



Mage: The Ascension Revised Edition

Stewart Wieck (Creator), Phil Brucato, Rachel Barth (Writer), Dierd'ei Brooks (Writer)

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Reality is a lie invented by a technocratic enemy who has written history to its liking. The truth is magic's the universe can be crafted with a simple working of your will. Mages have taught this truth throughout the ages, but the proponents of technology have crushed the mystic masters. Join the last stand in the war for reality. *Mage: The Ascension* places you in the midst of supernatural intrigues and inner struggles. The more secrets you learn, the more important your wisdom and power become. *Mage* drags spirituality and metaphysics screaming through the streets of a postmodern nightmare.

The heroes of *Mage: The Ascension*, revised in the tradition of *Vampire: The Masquerade*, have lost their war for reality -- but the struggle continues in this quintessential volume. All of the Traditions are updated and elaborated upon, along with the history of mages in the World of Darkness. Explore the revised rules for the Spheres, Resonance and Paradox. See the devastating changes that signal the end for the Ascension War.

Mage: The Ascension Revised Edition Details

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From Reader Review Mage: The Ascension Revised Edition for online ebook

Beau Johnston says

I never had the opportunity to play the game, but I loved reading the background material.

I had always thought of magic users as being a bit wishy-washy, and only bought this book to complete the set.

I'm big enough to admit when I'm wrong. This was a lot of fun to read, and had some interesting tales to tell.

James Hays says

Full of all sorts of interesting information, although a little bit complicated for my tastes. Still, the magic system framework is able to be used apart from the rest.

Justin says

I actually love mage, even third editions. The rules are just horribly vague and contradict each other often.

Francisco Becerra says

Got more information but lacks the mysticism of the previous edition. Still one of the best RPG's to storytell for its versatility.

Chris says

The only of the five original World of Darkness games I never read nor played. In college, it was the one my friends loved, but I had drifted out of playing by then.

B. Barron says

My favorite of the White Wolf Games!

Brenna says

I love the concept and the White Wolf system, but am not a fan of the mechanics they use for magic. When I play, we usually end up severely tweaking things to house rules.
