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# Summoners (Mage) (Mage The Awakening)



## Synopsis

Conjuring From the Deeps There are things not of this world. Things that lurk in the margins of the universe, lying in the layers between worlds. They can hear us, see us from afar. And they can be called. Will you be one of those who bind them to their service? A Character Book for Mage: The Awakening

- An expanded focus on mages who summon unearthly entities as a path to power
- Elaboration on ways to call on the Fallen, the Supernal, the Abyssal and things that may be even beyond such terms
- Systems for otherworldly pacts, compacts, Legacies, Merits, spells and more

## Book Information

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from the WW website:Conjuring From the DeepsThere are things not of this world. Things that lurk in the margins of the universe, lying in the layers between worlds. They can hear us, see us from afar. And they can be called. Will you be one of those who bind them to their service?A Character Book for Mage: The Awakening \* An expanded focus on mages who summon unearthly entities as a path to power \* Elaboration on ways to call on the Fallen, the Supernal, the Abyssal and things that may be even beyond such terms \* Systems for otherworldly pacts, compacts, Legacies, Merits, spells and moremy review:One of the few RPG books I've actually read (not skimmed) cover to cover. Every section fleshes out one type of summons - from the various near world fallen dimensions (shadow / underworld (!!!) / astral); the Abyss (where we learn the distinctions between the Acamoth, which are Abyssal creatures trapped here, and the Gulmoth who are Abyssal

natives)the Supernal (commonly credited as being the coolest section of the book, it shows how Mages can pursue power and hidden wisdom though the trials of this path. Do not fear, though, definitive setting answers about the nature of the Supernal, Oracles, &c are not given)and the crazy stuff which is outside other definitions (a grab bag of random stuff, most pretty cool. It's nice to see them shake up the world a little bit, just to make sure people don't think they've got it all figured out).The flavor text is evocative and dripping with potential, while the crunchy bits open up avenues for my three favorite things about Mage:1) Mind bending horror2) Doing something Awesome3) Getting in over your headsThe ability to make "Pacts" with the various Powers (a la Changeling or Werewolf) doesn't take up too much space in the book, but has a lot of potential for coolness (as long as the ST pays attention to what's going on). Essentially you get a boost in power (never too overwhelming) in exchange for paying some price or service... deals with Shadow creatures, Astral incarnations, Supernal manifestations, Abyssal intrusions...Since this brings a lot of coolness back to the Supernal Realms particularly, and really brings home the notion of Mage as a channel to extraplanar power (and oft humbled by hubris) - I'll end this revue with a strong recommendation that anybody interested in this game line pick up the book.

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