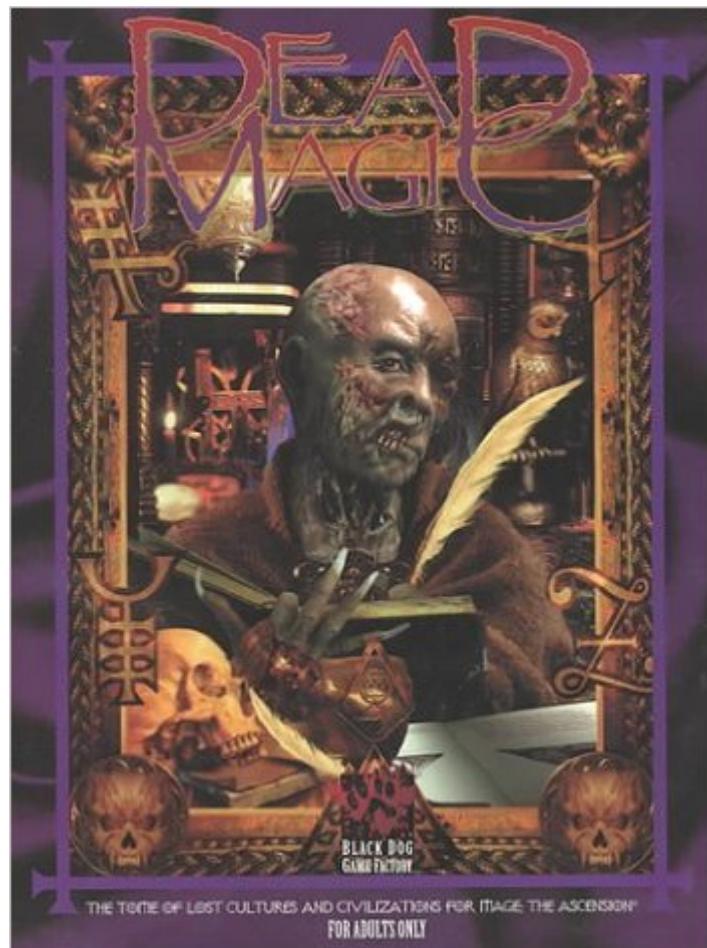


The book was found

Dead Magic *OP



Synopsis

Civilizations rise and fall across seas of time. Along the way, each culture fosters its own mystic traditions. When mages of the present look for answers in the past, they lay bare the most terrifying - and potent - of humanity's superstitions. Such magics were forbidden even in the brutal cultures of ages gone; what terrible secrets do they hold for mages today? From the early days of civilization in Mesopotamia and Africa, to the philosophies of Greece and Rome and the mysteries of Central America, Dead Magic explores the mystic heritage of lost civilizations around the world. This is no travel guide for mages, though - these were cultures that practiced terrible, blood-drenched rites and consciousness-shattering rituals. Unearth these secrets and hope that you survive.

Book Information

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Average Customer Review: 4.2 out of 5 starsÂ [See all reviewsÂ \(4 customer reviews\)](#)

Best Sellers Rank: #2,509,698 in Books (See Top 100 in Books) #82 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #554 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #95483 inÂ Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

This supplement for Mage is an excellent source book for diversifying your games. The main focus of this book is on "dead" magic: the forgotten magics of civilizations of yore. The book has lots of rotes, wonders and so forth, but the bulk of the book is about how these civilizations practiced magic, and how the Traditions (namely your players) can adapt it. The first section covers the magic of sub-Saharan Africa, with a definite focus on western and southern Africa. Lots of details on the diversity of African culture (and a nice map too), along with how westerners (including most of the Traditions except maybe the Dreamspeakers) have marginalized African culture. Then we are given some sample African rotes, many focusing on fertility, healing and spirit magics, and some pretty nifty wonders. There are also some interesting supernatural creatures and locations, in case you

decide to run a game set in Africa. Following this is a section on ancient Mesopotamian magic. While I wish they would have toned down the infernalism a bit, this was a pretty nice section. A lot of it revolved around the meta-plot too, tying it in with Hermetics rediscovering Mesopotamian magic. A lot of the Mesopotamian magic focuses on complex divinations and spirit controlling magics. There is also a bit devoted to adapting Mesopotamian magic to the modern Traditions. Although groups like the Hermetics and Verbena usually use these in their ancient forms, modern Traditions have some unique takes on these rotes. Very nice. There are also some Mesopotamian beings (including the Lamassu!). The next chapter was one of the best, in my opinions, focusing on the bloody magics of Mexico and South America.

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