

The book was found

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



Synopsis

Book by Davis, Lynn, Heinig, Jess

Book Information

Paperback: 104 pages

Publisher: White Wolf Publishing; Revised edition (November 12, 2001)

Language: English

ISBN-10: 1565044495

ISBN-13: 978-1565044494

Product Dimensions: 8.4 x 0.3 x 10.8 inches

Shipping Weight: 10.4 ounces

Average Customer Review: 3.3 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,710,776 in Books (See Top 100 in Books) #70 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #557 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #104031 in Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

Book by Davis, Lynn, Heinig, Jess

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 heres a list of drugs the 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.

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

Tradition Book: Cult of Ecstasy (Mage: The Ascension) Cult of Ecstasy: Tradition Book (Mage Series) Ascension s Right Hand *OP (Mage : the Ascension, No 12) Book of Mirrors Mage Storyteller Gd *OP (Mage - the Ascension) Mage Chronicles, Vol 1: The Book Of Chantries, Digital Web (Mage The Ascension) Mage: The Ascension (Mage Roleplying) Mage Tarot Deck: For Mage the Ascension Tradition Book: Euthanatos (Mage: The Ascension) Tradition Book: Virtual Adepts (Mage: The Ascension) Tradition Book: Hollow Ones (Mage The Ascension) Tradition Book Order of Hermes *OP (Mage: The Ascension) Tradition Book: Verbena (Mage: The Ascension) Euthanatos (Mage - the Ascension Tradition Book) The Ascension Manual: A Lightworker's Guide to Fifth Dimensional Living (The Ascension Manual Series Book 1) The Book of Worlds (Mage - the Ascension) Book of Crafts *OP (Mage - the Ascension) Convention Book Iteration X *OP (Mage: The Ascension) Sons of Ether (Tradtion Book Three for Mage: The Ascension) Virtual Adepts (Mage: The Ascension, Book 1) GURPS Mage The Ascension *OP (GURPS: Generic Universal Role Playing System)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)