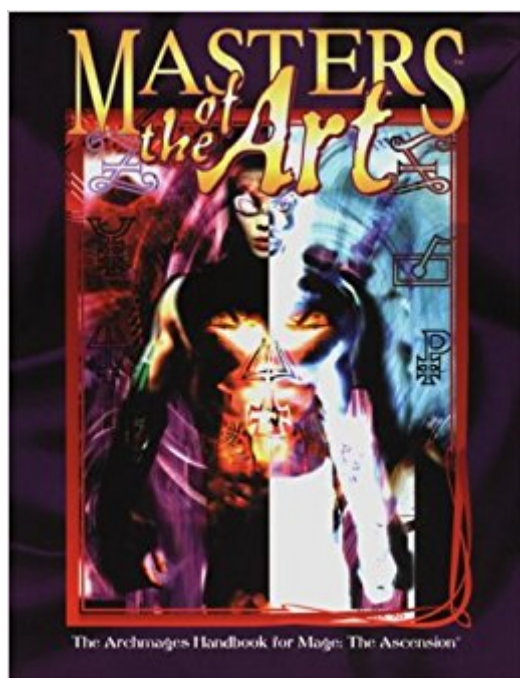


The book was found

Masters Of The Art *OP (Mage)



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

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Average Customer Review: 3.8 out of 5 stars Â See all reviews Â (4 customer reviews)

Best Sellers Rank: #1,948,587 in Books (See Top 100 in Books) #45 in Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #389 in Â 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 (disgusting 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 interesting 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 interesting 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 interesting 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. Actually thinking about it I would possibly allow players to get up to lvl 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 enemies really stand a chance if your mage can create your own universes...

Hey peeps, this is actually a good book, basically it's telling you all about those who don't achieve ascension, and no longer can, by making any of the characters in the book or following any of the paths in it, you can no longer achieve ascension even the oracles, failed in achieving the thing the game is mainly about.

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