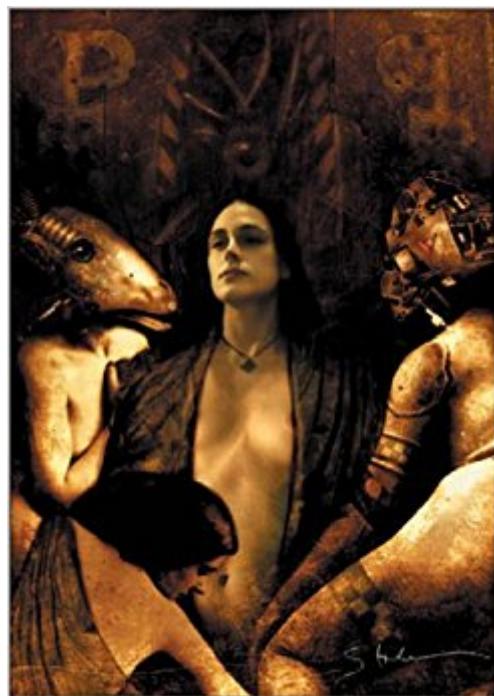


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# Tradition Book: Cult Of Ecstasy (Mage: The Ascension)



## **Synopsis**

Book by Davis, Lynn, Heinig, Jess

## **Book Information**

Paperback: 104 pages

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## **Customer Reviews**

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I have never really cared for the Cult of X, but I bought the book anyways because I had a lot of player characters who were playing them so I figured I might check it out. Well, the Cult went from being close to my least favorite group to being one of my favorite traditions. The book explored the Cult in a more in depth manner. Instead of just saying "ok they do drugs here's a list of drugs they do." It went into detail about their history and talked about their metaphysics in a way that made it seem a lot more plausible than the old "hehehe I'm stoned so I can control reality" sort of paradigm that it seemed there was in the books.

This book gives new depth to the Cult of Ecstasy. Rather than seeing the Cult as a group of Druggies and Sex addicts, we can now see them as a group of mystics somewhat like the Dreamspeakers but with less traditional ways of releasing themselves. The Rites included are all very useful and interesting. I can't wait to use them in my game. This Tradition Book has caused me to rethink my view of the Cult of Ecstasy. I think that this book has some insights that players and Storytellers alike would not want to miss out on.

A great disappointment. While the organization of information is greatly improved, the tradition itself has been turned into a Mage version of the Children Of Gaia. The interesting sub groups have all been termed "Extinct" or "Dying", and the focus is now on the neo-hippie "Joybringers", severely limiting the tradition. I regret buying this book, and intend to give it to someone who has the old book, and can actually pull something out of it. Don't waste your money. It also ties in with the new WW metaplot, further destroying creativity.

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