

Mage The Ascension Revised Edition Mage The Ascension

Dark Ages MageTradition BookTradition BookGuide to the TechnocracyBeyond the BarriersTradition BookThe Book of MirrorsThe Ascension WarriorMage Storytellers CompanionTradition BookForce For ChangeMageWorld of Darkness Core RulebookThe Fallen TowerThe Book of MadnessThe Book of ChanciesMageDigital Web 2.0Celestial ChorusKindred of the Ebony KingdomThe Orphan's Survival GuideTraditionMage Storytellers HandbookTruth Until ParadoxTradition BookTradition BookConvention BookClanbookHidden LoreMageA World of DarknessThe Art of MageTradition BookInitiates of the ArtMidnight RoadsThe Order of ReasonThe Book of MadnessThe Bitter RoadVampire Dark InfluencesInfernalism

Dark Ages Mage

The Path of Screams is the ultimate descent -- a rebellion against all that is holy and right. Those who choose to Fall perform blasphemous rites, master horrifying magicks, and sell their very souls to demonic tempters. This is their story: A dark collection of cults, characters, motivations and night-black Arts. An enlightenment of the damned.

Tradition Book

'Reality is a lie' - Most people do not understand how mutable the world truly is. Most people do not realize that they hold the power to shape reality. But a few do, and they are called mages. Mages know that reality is a lie, or rather that any reality can be truth. 'The world of magic' - Collected herein are eight stories set within the World of Darkness, a world much like our own but wherein the supernatural exists and where dark forces beyond the sight or comprehension of mankind, here at work. These stories have been selected and edited by Stewart Wieck, creator of 'Mage - The Ascension' and co-creator of the 'Wrold of Darkness'.

Tradition Book

This newly revised hardcover edition of "Mage: The Ascension(" takes the game into the new millennium. Includes revised and streamlined systems for magic, talismans, Paradox and Resonance, and the influence of paradigms and heritage. Suggested for mature readers.

Guide to the Technocracy

The Orphan's Survival Guide is the street-mage's companion. It's the players guide

for playing a Hollow One in Mage: The Ascension, providing new rules, magick and guidelines for this down-and-out character type. Life on the streets is tough, even if you know magick, but now you can live by the book.

Beyond the Barriers

The Verbena witches are heir to the secrets of the druids, the power of nature, and the wisdom of the Great Goddess and the Horned God. Theirs is the rage of the storm, the resilience of the oak and the cunning of the fox. But charmed they're not. Amoral as nature itself, Verbena covens gather in moonlit groves, working magic to hasten the return of the old ways. With a wealth of new magic for those playing a witch, Tradition Book: Verbena clarifies the history of this magical tradition and brings it up to date with the latest events of the World of Darkness. Specifically for Mage: The Ascension, many of the insights contained herein will be valuable to players of Dark Ages: Mage as well. Continues the revolution storyline in the wake of the Ascension War.

Tradition Book

The Book of Mirrors

The Ascension Warrior

The critics who despair of the coming of imaginative, charismatic leaders to replace the so-called manipulative caretakers of American corporations don't tell us much about what leadership actually is, or, for that matter, what management is either. Now, John P. Kotter, who focused on why we have a leadership crisis in *The Leadership Factor* shows here, with compelling evidence, what leadership really means today, why it is rarely associated with larger-than-life charismatics, precisely how it is different from management, and yet why both good leadership and management are essential for business success, especially for complex organizations operating in changing environments. Leadership, Kotter clearly demonstrates, is for the most part not a god-like figure transforming subordinates into superhumans, but is in fact a process that creates change -- a process which often involves hundreds or even thousands of "little acts of leadership" orchestrated by people who have the profound insight to realize this. Building on his landmark study of 15 successful general managers, Kotter presents detailed accounts of how senior and middle managers in major corporations, in close concert with colleagues and subordinates, were able to create a leadership process that put into action hundreds of commonsense ideas and procedures that, in combination with competent management, produced extraordinary results. This leadership turned NCR from a loser to a big winner in automated teller machines,

despite intense competition from IBM. The same process at American Express and SAS helped businesses grow dramatically despite the fact that they were "mature" and "commodity-like." Kotter also shows how leadership turned around operations at P&G and Kodak; produced huge business successes at PepsiCo, ARCO, and ConAgra; and made the impossible occasionally happen at Digital. Thousands of companies today are overmanaged and underled, John Kotter concludes, not because managers lack charisma, but because far too few executives have a clear understanding of what leadership is and what it can accomplish. Without such a vision, even the most capable people have great difficulty trying to lead effectively and to create the cultures which will help others to lead.

Mage Storytellers Companion

Travel from the New World to the Far East to distant cosmic worlds in the prequel to the award-winning "Mage: The Ascension". This self-contained rule book includes dozens of magickal societies, mythic beasts, setting systems, and long-lost secrets.

Tradition Book

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. Tradition Books contain vital character information for players and Storytellers.

Force For Change

The third game in the STORYTELLER series delves into a world of mystery and awesome conflict, where modern wizards wage a battle for reality itself.

Mage

Fantasirollespil.

World of Darkness Core Rulebook

"In Caligine Abditus..". Despised mysteries to outsiders, the mages of Hermes

Trismegistus have been perfecting their Arts for nearly a thousand years. These mighty wizards have prevailed through wars with mortals, vampires, Technocrats and their own companions. Though the covenants may be thrown down, though the winds of unbelief might blow across the globe, these hardy masters keep their faith. To them, power is the only fact -- a fact they know well. "In Darkness, It Is Hidden" The secret lore of the Hermetic Council comes to light in this, the final Tradition Book.

The Fallen Tower

The Ascension War has raged between the mages of the Nine Traditions and the Technicians of the Technocracy for hundreds of years. Though battles have been won and lost, victory eludes both sides. Now, however, a figure has risen with ties to the Traditions and the Technocracy. He is a being of incredible, inhuman power; he is the Ascension Warrior. He brings a message of unity and peace. But is it the peace of the grave?

The Book of Madness

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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. Convention Books contain vital character information for players and Storytellers.

The Book of Chantries

" a revised look at the Traditions for Mage: The Ascension."--Page 4 of cover.

Mage

The Drumbeat of the World As the spirit-talkers and shaman from around the world, the Dreamspeakers have the keenest insight into the nature of the Umbra. And with their tie to the primordial pulse, they understand that they are more than mundane flesh. The Dreamspeakers recognize that the trials of the modern age are simply tests in the ongoing struggle to heal the rift between materia and ephemera. Now they must find a means to accept one another, different though they may be, in order to rise above the suffering and sacrifice of their people. Is

the Heartbeat of Humanity At last, a revised look at the Traditions for Mage: The Ascension "RM." Completely new material covering history, practices, beliefs, special character rules and more. Examine new roles in the wake of the Reckoning and the hidden secrets and powers of the surviving Traditions.

Digital Web 2.0

A Storyteller's work is never done. A few helpful charts, secrets and reference sheets, however, can make his (or her) life a whole lot easier.

Celestial Chorus

Kindred of the Ebony Kingdom

Killers and Thugs From necrotic practices in ancient India to modern wheels of chance, the Euthanatos move among all places where fate hangs in the balance. Self-appointed judges and executioners, they seek to keep harmony in the cosmic cycle. But who judges them and where do their responsibilities truly lie? Only the most cautious equilibrium can stave off a descent into the pits of madness and death. Or Healers and Priests At last, a revised look at the Traditions for Mage: The

Ascension "RM." Completely new material covering history, practices, beliefs, special character rules and more. Examine new roles in the wake of the Reckoning and the hidden secrets and powers of the surviving Traditions.

The Orphan's Survival Guide

Tradition

Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, Paradox Realms, Chantries, Umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push up through the Horizon, and endless space becomes your playground. Just watch your step

Mage Storytellers Handbook

"The Darkness Has Teeth And it Hungers. Beyond the Horizon, dark forces claw at the edges of sanity, battering at the fabric of reality, seeking final night: Nephandi, the Corrupters -- Marauders the Foot-Soldiers of Chaos -- Demons, the Renders of Souls-Paradox Spirits, the Mage's Bane -- Umbrood, the Living Mysteries. What are

they? Why are they? Can we stand against them at all? And what if we cannot? The Book of Madness is a bestiary for Mage: The Ascension, exploring the darker reaches of magick's touch. It presents the forces of Chaos itself, for players to fight and Storytellers to champion".

Truth Until Paradox

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Tradition Book

Tradition Book

The Ascension War sputtered to an end, thanks to human apathy. The Council of Nine Traditions now sits on a cusp, as certain mages try once more to re-ignite hope in themselves and others -- not just hope, but a striving for something, anything. Others want things to stay the same, to maintain the current, feeble status quo. This conflict threatens to destroy all truces -- not just the cease-fire between the Technocracy and the Traditions, but the long-standing bonds between the Traditions themselves.

Convention Book

Clanbook

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and its mystical masters.

Hidden Lore

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Mage

The youngest magical Tradition is the most vibrant--and the most irreverent. Virtual Adepts don't waste time delving into ancient grimoires or contemplating

their novels. They're too busy surfing the razor's edge of the next zeitgeist. They don't follow trends, they make them. By the time the mainstream catches up to their latest idea, they've moved on to new frontiers of space and mind. Computer hacking? That's so yesterday. Why hack computers when you can tap into reality itself? After all, the programming language of the universe is hardwired into every mage's Avatar. Unlike other mages, Virtual Adepts aren't content to just seek enlightenment. It's time to upgrade the universe's operating system, even if it risks crashing the current program. Continues the revolution storyline in the wake of the Ascension War.

A World of Darkness

The Art of Mage

Reality is a lie invented by a technocratic enemy who has written history to its liking. The truth is magic: 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. This companion for Storytellers of the revised Mage: The Ascension combines a screen and book that expounds upon the Ascension War and some of its major turning points.

Tradition Book

The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening.

Initiates of the Art

Masters of deception and intrigue, the Lasombra consider themselves the leaders of the Sabbat. No other Kindred so fully embrace what it means to be a vampire.

Midnight Roads

"Midnight Roads" is a supplement for the World of Darkness "Storytelling" game.

The Order of Reason

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The Book of Madness

It began with a cannon blast. It ended with a world in chains. Rising from the darkness, a visionary order shakes back the cloak of superstition and raises the lamp of Reason. The fires of that lamp burn the magi of these Mythic Times, and now they unite to save the future of their Arts. Across the world, magick, faith and

reason grapple in the twilight, while in the distance the witch-fires grow bright and hungry. Be a wizard. Be a priest. Be a dragon or dragon-slayer. Dance to the tune of a Renaissance revel. It's a hell of a time to be alive. Expands upon the intricacies and intrigues of the various Conventions and Guilds of the Order of Reason.

The Bitter Road

Their heritage is magic, their quest truth. They lead humanity to the far horizon and beyond. They are mages, the inventors of sorcery, science and faith. For centuries they have battled to define existence and lead humanity to an enlightened age. Now, in an age when technology is humanity's magic, the magicians of yesteryear's mystic Traditions fight for survival and the key to the cosmos itself -- Ascension. The new edition of Mage: The Ascension "RM" redefines the mature, magic-and-horror roleplaying game for the new millennium. The excitement doesn't stop there, though. The lavishly illustrated art book that accompanied the Mage limited edition is now available on its own. You have one more chance to capture the masters of reality in all their glory, not to mention learn the inspirations behind the very look and imagery of Mage.

Vampire Dark Influences

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Infernalism

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hopes for the future. Discover how they deal with supernatural threats and what wonders they uncover.

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