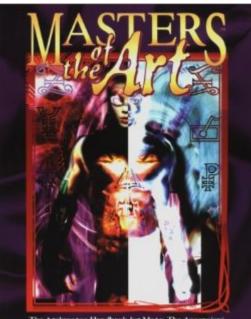
The book was found

Masters Of The Art *OP (Mage)



The Archmages Handbook for Mage: The Ascension



Synopsis

You have survived countless centuries. Your knowledge of magick is unparalleled. The very primal forces of the universe quiver at your merest beckoning. What secrets await the mage who possesses such masterful knowledge? Death, Beginnings, the wisdom of the Oracles these are your quests now. Let none stand between you and the light of Ascension!For the mage who has experienced all that the universe has to offer, the most sublime secrets are revealed. Discover new Traits, Abilities, Merits and Flaws for the truly terrifying mage. Learn rules for creating archmage characters and chronicles. Unlock the most potent powers of the Spheres, beyond anything ever seen before. Discover the keys to Ascension itself.

Book Information

Series: Mage Paperback: 88 pages Publisher: White Wolf Publishing (October 7, 1999) Language: English ISBN-10: 1565044274 ISBN-13: 978-1565044272 Product Dimensions: 8.4 x 0.2 x 10.8 inches Shipping Weight: 9.1 ounces Average Customer Review: 3.8 out of 5 stars Â See all reviews (4 customer reviews) Best Sellers Rank: #1,948,587 in Books (See Top 100 in Books) #45 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #389 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

The idea of 6th, 7th, and 8th level spheres gives me the feeling of old-fashioned D+D number-crunching, but the background information on Oracles and Archmages certainly makes the book worth at least looking through. Also, the explanation of exemplars (mages that focus specifically on one sphere) was also insightful and helpful. I think this book would have been a lot better if they had cut out all the Monty Hall-ish arch-spheres and focused more of their time and efforts on the motivations and challenges that face an arete 9 mage - don't make up new arch-spheres (digusting high-level powers that don't flow with the rest of the sphere progression i.e. Forces 8 - Move Continent -WTF?)...Instead, tell me what type of seeking a mage that close to Final Ascension faces... give me story ideas, not silly new ungodly powers that won't realistically come

into play. White Wolf can do better than this...

Although I would never let a player have so much power as to have spheres above 5, it was intresting to read about the Arch-spheres. Plus it clarified the whole Oracle,God,Archmage thing. All of which are cool concepts and could make for intresting plotlines. such as if a player manages to get his Arete up above 7 as a gift from his storyteller (geez it's hard to do) it could be intresting to have to go on a search for one of these GREATER beings and garner some knowledge from them before they can complete a seeking. Accually thinking about it I would possibly allow players to get up to IvI 6 spheres just because it takes 5 years worth of study and practice to gain it and every dot above. I guess if a player had spent that much time and effort into getting the darn dot I'd let him have it, but it may take a year real-time for 5 years to go by in my games anyways.Sorry rant. Great book though.

If you like playing mini gods then this book is alright. If you like this book then let me suggest Secrets of the black hand for vampire. Do you think your enemys really stand a chance if your mage can creat your own univers...

Hey peeps, this is actually a good book, basically it's telling you all about those who dont achieve ascension, and nolonger can, by making any of the characters in the book or following any of the paths in it, you can no-longer achive ascension even the oracles, failed in achieving the thing the game is mainly about.

Download to continue reading...

Masters of the Art *OP (Mage) Blue Mage: Apprentice Omnibus: A Fantasy Romance Adventure (Books 1 - 3) (Blue Mage Series) Blue Mage: A Fantasy Romance Adventure (Book 1) (Blue Mage Series) Mage: Sorcerers Crusade (Mage the Sorcerers Crusade) Mage Storytellers Companion (Mage Storyteller's Guide) Mage: The Ascension (Mage Roleplying) Book of Mirrors Mage Storyteller Gd *OP (Mage - the Ascension) Mage Keys to the Supernal Tarot Major*OP (Mage the Awakening) Mage Tarot Deck: For Mage the Ascension Mage Guardians of the Veil*OP (Mage the Awakening) Mage Banishers *OP (Mage the Awakening) Mage Astral Realms (Mage the Awakening) Mage Reign of Exarchs*OP (Mage the Awakening) Summoners (Mage) (Mage the Awakening) Mage Adamantine Arrow (Mage the Awakening) Mage Silver Ladder *OP (Mage the Awakening) Mage Secrets of the Ruined Temple (Mage the Awakening) The Complete "Masters of the Poster": All 256 Color Plates from "Les MaÃf®tres de l'Affiche" (Dover Fine Art, History of Art) Masters of the French Art Song: Translations of the Complete Songs of Chausson, Debussy,

Duparc, Faure, and Ravel Dali (Masters of Art)

<u>Dmca</u>