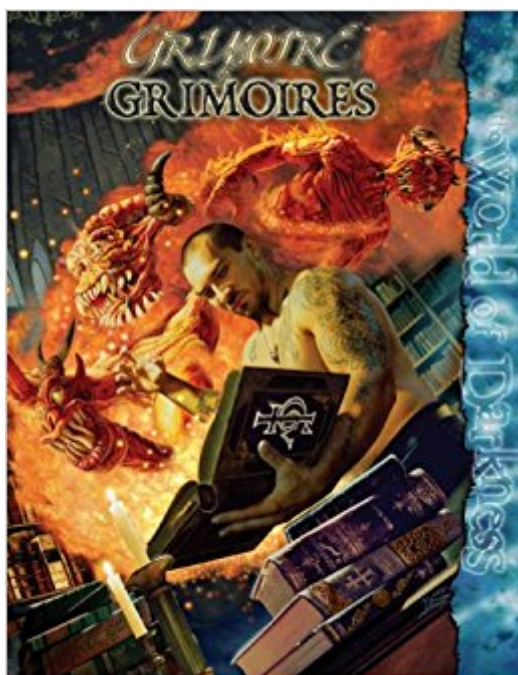


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Mage Grimoire Of Grimoires *OP (The World Of Darkness)



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

Publisher: White Wolf Publishing (May 14, 2008)

Language: English

ISBN-10: 1588464377

ISBN-13: 978-1588464378

Product Dimensions: 8.6 x 0.6 x 11.1 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,354,018 in Books (See Top 100 in Books) #14 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #160 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

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.

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.

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