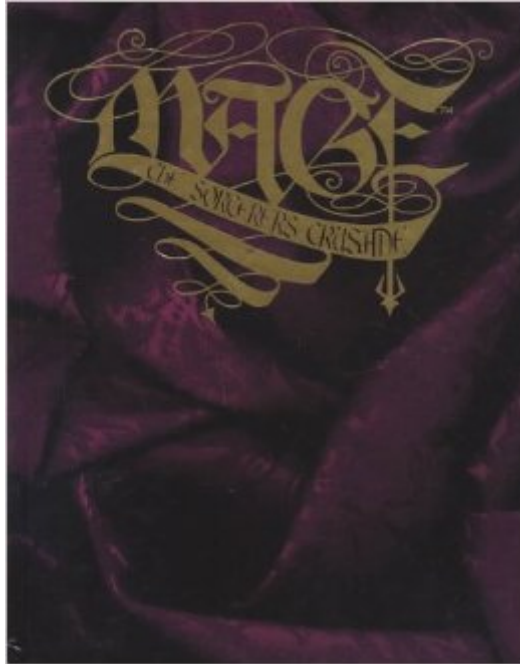


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# Mage: Sorcerers Crusade (Mage The Sorcerers Crusade)



## Synopsis

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## Book Information

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## Customer Reviews

The Sorcerers' Crusade is a good setting for Mage. A lot of the modern game focuses on how magic doesn't really work the way it's supposed to because people's belief in science is too firmly entrenched in the world's paradigm. In the SC setting, science is a bit less accepted, and magic works a little better. Paradox, which in the modern game is always bad, is called Scourge in this setting, and can occasionally help a Mage. The Technocracy is on more equal footing with the Tradition mages here, as both are struggling to put their paradigm forward as dominant. There's quite a bit of history and world setting information in this book. Possibly too much, depending on your needs. Relatively little of the book is taken up with game system mechanics. What system rules there are cannot be found all in one place. The organization of the rules is somewhat loose. Like the modern game, the magic system is open-ended, with ability defined in areas of control rather than specific spells. But like most other Mage books, spells (rotes) can be found if one looks hard enough. If you've played Mage: The Ascension, it will be easier to understand this book. If not, some of the game rules might be confusing. If you like the Mage magic system, but don't care for the dark-goth game world White Wolf sets the games in, this is probably the game for you.

Mage: The Ascension is, without a doubt, my favorite RPG. It's concept about Awakened beings who \*know\* they can change reality because they are convinced in their paradigms is the best

concept I've ever seen. In the Mage timeline, though, there was a crucial event which splitted history in two: Renaissance. It was then that the whole world started believing in science and it's apparent limitless capacities. It was then when people started removing some attributes which made the world turn from God, and it was then when the church started the most brutal prosecution against "pagans": Inquisition. This is a book about the clash between 3 forces: Faith, Science and Magick. And as the Mage storyline goes, it's the perfect moment to play a Mage.

This book was designed to be a supplement to Mage for those who wish to play a historical setting. However, it adds so much to the background and emotional impact of the game, I think it's almost more important than the primary book. Mage is wonderful, but also very complex, and there really isn't enough room in Mage: the Ascension to tell you everything you ought to know. For instance, there is a real history and timeline in this book that gives you a much better idea of WHY things stand as they do between the various factions, and you find out exactly what happened in all those events the first book says so shaped the Traditions' outlooks. Also, this book goes into the Crafts a bit more, and their interaction with the major players in the Ascension War, shows you what life was like for these beings before their powers over reality were restricted (and this is very important, because many still think this way), and because the book is dedicated purely to describing! ! environment and mindset, it can simply devote more space to evoking the atmosphere of the game. Plus, it contains a few character creation aspects the first book lacks, it's wonderfully well-written (almost poetic), and it is an extremely handsome-looking thing. What more could you want in a book?

Mage: TSC is an excellenct game, and a good book to boot. I've read the 2nd editon of Mage, but found it's magic system to be confusing and the Technocracy to be a somewhat weak enemy. But in Mage: TSC all this is fixed. The magic system is explained much better, with example spells, and the sources of confilct are infintely more interesting and real. The power wielded by mages is also greatly increased, due to the fact that most magic is considered casual, and therefore not vain. I find this to be one of my favorite games ever. There are a few minor problems. One is the almost complete lack of Merits and Flaws. Another problem, related to the first, is that there is some dependence on the supplementals, which detracts from the game some. My only other problem, minor as it is, is the glossary. It is completely unhelpful. But all things considered none of these things seriously detracts from the game at all. This is a great game.

Something I like of this game, as in Mage: The Ascension, is the fact that mages are not just the "spell-casters" of other games. Magick is not a list of enchantments or powers, but a consequence of enlightenment and willpower. This game is great for that: it focuses on the difficult way to enlightenment and perfection, the pitfalls and failures to achieve so; the morals and responsibilities of the Mage, and the dangers of his/her inherent arrogance and hubris. The theme and mood in the game are greatly developed, as well as the choice of a historical period (the Renaissance) that became a turning point for the conflict between mystical magick, science and religion. I do not know up to which point the historical events transpiring in the game are really coherent with the early source books of Mage: The Ascension, although in general it fits quite well. What I dislike the most is the magick system: my favorite has always been the one of Mage: The Ascension 1st edition. The one of The Sorcerers' Crusade tries to be simpler, and it manages to be so, but it becomes inconsistent and not so easy to understand for someone who does not already know the system from one of the editions of Mage: The Ascension. I do not like the way it describes the Faith Numina either.

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