Ebook Directory
the best source of ebook

The book was found

Mage Tarot Deck: For Mage The Ascension



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

The Mage: The Ascension Tarot is a postmodern deck created for use in a White Wolf roleplaying game of the same name. The deck is strongly influenced by the Waite-Smith pattern and many of the images are gothic reinterpretations of Pamela Colman Smith's familiar scenes; Each of the suits was created by a different artist. Stephanie Pui-Mun Law & Michael Kaluta & Yasmine & Vince Locke & Saana Lappalainen. The Minor Arcana suits are renamed along the lines of the White Wolf game... Wands are rendered as the Suit of Questing, Cups become Primordialism, Swords become Dynamism, and Pentacles are Pattern. The deck is now out of print. One of the more off-beat gaming accessories out there, the Mage Tarot is just that: a Tarot deck using imagery and interpretations derived from the roleplaying game. The pack includes a booklet explaining the Tarot, sample spreads to try, meanings and possible interpretations of the cards -- as seen through the lenses of Mage and the wider World of Darkness -- suggestions for using the cards to generate characters and plot seeds, as well as the word of caution that this deck isn't meant to be used as a genuine Tarot deck, since it's been adjusted to better fit the source material. The suit of cups, for example, became the Nephandi-associated Primordialism suite, but isn't traditionally associated with typical notions of evil.

Book Information

Series: Mage

Paperback

Publisher: White Wolf Games Studio (October 1, 1995)

Language: English

ISBN-10: 1565044339

ISBN-13: 978-1565044333

Product Dimensions: 6.1 x 5.1 x 1.1 inches

Shipping Weight: 1.6 ounces

Average Customer Review: 3.7 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,723,066 in Books (See Top 100 in Books) #27 inÃ Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #252 inÃ Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #1758 inÃ Â Books > Religion & Spirituality > New Age & Spirituality > Divination > Tarot

Customer Reviews

The Mage: The Ascension Tarot is a postmodern deck created for use in a White Wolf roleplaying

game of the same name. The deck is strongly influenced by the Waite-Smith pattern and many of the images are gothic reinterpretations of Pamela Colman Smith's familiar scenes; Each of the suits was created by a different artist. Stephanie Pui-Mun Law & Michael Kaluta & Yasmine & Vince Locke & Saana Lappalainen. The Minor Arcana suits are renamed along the lines of the White Wolf game... Wands are rendered as the Suit of Questing, Cups become Primordialism, Swords become Dynamism, and Pentacles are Pattern. The deck is now out of print. One of the more off-beat gaming accessories out there, the Mage Tarot is just that: a Tarot deck using imagery and interpretations derived from the roleplaying game. The pack includes a booklet explaining the Tarot, sample spreads to try, meanings and possible interpretations of the cards -- as seen through the lenses of Mage and the wider World of Darkness -- suggestions for using the cards to generate characters and plot seeds, as well as the word of caution that this deck isn't meant to be used as a genuine Tarot deck, since it's been adjusted to better fit the source material. The suit of cups, for example, became the Nephandi-associated Primordialism suite, but isn't traditionally associated with typical notions of evil.

Gosh. I remember buying Mage when it first came out. I was floored: this game was beyond good, it was mind-expanding! A couple years went by, and I heard Mage 2nd Ed. was due. My first thought was 'Oh no, what're they gonna do to my game?' I was amazed and pleased when I read the second edition. I didn't think Mage could be improved, yet it was!I begin with this little story to illustrate why I'm so disappointed with Mage Revised. I'll admit that the Sphere abilities have been rewritten with clarity in mind, and I appreciate that the Traditions rules are a little more forgiving as far as magickal styles and starting Spheres. My greatest objection is that Mage has been dumbed down. No longer does a mage perform 'magic-with-a-k': your reality-warping zooterrorist or would-be messiah is reduced to the same level as a vampire or werewolf, power-wise. The text tells you again and again: "Mages aren't special." They say "Mages aren't functionally different than any other WoD denizen." They say "Magic-with-a-k leads to hubris."Listen. You're playing a character who warps reality by the application of his or her will alone. Hubris is the focal point of the game!!Buy Revised for the rules clarifications for Spheres, et al. Buy 2nd Edition for the feel.

This item is not the Mage book. ISBN #1565044401 is The Mage Tarot deck.I couldn't wait to see a deck published after being teased with scattered images of tarot cards in the Mage books, and this is a full deck. All 78 cards!In addition to the spreads, and interpretations for each of the cards, the booklet lists associations with the traditions, concepts, and creatures of the "World of Darkness".

There are also ideas for using the cards to aid in character creation, suggest plotlines and subplots, and more.This deck is meant as more of a storytelling tool than as a true tarot deck, but I like it both as a gamer, and as a tarot collector.

I got this deck, just because I wanted to get to look at all the pictures on the cards. I know, silly me, but they are the same cards shown in all the Mage books. The cards actaully come with a warning that they are not meant to be used for real readings, but list several ways to use them in games, like creating charactors, or stacking hte deck for foreshadowing in readings. They come with a very nice book that give lots of ideas on how to do readings and otherwise use the cards. Even better, each card is matched to a Tradition or the technocratic version of traditions so they can be very useful for generating ideas for NPCs (something that can be very difficult for me.) If you are looking for a neat tool or toy to enhance your games, the cards are great. If you want a deck for doing real readings, look somewhere else.

Download to continue reading...

Tarot: Tarot Cards & Clairvoyance - How to Read Tarot Cards Like a Pro: A Power Packed Little Guide to Easily Read Tarot Cards (Tarot Cards, Astrology, ... Reading, Hypnosis, Clairvoyance Book 1) Mage Tarot Deck: For Mage the Ascension Tarot for Beginners: A Guide to Psychic Tarot Reading, Real Tarot Card Meanings, and Simple Tarot Spreads Tarot Card Meanings: The 72 Hour Crash Course And Absolute Beginner's Guide to Tarot Card Reading (Tarot Card Meanings, Tarot Cards, Fortune Telling, Wicca) Ascension s Right Hand *OP (Mage : the Ascension, No 12) Exploring Tarot Using Radiant Rider-waite Tarot: Deck & Book Set Cosmic Tarot Deck (78 Tarot Cards/Cs78) Giant Rider-Waite Tarot Deck: Complete 78-Card Deck Mage: The Ascension (Mage Roleplying) Book of Mirrors Mage Storyteller Gd *OP (Mage - the Ascension) Mage Chronicles, Vol 1: The Book Of Chantries, Digital Web (Mage The Ascension) Mage Keys to the Supernal Tarot Major*OP (Mage the Awakening) The Ascension Manual: A Lightworker's Guide to Fifth Dimensional Living (The Ascension Manual Series Book 1) Tarot Decoder: Interpret the Symbols of the Tarot and Increase Your Understanding of the Cards The Original Dog Tarot: Divine the Canine Mind! (Original Pet Tarot) The Revised New Art Tarot: Mysticism and Qabalah in the Knapp - Hall Tarot The Modern Witchcraft Book of Tarot: Your Complete Guide to Understanding the Tarot The Ultimate Guide to Tarot: A Beginner's Guide to the Cards, Spreads, and Revealing the Mystery of the Tarot Celestial Moon Tarot Bag: Luxury Velvet Drawstring Tarot or Oracle Bag A Little Bit of Tarot: An Introduction to Reading Tarot