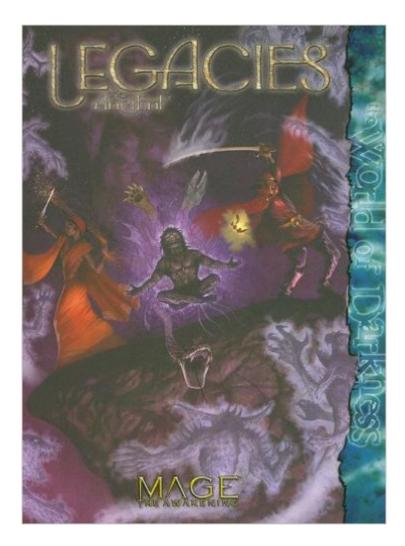
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Mage Legacies The Ancient (Mage The Awakening)





Synopsis

Heritage of the Exiles After the Fall of Atlantis, mages wandered as exiles in the wilderness, forced to eke a living without the protection of their grand city. With new eyes, they explored the world they had so long ignored, unhindered by Atlantean creed. They discovered that magic was not born in Atlantis $\hat{a} \cdot it$ had always existed, hidden in the land itself. Sometimes, even Sleepers knew more of it than mages. From this primal knowledge, the exiles created legacies whose names have reverberated throughout time. A sourcebook for Mage: The Awakening $\hat{a}_{,\phi}$ $\hat{a} \notin 13$ new legacies for players to choose from $\hat{a} \notin$ Long-awaited details on many legacies introduced in the Mage rulebook, from the Dreamspeakers to the Thrice-Great $\hat{a} \notin$ Includes 2 \hat{a} œLeft-Handed $\hat{a} \cdot$ legacies $\hat{a} \cdot$ mages who follow a dark path $\hat{a} \cdot$ and 1 \hat{a} œtechgnostic $\hat{a} \cdot$ legacies, for mages who mix magic and technology

Book Information

Hardcover: 160 pages Publisher: White Wolf Publishing (January 24, 2007) Language: English ISBN-10: 158846430X ISBN-13: 978-1588464309 Product Dimensions: 8.5 x 0.7 x 11 inches Shipping Weight: 4.3 pounds Average Customer Review: 4.5 out of 5 stars Â See all reviews (4 customer reviews) Best Sellers Rank: #1,591,467 in Books (See Top 100 in Books) #36 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #288 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Long awaited since Mage: the Awakening first came out, this supplement reveals the remainder of the mysterious Legacies from the core book, along with a few others. Most of the 13 Legacies presented in this book are supposed to be ancient, as the title implies, dating back to the first civilizations that arose after the collapse of Atlantis. Their magic is primal, sometimes mirroring mortal occult practices (the Dreamspeakers draw on shamanism and indigenous beliefs, the Thrice-Great share similarities with western ritual magick, and the Thread-Cutters arose from Indo-European cultures). As you might notice, some of the Legacies are tributes to the older Mage: the Ascension game, though their Awakening incarnations are very different indeed. The book also

throws some light on the Elemental Tamers, Legacies who claim to pre-date Atlantis! And there are hints of other Tamer Legacies, left intentionally vague for STs to use or ignore. As always, each Legacy gets the same basic write-up, along with the background, Attainments, plot-hooks and sample characters. In order, here are the Legacies:* Dreamspeakers - A tribute to the old Dreamspeakers from Mage: the Ascension, these Primal Thyrsus shaman speak to the Dream-born spirits of the astral realm. Certainly one of my favorite Legacies in the book. They draw on many different cultures from American Indian traditions, Aboriginal Dreamtime lore and Siberian shamanism, to Buddhist mystics, evangelical Christians and Etruscan witchcraft (which, indeed, their signature character practices). Ironically, becuase they draw on cultural magic and generally reject the Atlantis mythos, the Legacy is strongly associated with the Free Council. I found this to be a good write-up, and an interesting take on shamanism in the Awakening setting.

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