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INTRODUCTION

Magic is a tool, magic is a natural phenomenon. Magic is something we should take advantage of, magic is something we should fear. Magic is something any good runner needs, magic ain’t nothing compared to a reliable firearm and a good getaway car.

You could make up just about any statement about magic, and someone out there believes it. But is it true? Maybe, if enough people believe hard enough. They study of magic is a lot like the study of physics—on one level, things are regular and predictable, but if you start getting into the real minutiae, you find out that things are evasive, unpredictable, and irregular. The first part of the study of magic is about building a body of knowledge; the second part is about trying to circumscribe all the areas you don’t know and might never understand.

Street Wyrd will help grow your sphere of knowledge while also hinting at the mysteries out there. It starts with State of the Arts, which looks at what people know about the ever-changing nature of magic, especially with the weird alchera that have been popping up across the Sixth World. The Tome of Now has a host of new spells magicians can add to their arsenal, while Elements of Magic provides the ingredients needed to build those spells and others of your own design. A Congress of Spirits is there for conjurers, adding new types of spirits and new techniques to use to keep them doing your bidding—or dealing with them when they break free. Force and Grace makes sure adepts aren’t overlooked, with new powers and adept ways that help them focus their abilities in a selected direction. Imbuing Magic details startling advances in alchemy that will allow shadowrunners to use preparations in entirely new ways, and Seeing and Believing talks about traditions and how Awakened people use them to help them understand magic. Then there are chapters that serve as kind of an advanced-studies section for the Awakened—Runes of Power offers information on initiation and new metamagics, Conclaves and Covens details some of the more prominent magical societies in the Sixth World, and Toil and Trouble explores some of the darker uses of magic, namely blood magic and bug spirits.

Taken together, these chapters increase your knowledge of magic and your options for using it in the field. You won’t know everything, of course, because no one does, but hopefully you’ll know more than the next guy. Then use it to hit them, bamboozle them, charm them, or otherwise get away with whatever it is you’re being paid to do.
Perspective
by Kevin Czarnecki
CW: Coercion by mind control
Goat Foot (shaman)

Simple job.
No such thing.
My experience in simplicity exists in the nadir between doubt and faith. Juxtaposed concepts, to be sure. Nigh antithetical. But what is faith if it is not tested? It is forged in the fire of doubt, tempered and hammered and rendered sharp and fine, so that it withstands brutality with grace, alloys logic with compassion.

It also forms into an edge of mana in my hands, thrust forth with the whisper of prayer to wing into chitinous mass that was once metahuman flesh.

I don’t linger long enough to see the impact, though it should take less than an eyeblink. Allah’s grace flows at the speed of the spirit, the speed of the mind, and sooner than I can recoil around the corner, I can hear success. Pain as success. I blanch at the thought. The Qur’an teaches peace with your fellow metahuman.

These things are not metahuman anymore.
I feel oddly equal with my teammates. True, I’ve never worked with Red or EB before, but I’ve enjoyed their conversation on JackPoint, and in this circumstance, their inherent abilities are no help to them. Spirits will brand their flesh as surely as mine, and their wounds won’t knit any faster. Equality in the moment is a personal aspiration, though right now I would rather their unfair benefits tip the scales in our favor. Alas, Allah tests us. We shall not be found wanting, not against this alien violation against the soul.

Behind me, EB shouts at the target to get down and follow her. I look up to see Red across the hall, covering us, his hands stained in the ego of his own magic. Black light leaps eager from his fingertips, and this one I see dance down the rotten hallway, closing distance between us and three of the flesh forms. Even their demon-speed cannot dodge magic, and his blasphemy finishes what my faith started. It chitters a half-human scream, releasing a spray of venomous saliva from its mandible-split mouth, a dozen pairs of legs along its flank grasping at nothing. The spirit cannot comprehend its stolen flesh, does not understand the death of it, only knowing evanescence as this world’s hostile manasphere kills it as surely as hard vacuum would kill us.

One down. Two to go. Then comes the shaman. A hundred more to follow.

Target (Mundane)
The screams follow us from the pit. I can still smell it on me, the sticky stink like yeast. The punk bitch with the silver and purple hair is grabbing my hand, but I’m shaking, and still slick from the egg shit that was all over me, and it slips free. I curl onto the floor and can’t stop shaking.

I didn’t ask for any of this. This is Hell.

Behind, I see another monster. Not like the others, the