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46123G - Shadowrun: Arcane Forces, Hardcover, 196 pages, from 12 years (DE edition)

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Product Description

Shadowrun: Arcane forces, hardcover (DE), 196 pages, ages 12+

Magic can change the world or tear it to pieces. It can summon spirits and allies, or summon enemies and drag you into your own doom. It can create objects full of power that will fly around your ears in the next instant. Shadowrunners nevertheless use the magical energies for their own purposes and take the risky game with them. Because it's better to survive with them than to face them off guard.

Arcane Forces is the magic rulebook for Shadowrun 6: A Guide to the Awakened Forces of the Sixth World that surround everything. The book offers new formulas, adept powers, unknown spirits and mystical enchantments. You can even create your own formulas in the arcane workshop. And in the German edition, runners can get to know the hottest guardian spirits on the street - because for a life with magic you need every ally you can get.

Warning!Not suitable for children under 36 months. Legal minimum age: 12

Specifications

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