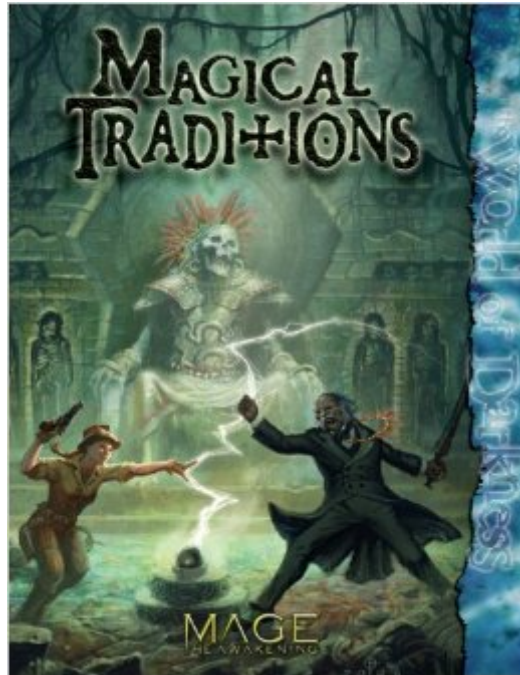


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# Mage Magical Traditions (The Awakening)



## Synopsis

"Explores 7 magical traditions, from Santeria and Taoist sorcery to the rites of the Knights Templar and Appalachian Hoodoo hexery. "

## Book Information

Hardcover: 224 pages

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Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #2,289,451 in Books (See Top 100 in Books) #73 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #494 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

## Customer Reviews

For those who complained about the 'lack of cultural depth' in *Awakening*, this supplement will change all of these misconceptions. *Magical Traditions* introduces the idea that at least some Mages draw on real world occult practices, whether out of genuine belief or sheer pragmatism. The first section of the book, in fact, goes into detail about how (and why) to incorporate various mythologies, occult traditions, paranormal phenomena and folklore into your Mage game, as well as introducing options for changing the setting. Most important is the Magical Tradition Merit, which gives concrete benefits for adherents of a particular Tradition. The rest of the book is filled out with several sample Traditions, but the guidelines are easy enough that with a bit of research (even just wikipedia or your local library) you can easily make up new ones wholecloth. Each section includes not only details on the belief system (adapted for the cosmos of Mage) but also some new Rotes and a sample NPC as well. First we are presented with 'traditional' beliefs, those from ancient times such as Hebrew kabbalah (complete with golems and correspondences on the sefirot) and Taoist alchemy. Next it moves on to more modern beliefs such as Santeria (which received a very well-detailed chapter, I might add), the secret rites of the Knights Templar, and THEOSOPHY! Finally, the book closes with two 'fringe' Traditions - Appalachian Hoodoo and New Age ethnogenic cults... The former being the rich folklore and superstitions of the South, while the latter is hippie

psychodelia, McKenna-esque shamanism, and even UFO cults. All in all, a very well done book in my opinion. It certainly adds another layer of complexity to Mage.

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