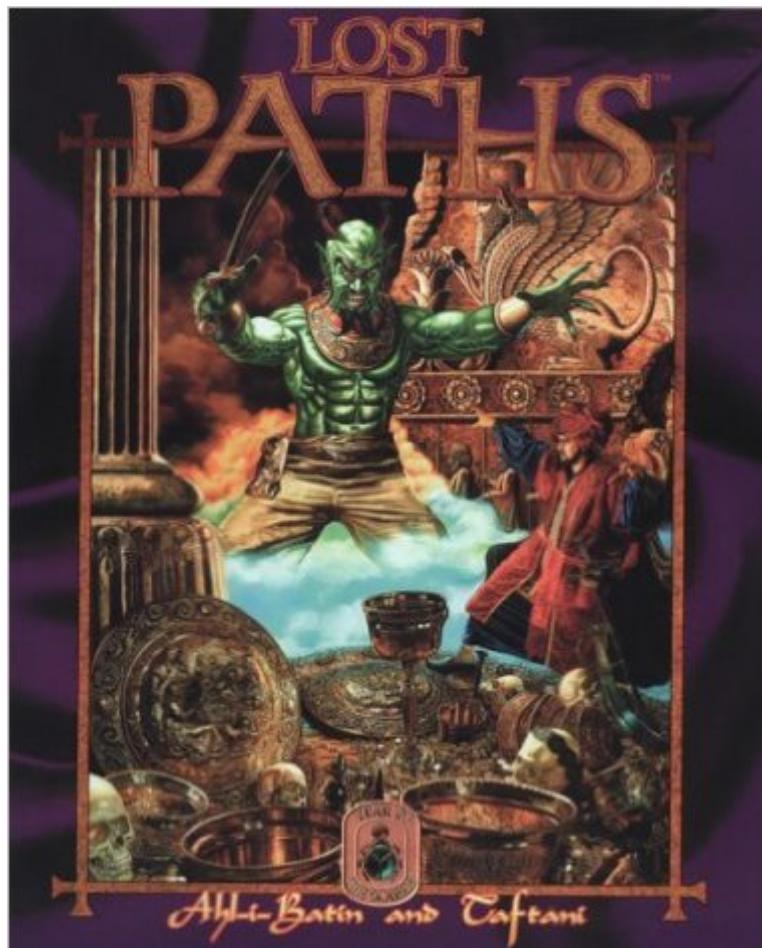


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# Lost Paths 1 (Mage: The Ascension)



## Synopsis

Standing amid complex designs are magicians who've seen the rise and fall of empires. The mysterious Ahl-i-Batin skirt the edges of magical society, tugging at the strings of politics and religion to broaden human consciousness. Meanwhile, the stubborn Taftni refuse to give up their blatant magic in the face of increasingly hostile modern realities. Two siblings, opposite in nature, both desperate to survive in a world that has passed them by or will they rise like a sudden sandstorm and return to prominence?

## Book Information

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## Customer Reviews

Since the early days of Mage, I've wanted to see more on the Ahl-i-Batin. This book gives all that plus more about Mages in the Middle East and even material on the Djinn, spirits unique to the Middle East. The first chapter covers the Ahl-i-Batin, the subtle Arabian magi who seek unity, and opens with perhaps one of the most interesting fictions in any Mage supplement in which a Batini magus deceives one of their ancient foes the Nephandi. It then gives a whole bunch of Arabic words used by the Batini. It then details their origins from the meeting of Akashic refugees of the Himalayan Wars and Ecstatic dervishes of Perisa to the modern times. Major things, such as the rise of Islam (which the Batini supported) to the Technocracy's war on the Batini to their growing influence in modern Iran's Shi'ite government complete with a timeline. It then examines the Batini's power and influence in the Web of Faith (which stretches across the Islamic world) and the five schools of the Batini (kabbalists of the University of Light, alchemists and architects of the Silk Cartel, assassins of the Ikwhan at-Tawhid, sufis of the Darwushim and mentalists of the Paradise

Garden). There are plenty of new Rotes, details on Batini magic, foci and philosophy and some interesting signature characters and templates. More importantly it also details the unique aspects of Batini magic (they begin with extra Arcane and can have Arcane ratings above 5, but cannot learn Entropy). The next chapter details the Taftani, extremely vulgar Persian magi who summon djinn, make flying carpets and shoot fireballs. First introduced in the Sorcerer Crusade's Player's Guide, this book fleshes them out by making their beliefs more interesting, drawing upon Zoroastrianism and Middle Eastern paganism.

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