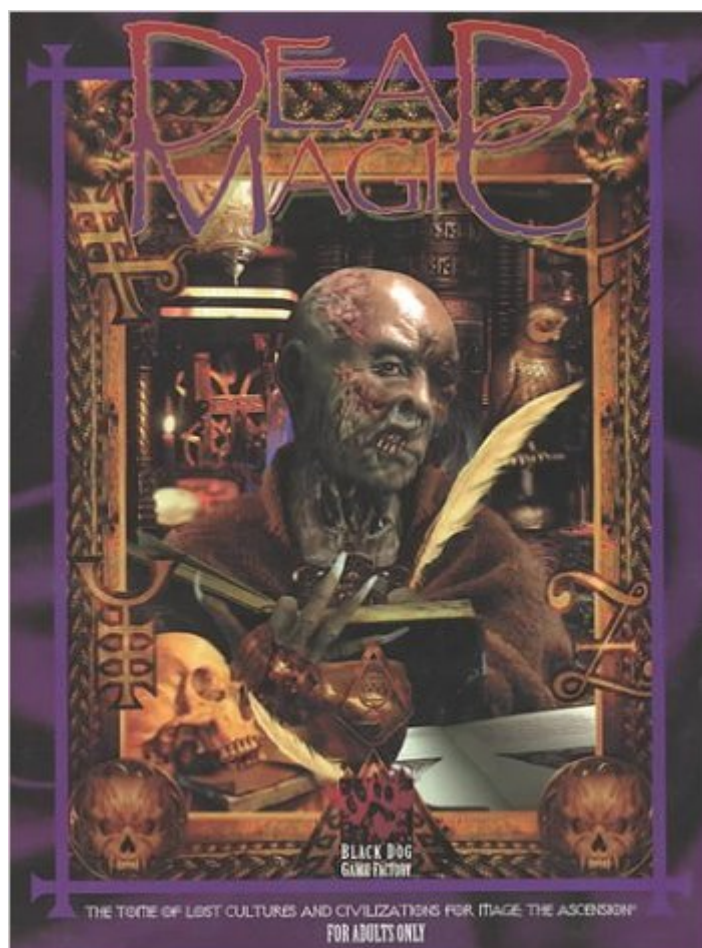


The book was found

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

Paperback: 144 pages

Publisher: White Wolf Publishing; First edition (presumed; no earlier dates stated) edition (May 22, 2000)

Language: English

ISBN-10: 1565044088

ISBN-13: 978-1565044081

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 4.2 out of 5 stars Â Â See all reviews Â (4 customer reviews)

Best Sellers Rank: #2,509,698 in Books (See Top 100 in Books) #82 in Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #554 in Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #95483 in Â 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 rites, 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 rites, 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 roles. Very nice. There are also some Mesopotamian beings (including the Lamassu!). The next chapter was one of the best, in my opinion, focusing on the bloody magics of Mexico and South America.

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

The Baine Chronicles Series, Books 1-3: Burned by Magic, Bound by Magic, Hunted by Magic
The Dead Straight Guide to The Beatles (Dead Straight Guides) Skulls to the Living, Bread to the Dead:
The Day of the Dead in Mexico and Beyond A Little More Alive: Dead Series Book 3 - The Final
Chapter (A Little More Dead) The Book of the Dead: Fully Illustrated (The Egyptian Book of the
Dead) Red Dog: An Evil Dead MC Story (The Evil Dead MC Series Book 6) Dead Man (Black Magic
Outlaw Book 1) Dead Magic: Secrets and Survivors (Mage the Ascension) Dead Magic *OP Herbal
Remedies: The Ultimate Guide to Herbal Healing, Magic, Medicine, Antivirals, Antibiotics, :
herbs, Alternative Medicine, Magic, Medicine, Antivirals, ... Oils, Depression Cure, Natural
Remedies,) Magic the Gathering Strategy and Deck Building Tips: A Complete Guide to Building a
Magic Deck that Wins! Summary - The Life Changing Magic of Tidying Up: By Marie Kondo -The
Japanese Art of Decluttering and Organizing (The Life Changing Magic of Tidying Up ... Paperback,
Audiobook, Audible, Japan) The price of playing jund in Magic: IF 8,000 PEOPLE READ THIS, I
CAN BUY THIS MAGIC DECK El autobus magico Salta Hasta Llegar a Casa / The Magic School
Bus Hops Home: Un Libro Sobre Los Habitats De Los Animales / A Book About Animal ... / the
Magic School Bus) (Spanish Edition) Rainbow Magic #3: Azafraán, el hada amarilla: (Spanish
language edition of Rainbow Magic #3: Sunny the Yellow Fairy) (Spanish Edition) Into the Magic
Shop: A neurosurgeon's true story of the life-changing magic of compassion and mindfulness
Reflections: On the Magic of Writing: On the Magic of Writing WICCA: Wicca Reiki Magic - A
Beginners Guide To Wicca Spells and Reiki Healing (Wicca, Chakras, Witchcraft, Self Healing,
Magic, and Crystal Healing) The Druid Magic Handbook: Ritual Magic Rooted in the Living Earth
Murder's a Witch: A Beechwood Harbor Magic Mystery (Beechwood Harbor Magic Mysteries Book
1)

[Dmca](#)