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Bitter Road The *OP (Mage)



Synopsis

Note: This book is more story than RPG rules. Reality is a lie invented by a technocratic enemy who has written history to it's liking. The truth is magic'ae 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. A guide to surviving a world cut off from magic and its mystical masters.

Book Information

Series: Mage

Paperback: 119 pages

Publisher: White Wolf Publishing (March 23, 2000)

Language: English

ISBN-10: 156504407X

ISBN-13: 978-1565044074

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 2.6 out of 5 stars 2 customer reviews

Best Sellers Rank: #3,230,513 in Books (See Top 100 in Books) #99 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #684 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #40913 in [Books > Science Fiction & Fantasy > Fantasy > Paranormal & Urban](#)

Customer Reviews

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Well, mainly, not. The real reason to pay this price for this book is because you'd like to read some short vignettes by unknown authors within a setting contrived for an RPG, not general fiction. I realize some of you like your White Wolf books that way, and you're welcome to them. I just found it monumentally frustrating that the book contains a small pamphlet's worth of actual information I can use, and none of the information I was really buying the book for. I feel I was deceived.

This supplement is just that: a supplement to a game setting and system, not a rules compendium. The book is well written, there is variety while avoiding some of the cheap printer's tricks White Wolf has used in the past to "spice up" their books. Solid, firmly based in the setting, and especially valuable for new players. Even for those unhappy with the current direction of the line, this tome has some well formed ideas for any player or Storyteller. While not a must have, it is worth having for the fan of the Mage line.

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