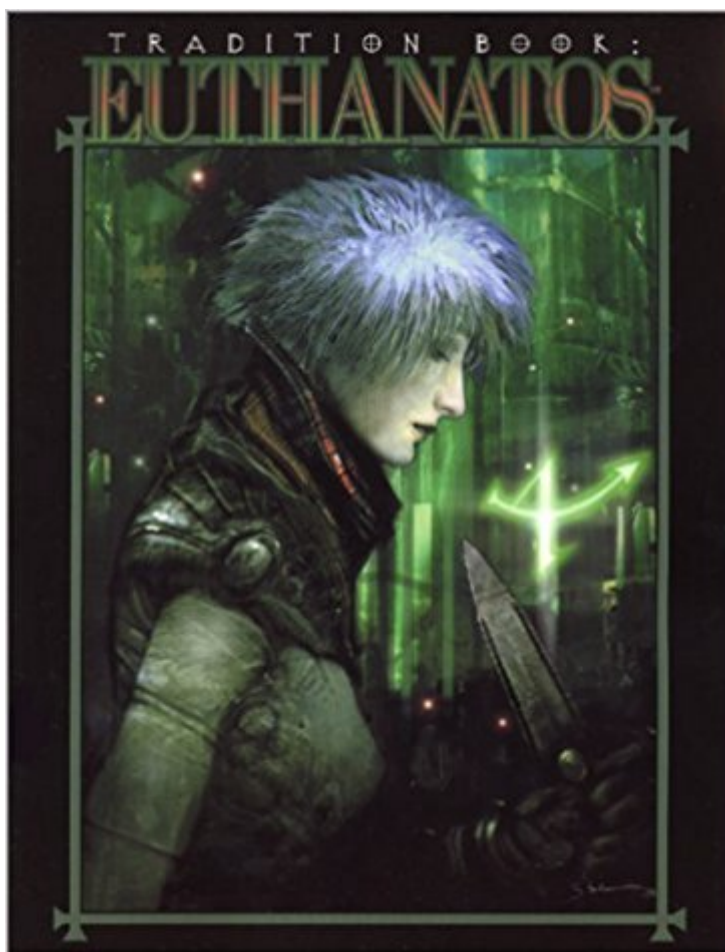


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Tradition Book: Euthanatos (Mage: The Ascension)



Synopsis

From necrotic practices in ancient India to modern wheels of chance, the Euthanatos move among all places where fate hangs in the balance. Self-appointed judges and executioners, they seek to keep harmony in the cosmic cycle. But who judges them, and where do their responsibilities truly lie? Only the most careful equilibrium can stave off a descent into the pits of madness and death.

Book Information

Paperback: 104 pages

Publisher: White Wolf Publishing; Revised edition (April 1, 2002)

Language: English

ISBN-10: 1588464016

ISBN-13: 978-1588464019

Product Dimensions: 8.4 x 0.3 x 10.8 inches

Shipping Weight: 10.6 ounces

Average Customer Review: 4.7 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,169,858 in Books (See Top 100 in Books) #45 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #384 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #88768 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

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Love it ! Thank u

White Wolf has managed to do it again! Notorious in the past for really lackluster treatment of the World of Darkness setting outside of Europe and north America, the Euthanatos book has completed a transformation that started with "Dragons of the East" and the "Akashic Brotherhood Tradition Book." The new Euthanatos book is excellent; it's treatment of history and factions in the Death-Mages is incrementally better than it's predecessor. I enjoyed the greater detail given to the functional groups within the Euthanatoi-- the Golden Chalice, Wheel Keepers, and Albirerans. Also,

slightly more thought is put into the European and Greek branches than previously, and there's brand-new material on the resurgence of the African Euthanatos of Great Zimbabwe, and details on the Aided, the Celtic Euthanatos. The author of Revised Euthanatos also makes insightful, needful comments about what it really means to be a Thanatotic, and the distinction between playing an easy, gleeful killer, and the real challenge of playing a character who accepts, or at least tries to accept, death itself. Mention is made of Euthanatos' dealings with wraiths, there's info on how Euthanatos are adapting to the unpopular Avatar Storm, info on the new, ominous big movement in the Tradition (READ CLOSE, because it's in the fiction) and several pages of exciting new roles and so forth, for those of you who're metaplot or mechanics junkies. For those of you who buy Game Books because what you really want to read Mage novels, the Euthanatos book also should be very satisfying. The fiction is good, even if it is a perennial idiocy to ruin good game books with excessive fiction. As usual, real game information is as usual being blurred into the fiction. Despite this, and the awful turns in development Mage has taken since Brucato, there **have** been a few books worth buying in the line, and this is definitely one of them.

I am totally blown away by this Tradition Book. This book gets to the nit and gritty of the Euthanatos. It has the details on how one can join some of the more selective factions and hints on the big Order of Hermes House Janissary plot. The roles included are quite useful and the story threaded through the book leaves the reader wanting more. The improved version of Iron Avatar is much more interesting than the one included in 'Laws of the Ascension Companion'. This is one of the best Tradition Books released thus far. This book is an absolute **MUST** for Storytellers and players alike.

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