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Mage Secrets Of The Ruined Temple (Mage The Awakening)



Synopsis

Some Things Are Best Left Forgotten The exiles of Atlantis hoarded their artifacts in magically sealed and guarded redoubts, hidden from Sleepers and common spells. The masters of these storehouses are long gone, but their enchantments remain, enigmas to confound all who would seek them • but seek them some do. Mages obsessed with the power of the ancients scour the material and Shadow realms for these places, ignorant of the things that still guard them. Few of these explorers ever return. A chronicle book for Mage: The Awakeningâ„¢ â¢ Surveys the hidden temples, storehouses, libraries and refuges of the ancient Atlantean mages â¢ The legend of Atlantis and how it has changed throughout the ages, including many forgotten theories about the Awakened City â¢ Temple guardians, enchanted items, and all manner of beasts found near Atlantean ruins

Book Information

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Customer Reviews

One of the major themes of Mage the Awakening is exploration, and one of the major areas for that exploration is the ruins of ancient Atlantis. This being a World of Darkness book, there's a lot more to it, of course. The myth of Atlantis is the defining myth of the Mage worldview, whether they accept that and believe it or not. The first chapter delves into the myths and stories about Atlantis. Quite a lot of players from the old World of Darkness despised the choice to make the origin for true Mages. Part of that, perhaps a large part, was that it gave a clear and fixed beginning for Mages ... supposedly. The first chapter is a mind-spinning recounting of Mage research on Atlantis. Where

was it? An island in the mid-Atlantic, of course. Or the continent of Antarctica. Or the Americas. Or New Zealand. Or in East Asia, the Middle East, the Sahara, the Mediterranean, Britain (that was new to me), Iceland, Scandinavia ... pick a location on land or sea, and some mage has evidence Atlantis was there. Then there the theories of a hollow Earth or a planet where the asteroid field now is. It is a wonderfully written chapter, and most of it is based on real-world claims, too. The best part of it may be that it links mages together, through time and across continents, in their research and travels because of Atlantis. The second and third chapters get into the fine details of exploration. The second chapter deals with the concepts of exploration, why mages go looking, how they get leads to lost ruins or artifacts.

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