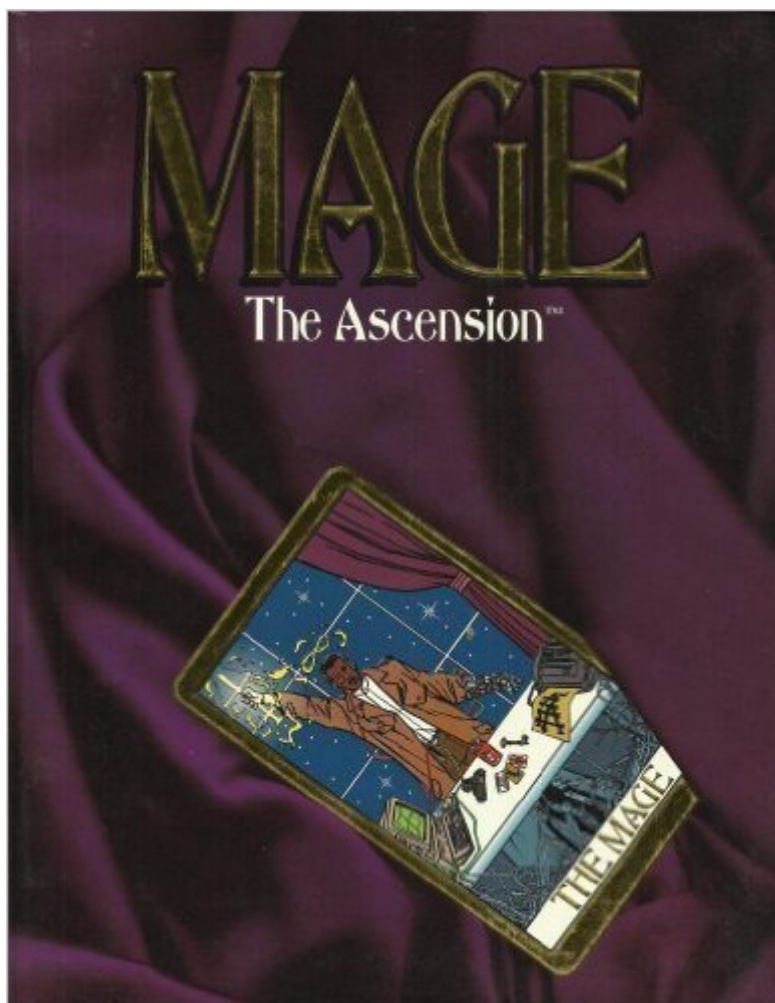


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# Mage: The Ascension (Mage Roleplaying)



## Synopsis

Stories of shadowy alleyways and distant realms. Stories arising from the dark recesses of your mind, but reaching toward the light. At the heart of these stories are mages-humans blessed (some might say cursed) with the gift to work magick... Mage is about the tragedy of a world gone awry. It is the tragedy of a decayed and squalid landscape of lost hope.

## Book Information

Paperback: 310 pages

Publisher: White Wolf Publishing; 1st Edition edition (December 1, 1995)

Language: English

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Product Dimensions: 8.5 x 0.8 x 11 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #908,069 in Books (See Top 100 in Books) #13 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #133 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #11509 inÂ Books > Humor & Entertainment > Puzzles & Games

## Customer Reviews

Forget Revised, this is what the game is really about. A generic setting in which you can launch a game in any time, any where, with any who. The revisions made from visionary-but-glitchy First edition make it much clearer and smoother to run. Has everything you need to start an Ascension War chronicle (whether you want to get involved in the War or not is another matter), including details on the Technocracy, governments, secret organisations, the Umbra, the Digital Web, and a little on history. Magick is appropriately powerful, and the game flows much more than the "crunchier" games like Vampire or Werewolf. It's a harder game than those, requiring more in the way of maturity and intelligence, but far more rewarding. And you don't have to play some kind of freaky monster.

I think that the author of this book really stretched for material. He also added too much artwork. The up side to this book is the fact that it adds a little finesse to Mage.

The excellent and very different Mage game, with its unique magic setting, and the opposing forces and sides here at times made you feel if you had fallen into the Illuminati books, or a Jerry Cornelius tale. A truly eerie and odd setting, so well done for a very different magic using game. Nice work.

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