

The book was found

Mage Astral Realms (Mage The Awakening)



Synopsis

"A Setting Book with information on navigating Oneiros, Temenos and the Anima Mundi. Dangerous denizens of the Astral, including the daimon spirit guides. Artifacts and things of dream to aid a mage's dreamquest"

Book Information

Series: Mage the Awakening

Hardcover: 192 pages

Publisher: White Wolf Publishing (November 7, 2007)

Language: English

ISBN-10: 1588464350

ISBN-13: 978-1588464354

Product Dimensions: 0.8 x 8.8 x 11.5 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (4 customer reviews)

Best Sellers Rank: #2,137,272 in Books (See Top 100 in Books) #61 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #444 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

First, the book was written primarily for Mage: the Awakening, and that's its primary target.

However, any World of Darkness game can use part of it. It fits especially well with Second Sight and Changeling. The crossover information is far better written than in Tome of Mysteries. (Where a rather knee-jerk "they don't interact" sort of feel was prevalent.) The common planes of creatures other than human and the ways each interacts with these levels of being are described more fully. The description of each area describes its function and how interaction with it affects the world. The dangers of each area are described in broad terms, and the point is made of how broad each area is. While this often is done in so vague a manner as to be useless, here it was written rather well. Multiple examples the various things described help give a good feel for the sorts of things encountered. The book gives ideas and methods for interaction. The worst part was when describing the interaction in one plane to affect others, they failed to describe any examples of the connections between realms. They thoroughly describe the importance of such connections, but fail to describe how the manifest or are made/destroyed. The new spells make the astral realms far more accessible than the base Mage did. I agree with the move, but some of the base book rote effects should be

reviewed in light of the new spells. (The shift was intentional, and briefly discussed. To paraphrase: There is little reason to preclude mages from something that can lead to a good story when the point of the game is to create a story.) I suggest that this is one of the most useful of the supplements that has been released.

[Download to continue reading...](#)

Astral Projection :Astral Projection Mastery, Powerful Astral Projection And Astral Travel Techniques To Expand Your Consciousness Beyond The Psychical ! - astral projection - ! Mage Astral Realms (Mage the Awakening) Astral Projection:The Beginner's Guide on How to Quickly and Successfully Experience Your First Out of Body Adventure (Astral Travel, Astral Projection, OBE, New Age, Techniques) Astral Projection: The Complete Guide for Beginners on Astral Projection, and How to Travel the Astral Plane (The Expanding Mind Book 3) Astral Projection Mastery: Powerful Astral Projection And Astral Travel Techniques To Expand Your Consciousness Beyond The Psychical! Astral Projection: The Complete Guide for Beginners on Astral Projection, and How to Travel the Astral Plane (The Expanding Mind) (Volume 3) Forgotten Realms Campaign Setting (Dungeons & Dragons d20 3.0 Fantasy Roleplaying, Forgotten Realms Setting) Old Moore's 2017 Astral Diaries Virgo 2017 (Old Moore's Astral Diaries) The Astral Projection Guidebook: Mastering the Art of Astral Travel Mage Keys to the Supernal Tarot Major*OP (Mage the Awakening) Mage Guardians of the Veil*OP (Mage the Awakening) Mage Banishers *OP (Mage the Awakening) Mage Reign of Exarchs*OP (Mage the Awakening) Summoners (Mage) (Mage the Awakening) Mage Adamantine Arrow (Mage the Awakening) Mage Silver Ladder *OP (Mage the Awakening) Mage Secrets of the Ruined Temple (Mage the Awakening) Mudras for Awakening Chakras: 19 Simple Hand Gestures for Awakening and Balancing Your Chakras: [A Beginner's Guide to Opening and Balancing Your Chakras] (Mudra Healing Book 3) Third Eye: Awakening Your Third Eye Chakra: Beginner's Guide (Third Eye, Third Eye Chakra, Third Eye Awakening, Chakras) Sanctum and Sigil: Mage the Awakening

[Dmca](#)