

The Spirit Ways Mage The Ascension

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Delve into the mysterious Spirit Ways within Mage: The Ascension, exploring how mages engage with the ephemeral realms and their otherworldly inhabitants. This essential guide uncovers the secrets of spirit magic, the Gauntlet, and communication with otherworldly entities in the World of Darkness, providing invaluable insights for players and storytellers alike.

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The Spirit Ways

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. An in-depth look at shamanistic cultures across the world, and a host of spirits and their realms.

Dark Ages Mage

Fantasirollespil.

Tradition Book

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.

The Book of Madness

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.

The Infinite Tapestry

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

This revised and expanded anniversary edition features the same delightful introduction to the history and lore of magic as the first edition of the "little green book" published 15 years ago.

Infernalism

Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

True Magick

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...

GURPS THAUMATOLOGY

In Shadow Moon and Shadow Dawn, George Lucas, creator of Star Wars, and Chris Claremont, author of the bestselling X-Men adventures, created a new world of myth, magic, and legend unlike any before. Now they bring their epic trilogy to an unforgettable conclusion in a novel of blazing imaginative brilliance... Elora Danan has done the unthinkable. She has slain the dragons that were the embodiment of the soul of Creation. It was a desperate act--the only way to save the dragons from the Deceiver, who would have used them to rule the Realms. Yet in Elora's possession are two last dragon eggs. To protect them, Elora spellbinds herself to her faithful companions Thorn Drumheller, the Nelwyn sorcerer and her sworn guardian, and Khory Bannefin, the long-dead woman warrior whose body is inhabited by a demon's offspring. It is a dire spell that ensures none of them will betray their cause...even at the cost of their lives. And if one of them dies, the magic of the eggs is lost forever. Pursued through a land of shadow predators by the dreaded Black Rose, the Deceiver's commando assassins, Elora and her allies must reach the free city-state of Sandeni. There they will be reunited with old friends: the brownies Franjean and Rool, the eagles Anele and Bastian, and the young warrior-scribe Luc-Jon. But Sandeni is besieged by mighty armies fueled by the Deceiver's sorcery, warrior wizards, and engines of evil magic. With defeat all but certain, Elora must convince the Sandeni people to continue the fight. What she doesn't tell them is that the greatest enemy lies within her. For the Deceiver is her own dark twin from a potential future of unimaginable evil...an evil that lies dormant in Elora's soul. And the only

way Elora can stop the future is to befriend an enemy whose insatiable appetite for destruction could destroy all of Creation. Or is that, too, part of the Deceiver's plan? Seamlessly weaving together the many strands of this rich tapestry, Shadow Star is guaranteed to satisfy its many fans...and leave them breathless.

Beyond the Barriers

I had to accept that I wasn't just Arthur Leywin anymore, and that I could no longer be limited by the circumstances of my birth. If I was going to escape, if I was going to go toe-to-toe with the most powerful beings in this world, I needed to push myself to my utmost limit...and then I needed to push even further. After nearly dying as a victim of his own strength, Arthur Leywin wakes to find himself far from the continent where he was born for the second time. Alone, broken, and with no way to tell his family he's alive, Arthur must rebuild his strength to survive. As he ascends through an ancient dungeon filled with hostile beasts and devious trials, he discovers an ancient, absolute power - a power that will either ruin him or take him to new heights. But the dungeon won't give up its knowledge easily. Before he can plunder its depths, Arthur must learn to untangle the threads of fate. He must band together with the unlikely of allies if he hopes to escape with his life.

A World of Darkness

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. Guide to the Technocracy contains all the information needed to run a Technocracy-based chronicle and characters. Explore the defenses of Technocratic bases, their corridors of political power and their hopes for the future. Discover how they deal with supernatural threats and what wonders they uncover.

Shadow Star

Derek McCoy was a man who spent his entire life facing adversity and injustice. After being forced to settle with surviving rather than living, he had finally found his place in the world, until everything was taken from him one last time. After losing his life to avenge his murdered brother, he reincarnates until he finds a world worth living in, a world filled with magic and monsters. Follow him along his journey, from grieving brother to alien soldier. From infant to Supreme Magus. -----
Tags: Transmigration, Male MC, Western Fantasy Schedule: 12 chapters/week (unless I'm ill or stuff happens) Chapter Length: 1200 - 1400 words Warning: The MC is not a hero nor an anti-hero. He is a broken, cynic and misanthropic person looking only for his own gain. If you are looking for a forgiving, nice, MC that goes around saving people in distress, this is not your cup of tea. Same if you want an unchanging MC with no character development.

The Beginning After The End

"The signs are upon us. The earth burns, the waters bleed, the humans unleash hunger and disease and bloodshed ... There is nothing left but war and none left to fight but us."--Page 4 of cover

Guide to the Technocracy

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Tradition

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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 the supernatural Internet.

The Order of Hermes

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Supreme Magus

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Loom of Fate

"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 magic's touch. It presents the forces of Chaos itself, for players to fight and Storytellers to champion".

Werewolf

Very few games seek to redefine the conventions of roleplaying as does the Mind's Eye Theatre line. There are no tables or dice involved in Mind's Eye Theatre games. Instead, you become a part of the story. You assume the role of your character as soon as you step through the door, enacting every action, movement and gesture. For the purposes of the game, you are your character. Finally, the definitive guide for playing Mage: The Ascension as a live-action game. Nine Traditions, nine Spheres and all of the Abilities, Attributes and storytelling ideas you can handle! Everything from the Tellurian to the Technocracy, with all the material you need to begin your own quest for Ascension in Mind's Eye Theatre.

Lost Paths

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.

Digital Web 2.0

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.

Mage Storytellers Handbook

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.

Blood Treachery

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

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Laws of Ascension

VALJEAN THOUGHT ABOUT HOW IMPOSSIBLE IT SEEMED THAT THERE WAS ANOTHER WORLD OUT THERE FROM WHICH HE HAD NARROWLY ESCAPED. A world of manticores and cave fiends, magic swords and potions, spirit mages and necromancers. Wizard-monks who could shatter walls with their fists, a city of colored spires so beautiful it took his breath away. Desperate to help his brothers, high-powered attorney Val Blackwood manages to find a way to return to Urfe. After landing in the dangerous underbelly of New Victoria, he concludes the only way to find Will and Caleb is to enroll in the Abbey--the school for wizards--and somehow gain access to a portal called the Pool of Souls. Yet to succeed, he not only has to pass the entrance exam and survive the rigors of the school, considered the most demanding in all the Realm, but also avoid a lethal assassin targeting students. As Val struggles to survive, his brothers undergo an even deadlier trial. Reeling from the loss of Mala, an adventuress lost in the mysterious Place Between Worlds, Will and Caleb and Yasmina are captured by slavers and taken to the mines beneath Fellengard Mountain. Even if they manage to escape the mines, a feat no one has ever accomplished, they must still find their way out of the vast and untamed caverns of the Darklands. A place even the wizards fear. Trapped in a land of dream and nightmares, the brothers must somehow stay alive and learn to adapt to their new surroundings--or risk losing their home world forever.

World of Darkness Core Rulebook

The arrival of the Hero was worse than anyone could have imagined. To take her place as a full warrior of her tribe, Tani must travel across the vast grasslands of the Chorhan Expanse. But she has her sights set higher than a mere ritual journey: she wants to uncover a solution to the impending war that threatens her people. Her world has never been peaceful, torn between the many cultures that meet on the Chorhan Expanse, but the greatest threat is an expansionist army of monstrous non-humans who call themselves the mansthein. Legends tell of monsters who will attempt to conquer the world, but are the mansthein those monsters? Tani believes that peace may be possible, but there are others on both sides who believe in the legends with zealous devotion. All around her, warriors have their eyes on a glorious victory with no concern for the piles of bodies they'll create on the way. Tani will be joined

by a killer pretending to be a healer, a mansthein commander struggling with his orders, a thief who pawned her heart of gold, and a strategist exiled from a foreign land. But none of them are the Hero. It doesn't matter how many shades of gray might exist, some people see only in black and white. And the terrifying truth is that the stories they tell might not be just legends.

Tradition Book

Visigoths vs. Mall Goths is a tabletop roleplaying game and dating sim about the conflicts and romances among the warriors who sacked ancient Rome and 20th century spooky teens, set in a suburban Los Angeles shopping mall during 1996. There are a lot of bisexuals.

The Fallen Tower

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Learn the secrets of the most powerful member of the Triat, one of the greatest forces the Garou know.

Mage

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 Way of Kings

Guide to the Traditions