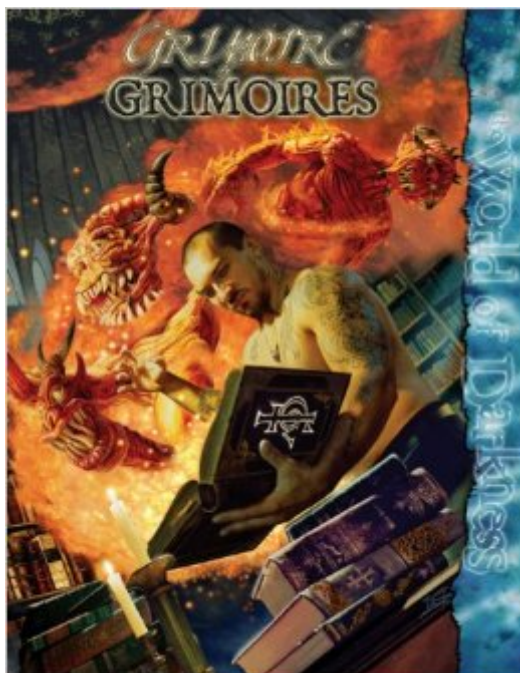


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# Mage Grimoire Of Grimoires \*OP (The World Of Darkness)



## Synopsis

Words of Power Hidden within the covers of innocuous books, written in fire on pages of brass, uttered in ancient tongues on mysterious recordings • the power of the Supernal can be trapped in physical form. For those who unlock the secrets of the grimoires, great majesty and great peril await. A Chronicle Book for Mage: The Awakening, 18 new grimoires offering great power and great danger • New spells, legacies and blessings conferred by these works of power • Peculiar new grimoire forms, from a popular fantasy series to a black metal album

## Book Information

Series: The World of Darkness

Hardcover: 160 pages

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ISBN-13: 978-1588464378

Product Dimensions: 8.6 x 0.6 x 11.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 5.0 out of 5 stars • See all reviews (3 customer reviews)

Best Sellers Rank: #2,315,846 in Books (See Top 100 in Books) #74 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #503 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## Customer Reviews

I purchased this book for my role playing game set in White Wolf's World of Darkness (WoD) game. Here you'll find lots of story seeds and plot ideas for your Mage game, including mystical tomes that can be used as the center point of your stories. It is more designed for the storyteller (who is like a Dungeon Master for WoD games) as a tool for her/his games than for the players. It also provides sample rites (formulaic spells) and spells that players can use. A great book for the Mage the Awakening game and useful for all the other WoD games.

For the most part, the books on your shelves are only dangerous if they contain certain ideas, and then only if you actually open them up and read them. When the books are magical artifacts, however, sometimes the threats are more insidious... and sometimes they can affect you even if you never crack the books open. These 18 books (at least one of which is not a "book" at all) each offer

a World of Darkness Storyteller hundreds of story ideas for their cabals of Mages. Many of the ideas are even applicable to other supernatural types, and are easily translated into any of the other new World of Darkness game lines. A valuable addition to any Storyteller's library!

Love it.

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Mage Grimoire of Grimoires \*OP (The World of Darkness) This Present Darkness/Piercing the Darkness: Piercing the Darkness Dark Ages Mage Grimoire Monte Cooks World of Darkness (World of Darkness (White Wolf Hardcover)) Icelandic Magic: Practical Secrets of the Northern Grimoires Wicca Book of Shadows: A Beginner's Guide to Keeping Your Own Book of Shadows and the History of Grimoires Grimoire of the Thorn-Blooded Witch: Mastering the Five Arts of Old World Witchery Blue Mage: Apprentice Omnibus: A Fantasy Romance Adventure (Books 1 - 3) (Blue Mage Series) Blue Mage: A Fantasy Romance Adventure (Book 1) (Blue Mage Series) Mage: Sorcerers Crusade (Mage the Sorcerers Crusade) Mage Storytellers Companion (Mage Storyteller's Guide) Mage: The Ascension (Mage Roleplaying) Book of Mirrors Mage Storyteller Gd \*OP (Mage - the Ascension) Mage Keys to the Supernal Tarot Major\*OP (Mage the Awakening) Mage Tarot Deck: For Mage the Ascension Mage Guardians of the Veil\*OP (Mage the Awakening) Mage Banishers \*OP (Mage the Awakening) Mage Astral Realms (Mage the Awakening) Mage Reign of Exarchs\*OP (Mage the Awakening) Summoners (Mage) (Mage the Awakening)

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