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# Mage The Awakening (World Of Darkness (White Wolf Hardcover))



## Synopsis

**The Power to Remake the World** In an age long gone, mortals dethroned the gods and seized the heavens for their own. And for it, they were flung down into the world of clay, their minds clouded by ignorance. Only a bare few remember their birthright - the power of magic. If they cannot claim the heavens, they will make their own kingdoms on Earth. **A Storytelling Game of Modern Sorcery** \* Provides everything you need to tell your own stories in the occult world of the Awakened, including details of the various orders and paths of magic, and many secrets of the World of Darkness. Requires the **World of Darkness** rulebook for play. \*Presents the most comprehensive and freeform magic system ever achieved in gaming, allowing characters to cast nearly any spell imaginable. \* Features Boston as a fully fleshed-out, ready-to-play setting. \* Features artwork by the acclaimed Michael Kaluta.

## Book Information

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## Customer Reviews

In the new - can we legitimately call it new anymore? - World of Darkness system, I certainly rate Mage: TA as the most complex book. As funds and tastes allow, I do suggest adding this book to the family. However, I feel that this is at the end of the natural progression. One begins with Mortal (core book) to understand the system, the overall setting, and how to breathe life into a character. Following that, one then moves to Vampire: TR for immersion in the truly darker aspects of the role-play as well as adjusting to a supernatural template. If you can handle WoD past that point, move on to Werewolf: TF to work on higher concepts - more complex combat, system additions,

and spirits in general. Should the Storyteller and player(s) make it through all that and want to take that last step - by all means, move on to Mage (and bravo!). I feel that the spell casting - which is a major aspect, of course - is poorly expressed at times, vague, oddly organized and overall could have been presented in practice rather than worrying about the theory. That said, the system has always supported changing it all to suit - but when you get into development, don't forget that the gaming should come first. Thank you for reading this rant and never forget to roll up on those 10's.

First, allow me to warn prospective new players. This game is mechanically complex. A large portion of the book is dedicated to comprehensively describing the mechanical structure used to represent a dynamic spell-casting system. The most recent edition of Ascension spent 75 pages detailing its magical system, and this left it woefully vague. Awakening, however, spends a full 181 pages talking exhaustively about Magic and its use in precise mechanical terms with an abundance of details and examples.

Well, here it is. The first game in the new WoD to offer radical thematic departure from its predecessor. First, allow me to warn prospective new players. This game is mechanically complex. A large portion of the book is dedicated to comprehensively describing the mechanical structure used to represent a dynamic spell-casting system. The most recent edition of Ascension spent 75 pages detailing its magical system, and this left it woefully vague. Awakening, however, spends a full 181 pages talking exhaustively about Magic and its use in precise mechanical terms with an abundance of details and examples. In many ways, it loses as much as it gains. The new magical system is anything but vague. It creates, in fact, a rather frightening picture of precisely how broad the abilities of Magi actually are in the context of the game. That said... for newcomers, this same exhaustive detail can be intimidating. The best I can advise is patience and study; the system is actually fairly simple in concept. In all irony, it boils Magic down to a form of language; every spell is a simple act of Subject (Arcanum) Verb (Practice) pairing. Most critically for old-timers, the game offers the benefit of rewarding the construction of a Paradigm through the Rote system; considering precisely how your character views the world offers tangible mechanical benefits to spellcasting. The presentation has an innate sense of modern fantasy or gaslamp noir that creates a mystifying aesthetic radically different from its predecessor's pseudo-cyberpunk trappings. Some may dislike this, but for a newcomer it can be quite encouraging. It makes the setting presented arcane and mysterious. The legends presented may not be to everyone's taste, but neither is it entirely mandatory; one can easily play a game of Awakening in which Atlantis is never mentioned at

all. Quite frankly, if the game has a dominant flaw... it is the fact that it is far bigger in scope than even this behemoth tome can fully present. True players will want to supplement their collection with Sanctum and Sigil (an in-depth examination of the Mage political sphere) and Tome of the Mysteries (functionally a 'players guide' offering expanded information and optional systems for virtually every aspect of the game). Never the less, I can do nothing save recommend this game for anyone with an interest in Role Playing Games and Modern Fantasy. The product, in spite of the fact that it is a beast to swallow, is superbly executed in virtually every aspect.

I had been crazy about this game ever since I had a chance to look at the book for the first time. When a friend storytelled for me and other two players, it resulted in such an exquisite and complex experience (starting from character creation and the introduction to the magical symbolism of the game), that I just fell in love. I've read a few things about this game's predecessor, Mage: The Ascension, but I find it, while deep and interesting, perhaps too littered with philosophical, conceptual and abstract imagery to be truly enjoyable in terms of gameplay. This game has its due of depth and abstraction too, but it is well-explained that its complexity and amplitude, while still inherent to the setting and mood, can be controlled and pulled on and off the scenario as the Storyteller and the players choose. Make no mistake, though. This game is elitist to the core and not suited for all tables. If you cherish some hardcore mysticism and symbolic revelations, and you think you know the right group of people to get on with it, this is definitely your game. And remember that Mages are the most powerful and expansive characters the World of Darkness has to offer, so be careful how you weave that spell! D.R.

This game is a good read so far and i hope to play a session and not gm soon.

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