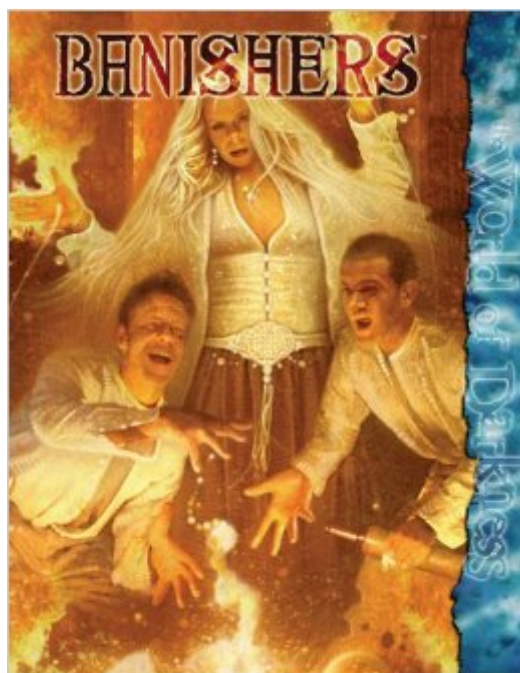


The book was found

Mage Banishers *OP (Mage The Awakening)



Synopsis

Character Book for Mage: The Awakening

Book Information

Series: Mage the Awakening

Hardcover: 160 pages

Publisher: White Wolf Publishing (February 20, 2008)

Language: English

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Product Dimensions: 0.8 x 8.5 x 10.8 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #2,152,236 in Books (See Top 100 in Books) #62 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #452 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #25408 in [Books > Humor & Entertainment > Puzzles & Games](#)

Customer Reviews

The first thing any prospective purchaser needs to be aware is that this is an antagonists book. This is important because it is not necessary that this be the case: Banisher's have a compelling hook that can make for good play, at least on paper. The character who is tainted by the darkness but will fight against it until he is the only taint that remains before ending himself has all the elements necessary for fun tragedy. However, if that is what you're looking to do, this book will provide only the bare minimum of support, and while that may be a disappointment to some, it was the right choice for the book for two reasons. First, Mage has a historical issue of its antagonists being cooler than its protagonists, so that needs to be avoided in general. Even more: the 'Hunter' corebook will be out after this, and heroic Banishers would tread on that space of play pretty thoroughly. Second, and more importantly, the authors have a strong sense for a thematic core for the Banishers, and they embrace it. At heart, the banishers are broken, deeply and profoundly broken, and while there are a myriad of ways for this to be expressed, they share that central note. All of which comes back to the fact that this is an antagonists book, first and foremost. There is a bit of mechanical support for Banisher magic, but it's just a few new widgets, no great change from the baseline. There's also some new ancient history, but it's suspect and fuzzy. The heart of it really seems to be the array of

NPC Banishers for use in your game, and excepting the odd parody of Scientology, they all seem to step right out of different flavors of horror movie, often with a slasher or splatterpunk kind of feel. As with all WoD books, it's sprinkled with fiction and art.

The Internet carries porn, so it should be banned. Video games are often violent, so they should all be banned. Computers are used for both, so they must be banned. The printed word can carry blasphemy, so all books must burn. Fire can burn people, too, and since it was the first technology, not only it but all advances beyond hunter-gathering must go. There are people who believe some or all of this, and some of them are willing to kill to enforce it. In the World of Darkness, Banishers know that magic can be used for evil, so it too must be totally destroyed, along with its practitioners. The book begins with a character given a choice: Awaken as a Banisher, or remain ignorant of depths of the World of Darkness. The introduction sets out the theme and mood of the book: "violent ignorance". It blends well with the first section of the first chapter, which explains the varying theories on the origins of Banishers, the competing ideas on their motives as it were. It starts with the sublime, that Banishers see far more of the nature of the world than most mages and it breaks their minds, down to the prosaic: they reject the structure of mage society for reasons that seem as petty as the elements they object too. That illustrates an element of justified mage paranoia: not all Banishers immediately become magic-powered serial killers, some stay in the Orders until the pressure of mage life becomes too much, and instead of just abandoning the politics of a city, they seek to destroy all the other mages. The second half of the first chapter and all of the second chapter is on the means Banishers have access to. They cover the mechanical elements of creating uniquely Banisher characters, from merits to spells and rites to Banisher magical equipment.

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