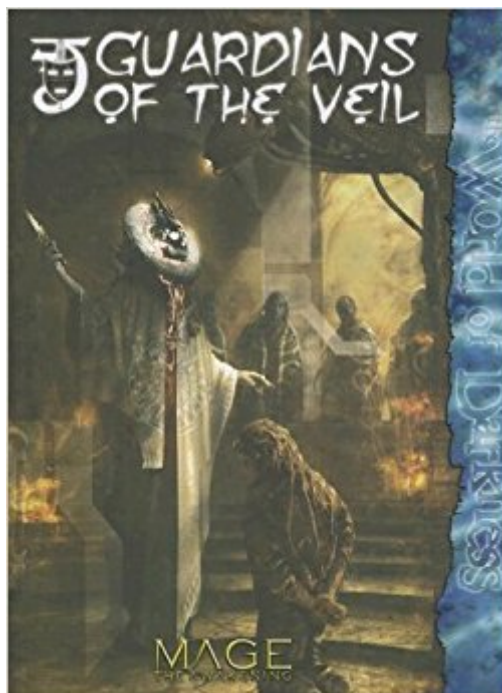


The book was found

Mage Guardians Of The Veil*OP (Mage The Awakening)



Synopsis

"Who are we? Don't ask for secrets if you cannot keep them. Do you wish to take this step? Good. We are the secret police of the Awakened, charged with our task by the kings of lost Atlantis. We watch and judge the Gifted for any sign of malpractice of their Art, for we knew of old that the Abyssal taint of miscast spells risks the very universe. To remain pure, magic must be kept secret - and we make sure it stays that way." -- Coatlicue, famulus Susceptor of the order Guardians of the Veil

is a 224 page hardcover supplement for Mage: The Awakening. This book includes:

- * The history, culture and society of the spies of old Atlantis
- * Factions within the order, the three Veils of initiation and the 49 Masques worn to change identities
- * New spells, enchanted items and Legacies

Book Information

Series: Mage the Awakening

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Customer Reviews

Following White-Wolf's popular "splat book" style, this is the first in a series of books for the new Mage: the Awakening game examining the Orders which modern Mages divide themselves. And what a start! From the first previews I saw, the Guardians of the Veil fascinated me. This book does much to clear up misconceptions on them, and makes them alot more playable. The Guardians of the Veil are the secret police, spies and assassins of Mage society. This is both true and completely false. As the book goes on to show, the Guardians of the Veil do what must be done to protect magic. Duties that nobody else would take upon themselves. The first chapter explores their history, from taking up the role of the fallen Visus Draconis after the collapse of Atlantis to the Mystery Cults

of antiquity and the political (and economic) intrigues of today. It also gives a very interesting look at Guardian influence and flavor in different regions.... The Catholic Church's Opus Dei, Voudon cults in West Africa, media moghuls in the US, Gnostic heresies, Taoist and Buddhist sects in Asia, Shi'ite mystics in the Middle East, Hindu devotees to Shiva and similar groups all serve as cover/initiation for Guardians. The second chapter is even better, explaining the belief, purpose and structure of the Guardians of the Veil. WHY they do what they do. In this chapter we get information on the Order's laws and objectives, their use of parables and koans, optional systems for gaining Wisdom, titles and duties (based on Status rating), Path roles (with five sample concepts per Path), relations with others, and a whole lot of information on spying, both mundane (the Cold War, cryptography, etc) and supernatural.

When I got the MAGE AWAKENING core book, I found it uninspiring. At the core of that feeling was a vagueness about what being a Mage was about. Vampires hunt for blood and amass power, Werewolves fight unruly spirits, but what do Mages do? Go to work, study some spells, go to Consilia once a month? Might as well be the Rotary Club! Then I picked up GUARDIANS OF THE VEIL, and then I saw that Mages do have a job, a purpose. And that is to protect magic by shielding it from the eyes of Sleepers (who draw in the Abyss through their Disbelief) and unworthy mages (who push the Supernal further away with vulgar spells and Paradox). Sometimes you even have to break a few eggs, and always constant vigilance! GUARDIANS OF THE VEIL was what I needed to shape what I perceived as the formlessness of Mage into something dynamic. I think that GUARDIANS OF THE VEIL will open up new ways of approaching MAGE once you've read it. GUARDIANS begins with the beginning - Atlantis. The Guardians' account of things is presented as historical fact (which helps the players get into the mindset of factional dogma), and that account is that after the fall of Atlantis magic became more difficult. Paradoxes pushed the supernal away, making the link between mage and the higher realms ever more tenuous. The secret history of the Guardians is spelled out, with a minimum of placing the protagonists at the center of every historical event. The order developed a culture of secrecy, to protect the mysteries of magic from being debased by disbelievers. To accomplish these aims, it is sometimes necessary to subvert even other magical orders.

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