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Blood Magic: Secrets Of Thaumaturgy (Vampire: The Masquerade)



Synopsis

White Wolf Blood Magic Secrets of Thaumaturgy Vampire Masquerade

Book Information

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Customer Reviews

A book detailing the complex discipline of Thaumaturgy has been long needed. This is a really good one and while it doesn't solve all the problems created by the past handling of Thaumaturgy in **VAMPIRE: THE MASQUERADE**, it goes a long way toward clarifying and further developing the discipline. The book discussed the history and theory of vampiric blood magic. We learn that it predates the Tremere, for example, and hear about basic principles of magical workings. There is discussion about the difference between a Tremere vampire and a True Mage (metaphysical, mostly, and assumes familiarity with **MAGE-** for more practical instructions on vampires and mages, see **VAMPIRE: STORYTELLERS HANDBOOK**), how non-Tremere might learn Thaumaturgy and some examples of arcane tomes. Most of it is clearly explained (with few exceptions like the unnecessarily ambiguous section about the difference between spirits and demons). There are welcome sections outlining the Koldunic sorcery of the Tzimisce (finally!) and voodoo-derived traditions of Necromancy. Both the Assamites and the Setites have their own traditions of blood magic, detailed here. There are paths derived from Alchemy and Kaballah. Biothaumatugy is recycled from **SECRETS OF THE BLACK HAND**. Unfortunately, while the material introduced here is superb, the book doesn't pull together the various little bits of Thaumaturgy scattered between **VAMPIRE: THE MASQUERADE** and **VAMPIRE: DARK AGES**. It just once again gives us more and better. It would have been nice, for example, to have an appendix showing which previously

introduced paths and rituals are in which books. Furthermore, some storytellers seem intimidated about Thaumaturgy and disallow it as "too complicated". Step by step instructions (and a pep talk) might have been good, too. I should mention also that this book is about vampiric blood magic ONLY- no numinas or hedge magic more appropriate to allies like ghouls.

This book, as per my title, was not exactly what I expected. It had extensive information on basic Thaumaturgy, quite a few new Rituals, and a few old ones, and all of the new Paths were quite interesting, one of them even resembling some of the Dark Age system Koldunic Sorcery Rituals from *Libellus Sanguinis* I... However, the parts where it failed to impress me were these: The information on Necromancy was seriously lacking, in the traditional Necromancy part anyway, there were no new paths and only 5 rituals, and it only had 2 rituals for Koldunic Sorcery... which was a bit pathetic. The Vodoun Necromancy part was satisfactory, as was the Assamite Sorcery section. Over all, you should buy this book. >:>)

I will rarely say in these reviews on .com that that "only X type of person should read this" but this review is one exception. I think this book has so much information, so many great ideas and guidelines, and clan background that it is really only useful for storytellers and maybe wouldbe writers who like the "world of darkness". I think a player would get a lot of ideas, many of which would not be compatible with a story from this book so the best way to combat that and still allow Tremere and other magic using Kindred to develop would be for storyteller and player to look at this book together. I think it does a good job of detailing how to design paths and rituals, a sample worksheet might help in this regard, but also in talking about the limitations of the practice of bloodmagic.

Exactly what I expected no problems.

Perfect copy just like you permoted

Great reference for thaumaturgy!

As an Elder of Clan Tremere (-or just a long term Tremere player), I was very pleased to see this new teatise for upcoming apprentices (-White Wolf publish a book dedicated to Thaumaturgy). This book isn't merely a long list of new and revamped rituals and paths (although it had its share),it is an

explanation of what is unquestionably the most complicated discipline. I found the history of Blood Magic to be well thought out, as well as the discussion of "how it works". All in all, a MUST READ for any Tremere (-player, as well as anyone fond of thaumaturgy) apprentice.

I guess there are two ways to look at this book. First one would be background and resource for VTM games. I believe it sheds some light on a fact a lot of DMs hate to reveal, which is, it's okay to let other players use some thaumaturgical disciplines specialized for their clans if their background is correct. The second way is how many new things are introduced in the book. There are so many disciplines in there for mages from different clans. I really believe this is great, I love to see diversity in the game. The rituals there have been creatively put together. I think the book supplies excellent background for more stories and resources plus introduction of new disciplines and rituals. I highly recommend the book.

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