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Mage Tome Of The Mysteries



Synopsis

"You who would harness thunder to the chariot of your will and wield the winds with your breath - do you think these things are owed to you? That they will yield to the investigations of your mind, as a ripe fruit to the knife? Does the water obey the stone? No, the water, with its supple flow, carves the stone. So does magic carve your soul. As the sea hides its secrets from the land, so magic cloaks itself, revealing its depths only to those who plunge in. The Temple of the Mysteries lies sunk deep below these torrents, under the sediment of centuries. Can you hold your breath long enough to dig it out?" - The Tyrian, rumored archmaster

This book includes:

- * Advice on creating your own spells and understanding how cultural beliefs affect magic
- * Speculations on the nature of archmastery and the rumored Abyssal Watchtowers
- * A plethora of new spells and item enchantments

Tome of the Mysteries is a 192 page hardcover supplement for the World of Darkness game, Mage: The Awakening.

Book Information

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Customer Reviews

Tome of the Mysteries is a new sourcebook for Mage the Awakening RPG, geared towards both players and Storytellers. Inside these 188 pages is a vast treasure trove of material dealing with the art of making magic. As with all White Wolf products, these are not just dull narratives about rules and what not, but carefully crafted within the framework of each game with examples to help players along the way. Chapter one is The Way of Fire - Making Magic. Here players will learn the progression of creating magics and each spell is accompanied by its magical symbol. These begin

with the lowest level or the first dot of power as its called in the book. The more dots to a spell, the more powerful. For example, a five dot spell, extremely lethal in scope, is the practice of "Unmaking", a spell which simply causes matter to cease to exist. This is perhaps the most important chapter in the book as it deals with the creation and progression of magic, its causes and effects, and is extremely detailed. I'd highly suggest that this chapter be well read before progressing on to the next chapter. The next three chapters deal with the way of air, Water, and Earth respectively. Like the first chapter, there are dozens of progressively more difficult spells provided, each dealing with these particular elements although it's not as cut and dried as one may think looking at the chapter titles. The Air chapter features spells which deal with fate, the mind and emotion and includes diverse spells such as love spells and disguising spells. Likewise the Earth chapter has many spells dealing with life and death and features perhaps the most potent arcane arts in the book, at least through the first four chapters until.....You get to chapter Five and the Way of the void.

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