidation Skill or specializations, as well as fear-inducing powers and spells.

