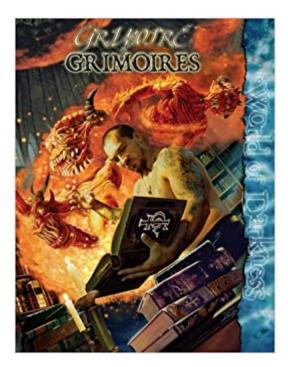


# The book was found

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





# Synopsis

Words of Power Hidden within the covers of innocuous books, writ-ten in fire on pages of brass, uttered in ancient tongues on mysterious recordings  $\hat{a} \cdot$  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 Awakeningâ,,¢  $\hat{a}$  ¢ 18 new grimoires offering great power and great danger  $\hat{a}$  ¢ New spells, legacies and blessings conferred by these works of power  $\hat{a}$  ¢ 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 rotes (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.

#### Download to continue reading...

Mage Grimoire of Grimoires \*OP (The World of Darkness) Sinister Forces—The Manson Secret: A Grimoire of American Political Witchcraft: 3 (Sinister Forces: A Grimoire of American Political Witchcraft (Paperback)) This Present Darkness/Piercing the Darkness: Piercing the Darkness Dark Ages Mage Grimoire Wicca Book of Shadows: A Beginnerâ ™s Guide to Keeping Your Own Book of Shadows and the History of Grimoires (Practicing the Craft) (Volume 1) Wicca Book of Shadows: A Beginnerâ ™s Guide to Keeping Your Own Book of Shadows and the History of Grimoires Icelandic Magic: Practical Secrets of the Northern Grimoires Mage the Awakening (World of Darkness (White Wolf Hardcover)) Mage Reign of Exarchs\*OP (Mage the Awakening) Mage: Sorcerers Crusade (Mage the Sorcerers Crusade) Mage Astral Realms (Mage the Awakening) Mage: The Ascension (Mage Roleplying) Mage Seers of the Throne \*OP (Mage the Awakening) Mage Tarot Deck: For Mage the Ascension Mage Banishers \*OP (Mage the Awakening) Summoners (Mage) (Mage the Awakening) Mage Secrets of the Ruined Temple (Mage the Awakening) Mage Legacies the Ancient (Mage the Awakening) Mage Intruders Encounters With the Abyss (Mage the Awakening) Mage Keys to the Supernal Tarot Major\*OP (Mage the Awakening)

Contact Us

DMCA

Privacy

FAQ & Help