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Mage Keys To The Supernal Tarot Major*OP (Mage The Awakening)



Synopsis

The Major Arcana Each key, each trump, is a step along the path of the mage. From the dangerous ignorance of the Fool to the completion of the World, each card holds a secret. Seek Justice, pursue Strength, trick the Devil, and defy Death • the cards will show you the way. A Chronicle Book for Mage: The Awakening• • Storytelling the journey through the Tarot as a Mage chronicle • 22 different cabals, legacies, Artifacts, and other ready-made story materials, each one tied to one of the Major Arcana • Advice on cartomancy, story seeds for every Tarot card, and more

Book Information

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Customer Reviews

This book's central theme is the 22 cards of the major arcana in a tarot deck, applied to the Mage setting as models for characters, settings and objects. The introduction gives a very short brief on the real-world history of the tarot and uses the Celtic Cross spread as a sample for how tarot cards are read. This introductory material is suitable for the complete novice who has read utterly nothing on the subject but this book. It goes on to suggest how laying out tarot might be used as means of inspiring character and story creation, but this should be intuitive enough really. The introduction's worth skipping, save for Mage players wanting to mine it for the new Cartomancer merit. The rest of the book is sectioned according to the major arcana, and presents artifacts, cabals, characters, grimoires, and much more, each themed around the card in question. Each entry also includes a Left-Handed version, representing opposite aspects seen when a tarot card is inverted. The last few

pages of the book include very brief comments on the meanings of minor arcana cards, each with a story hook. As a gaming resource, this book provides elements that can be used in any WoD game, and is less Mage-centric than other supplements from this line. While this book does not come with the Mage: The Awakening tarot cards, it is an excellent supplement to use in tandem with them for roleplaying purposes, and the card explanations match those found in that deck's expository booklet. Assuming you are a fan or collector of tarot cards, I strongly recommend you check out that set. If you had to choose between the two, take the card set over this book (it includes the entire Introduction of this book, including the Cartomancy merit, in its own full-color booklet). Nonetheless, I highly recommend both.

Keys to the Supernal Tarot has a little of everything. If you want a guide to using the Tarot, you may want to look elsewhere; Keys focuses on applying the Arcana to Mage society in terms of storyline hooks. The Chariot revolves around a legendary artifact, The Hierophant a mythical elder, The Lovers a pair of Mages on the run from society, and so forth. There's a lot of fascinating ideas here, and some great artwork on display. One of my favorites is the section on a cabal of Seers of the Throne known as the Votaries. Highly recommended for some flavorful ideas. A few of the sections aren't as intriguing as others, and it is strictly limited to a different hook for each Arcana, but for what it is, it's worth owning.

Since Mage was released a few years back many fans have been clamoring for a book that covers the tarot in relation to the new aspects of the mage game. A similar treatment was done with the now defunct Mage the Ascension back in the day. Finally, White Wolf has deigned to answer the call of its fans. Overall this book is a great addition to the mage game line. It introduces the tarot into the mage cosmology, how to use the tarot in mage, sample legacies, merits & story hooks involving the tarot. However, this is NOT a Tarot deck for the new Mage the Awakening game, this is a GAME supplement BOOK only. Most of the book is devoted to the major arcana (or trumps) with an appendix detailing the 4 suits (minor arcana) only covering a few pages. This book is well done, however, an important aspect is missing, a corresponding deck of cards. This book would have been better as large sized full color softcover packaged with a Mage Tarot Deck. Also, I would have liked if the individual cards were in individual color plates rather than just the inside covers (which is why I give it 3 out of 5). Content is great, production value is not up to White Wolf standards. It has been recently announced on the White Wolf Live Journal that a tarot deck is being developed. Finally, White Wolf has listened to the clamor that fans have been raising about a tarot deck.

Finally!!! Another disappointment with this book is that the author has decided to give us a history of the tarot. Why is this necessary? There are scores of books out there that give more in-depth historical analysis of the tarot than this book ever could. Similarly, McFarland decides to tell the reader about doing spreads (the Celtic cross to be precise). The person who picks up this book does so for the purposes of its usefulness as a *rpg game book*, not to teach you how to read the tarot (again, there are many books already out there that do an excellent job of teaching how to divine with tarot). Why does the author feel the need to make this book everything to everyone? He should focus on the fact that this book is an rpg supplement ONLY for the Mage the Awakening setting instead of superficially covering both history and how to read the tarot. Obviously, when the much requested Mage the Awakening Supernal Tarot deck comes out, a manual should be included that gives you instructions on reading, divining and doing spreads. This book has stunningly beautiful artwork by renowned mage artist Michael W. Kaluta (who has done the Tolkien Calendar and the covers for the Vertigo Books of Magic), and it's in the artwork (again, unfortunately not all in color) that this book truly stands out. I give this book 3 stars not for the actual writing but for the artwork. As a dedicated fan I am happy to see this book treating the tarot in the Mage cosmology, but a part of me feels cheated that I now have to wait for its accompanying deck to come out months from now.

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