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# Dragons Of The East \*OP (Mage: The Ascension)



## Synopsis

Shinto priests. Shaolin monks. Ninja clans. Confucian sages. Hindu fakirs. Asia is a great dragon, slumbering as it awaits the turning of the age. Long have the people of Asia known magical secrets. Through the mists of shrouded legends, they have witnessed the powers of spirits, dragons, feng shui and chi energy. Here Mage players and Storytellers will find not only information about the history of Asiatic mages like the Akashic Brotherhood and the Wu Lung, but of other hidden groups in the Far East, as well as the special magic of Asia. Here at last are complete rules for the unique sorcery of Asia, plus its strange spirits and creatures, magical artifacts and hidden dangers.

## Book Information

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## Customer Reviews

I was expecting to enjoy *Dragons of the East* as soon as I picked it up; in my opinion, the only thing the Mage line had done with the far east, to that point, was lousy (The Akashic Brotherhood Tradition book). Anyhow! I was thrilled with this book! I wanted in-depth material on cultures, magickal styles, and factions, and it DELIVERS. The far east now consists of more than a couple of Shaolin temples. THANK YOU!

It is an interesting view on Mage the Ascension. It lacks a few details on system but is otherwise invaluable in an eastern-themed game. It is also even if you are not as interested in the eastern subsets. They have some interesting rites and wonders. They also have a few interesting sub-traditions.

I bought this book thinking that it would be great, I have the book "Kindred of the East" and I love it, my friends and I really love this game and when I saw the title of this book I thought "Great, Mage in the East, not only the Akashic Brotherhood exists in this game, so I bought it. I have to say that it is really interesting, but some parts are really boring and it could be a bit more complete.

Personally, I think this was a big mistake on WW's part. While I like the Akashic Brotherhood and many other things, to make such a big difference between (for example) the Western Technocracy and the Asian Zaibatsu is unnecessary. A great story could have been told with the Asian Technocracy trying to gain a foothold in the established land of tradition that is China and Japan, but instead that was all thrown away in light of "Everything in Asia is cooler." For the other games, it made sense, but for this one, it was baffling.

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