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Guide To The Traditions *OP (Mage: The Ascension)



Synopsis

A sourcebook for Mage: The Ascension. Mage: The Ascension is a role-playing game based in the World of Darkness, and was published by White Wolf Game Studio. A definitive look at the traditions as a whole.

Book Information

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Customer Reviews

Here we are, with the sourcebook for the "Traditions". it is a well-written, high-quality piece, without any doubt, in line with other good publications of "Mage: the Ascension". It sets the Traditions in the new millenium, a chapter deals with what means being a tradition mage, from an inside perspective. Then the book narrates the history of the world from the Traditionpoint of view. Both these part I found most interesting and well-done since dialogues are well written and clever and characters giving explanations have their definite point of view and peculiarities. Then there is also a not-so-fundamental but overall useful section that deals with Chantry politics and new backgrounds, skills, talismans and some strange places (nodes and so on) are described. To wrap up the whole bunch, it is a good and enjoyable manual, surely worth reading, but it is not comparable to the "Guide to the Technocracy", which re-framed the usual antagonists and gave them purpose and a clear identity. There is no revolution here, neither astoundish insights or new veivs. It does a good work exploring the inside of the tradition "as a whole" but I found "Tradition books" a lot more useful. If you are really interested in some background details and inner workings, this book does its job well, otherwise do not consider it.

Okay, so the Reckoning has come and gone. This book provides a lot of additional backgrounds and information of the Traditions, some on the Crafts, and A LOT on specific factions in the Council. It brings things up to speed and makes things seem a little more modern. Also, it has some new backgrounds, traits, and cool stuff. If you play Mage, you need it.

There is a lot of good material in here and if you are running a game you should pick this up. You need the core book to use this book.

Great book. It tells me all I need to know about the 9 traditions to help bring them to life in my game.

This book, is very good, don't get me wrong. It is longer than the mage core book in fact and most of this is in-character information. This is slightly annoying because of the amount of information one needs to wade through. The book is organized into a few key sections. One details paradigms, new tradition factions and even pan-tradition groups. Another chapter has "crunchy" stuff, like wonders and new backgrounds. An interesting thing about the Wonders is they are things called Tradition swords. Each one has a magical ability that makes it a very powerful weapon. The most noted chapter though is the history chapter. It is giant! It has information on different time periods and regions. Most notable is that if they were talking about Vikings they'd give examples of traditions who have people with Viking related paradigms. I'd call this info overload. This book is very good.... but well... it's way too much useless information hiding important things. White-Wolf could have used its writing space better.

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