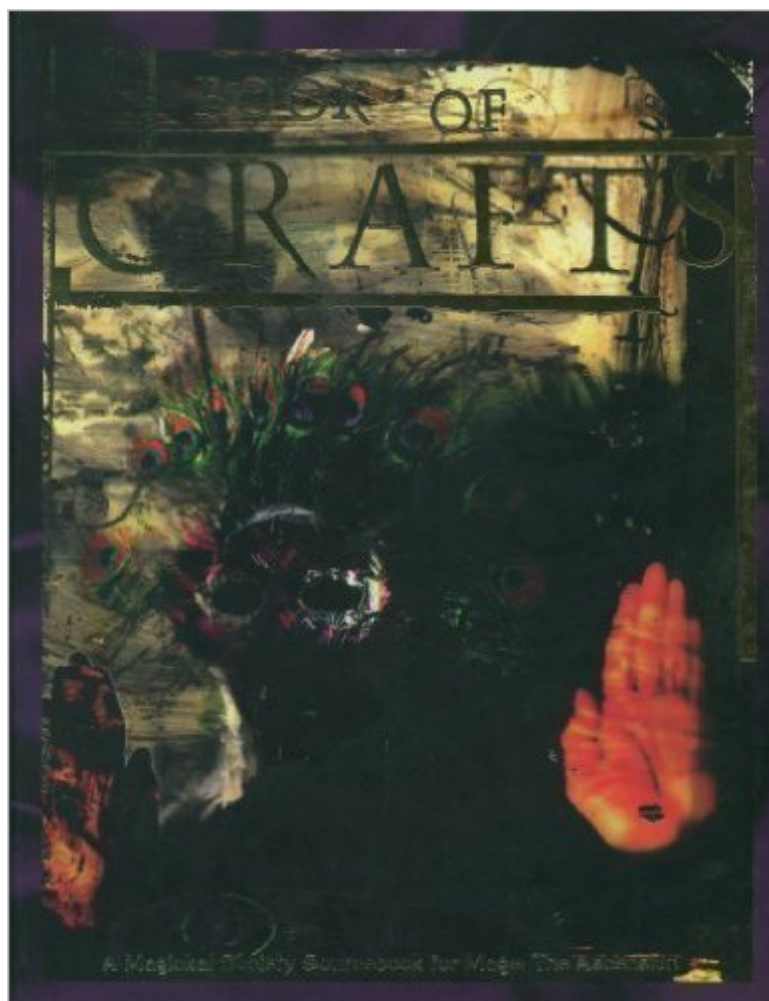


The book was found

Book Of Crafts *OP (Mage - The Ascension)



Synopsis

This book focuses on 8 magickal societies from the borders of the Ascension War with details for each. The societies are: *Bata'a: Spirit Music *Children of Knowledge: An Ancient Brew *Hem-Ka Sobk: Eaters of Sin *Kopa Loei: Magick from the Land *Sisters of Hippolyta: Wind-borne Seeds *Templars: Militia Christi *Wu-Keng: The Black Witch *Wu Lung: The Dragon Wizards

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

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Customer Reviews

Another decent book written for second edition, but that could easily be adapted for revised, this book focuses on the Crafts: small (usually culturally connected) groups of Mages who choose to ignore all four sides in the Ascension War. However, unlike the Hollow Ones, many of these Crafts are pretty cool. The first section covers the Bata'a, a small craft practicing Voudon, Santeria, Candomble, Hoodoo and other related religions. Based mainly in Haiti and other parts of the Caribbean, they stood aloof from all outsiders. There is a nice glossary of Voudon and Bata'a related terms, so you shouldn't get too lost. Great detail is given to Voudon cosmology, including various Loa. There is also a bit of detail concerning the Bata'a's cultic organization, Voudon foci and symbolism, and the Bata'a's ongoing war with the Followers of Set. Sample rites, Wonders and information on Zombis as Companions is included, and can easily be adapted for revised. The sample character, "Damballah's Daughter" is pretty cool, but not terribly original. The next group, the "Sons of Knowledge" didn't particularly interest me. They are a group of alchemists formerly members of the Solificati, the "outcast" Tradition. This section goes into Mage history and metaplot,

as well as giving a brief overview of alchemy, some alchemical foci and symbolism, sample rites, Wonders and homunculi. Following this was a section on the Hem ka Sobk, an obscure Egyptian cult following the crocodile god Sobk. Unable to access certain Spheres, and united by a divine purpose, they stand alone in the world (although they do maintain some connections with the Ahl-i-Batin, Mummies and even Mokole). Of all groups, they are the most original, and most intended for ST use.

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