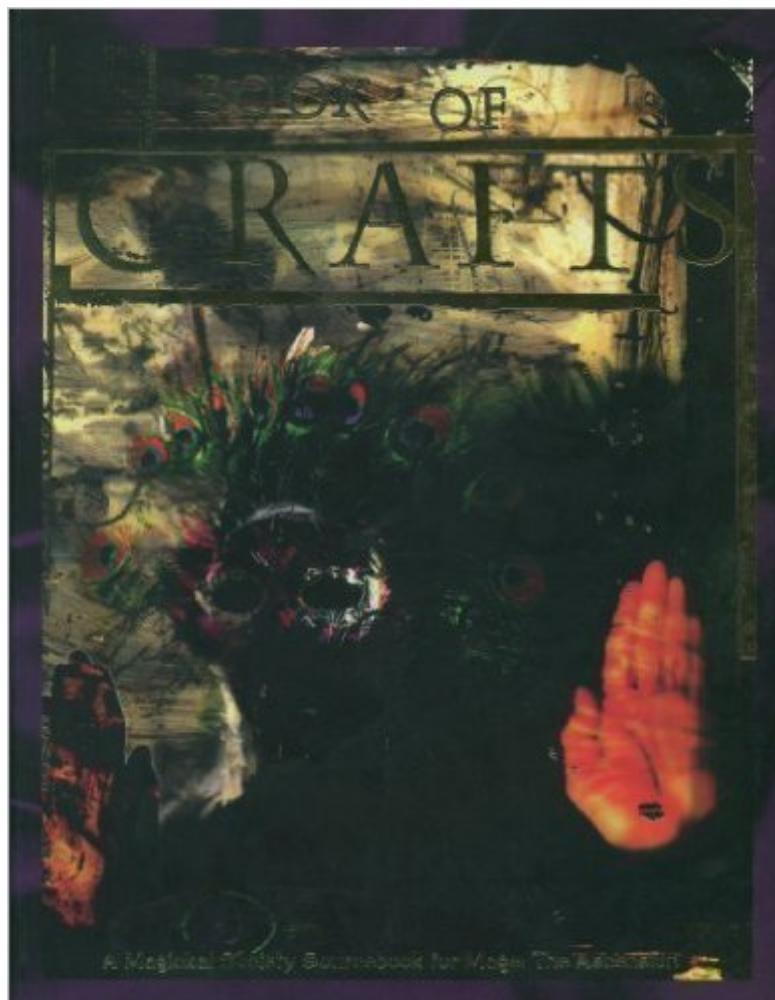


The book was found

Book Of Crafts *OP (Mage - The Ascension)



Synopsis

This book focuses on 8 magickal societies from the boarders of the Ascension War with details for each. The societies are: *Bata'a: Spirit Music *Children of Knowledge: An Ancient Brew *Hem-Ka Sobk: Eaters of Sin *Kopa Loei: Magick from the Land *Sisters of Hipployta: Wind-borne Seeds *Templars: Militia Christi *Wu-Keng: The Black Witch *Wu Lung: The Dragon Wizards

Book Information

Series: Mage - the Ascension

Paperback: 137 pages

Publisher: White Wolf Publishing (August 1, 1996)

Language: English

ISBN-10: 1565044355

ISBN-13: 978-1565044357

Product Dimensions: 9.2 x 0.8 x 11.6 inches

Shipping Weight: 14.1 ounces

Average Customer Review: 4.2 out of 5 starsÂ See all reviewsÂ (5 customer reviews)

Best Sellers Rank: #2,000,784 in Books (See Top 100 in Books) #52 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #410 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Another decent book written for second edition, but that could easily be adapted for revised, this book focuses on the Crafts: small (usually culturally connected) groups of Mages who choose to ignore all four sides in the Ascension War. However, unlike the Hollow Ones, many of these Crafts are pretty cool. The first section covers the Bata'a, a small craft practicing Voudon, Santeria, Candomble, Hoodoo and other related religions. Based mainly in Haiti and other parts of the Caribbean, they stood aloof from all outsiders. There is a nice glossary of Voudon and Bata'a related terms, so you shouldn't get too lost. Great detail is given to Voudon cosmology, including various Loa. There is also a bit of detail concerning the Bata'a's cultic organization, Voudon foci and symbolism, and the Bata'a's ongoing war with the Followers of Set. Sample rotes, Wonders and information on Zombis as Companions is included, and can easily be adapted for revised. The sample character, "Damballah's Daughter" is pretty cool, but not terribly original. The next group, the "Sons of Knowledge" didn't particularly interest me. They are a group of alchemists formerly members of the Solificati, the "outcast" Tradition. This section goes into Mage history and metaplot,

as well as giving a brief overview of alchemy, some alchemical foci and symbolism, sample rotes, Wonders and homunculi. Following this was a section on the Hem ka Sobk, an obscure Egyptian cult following the crocodile god Sobk. Unable to access certain Spheres, and united by a divine purpose, they stand alone in the world (although they do maintain some connections with the Ahl-i-Batin, Mummies and even Mokole). Of all groups, they are the most original, and most intended for ST use.

[Download to continue reading...](#)

Ascension s Right Hand *OP (Mage : the Ascension, No 12) Book of Crafts *OP (Mage - the Ascension) Book of Mirrors Mage Storyteller Gd *OP (Mage - the Ascension) Mage: The Ascension (Mage Roleplying) Mage Tarot Deck: For Mage the Ascension Tradition Book: Euthanatos (Mage: The Ascension) Convention Book Iteration X *OP (Mage: The Ascension) Tradition Book Order of Hermes *OP (Mage: The Ascension) Euthanatos (Mage - the Ascension Tradition Book) Tradition Book: Hollow Ones (Mage The Ascension) The Book of Worlds (Mage - the Ascension) Tradition Book: Cult of Ecstasy (Mage: The Ascension) Virtual Adepts (Mage: The Ascension, Book 1) Tradition Book: Verbena (Mage: The Ascension) Initiates of the Art: The Apprentices Handbook for Mage: The Ascension Mage: The Ascension Mage: The Ascension, 2nd Edition Michael Wm. Kaluta Mage Portfolio: Images of Ascension Technocracy Assembled 1 *OP (For Mage, the Ascension , Vol 1) (v. 1) Guide to the Technocracy (Mage: The Ascension)

[Dmca](#)