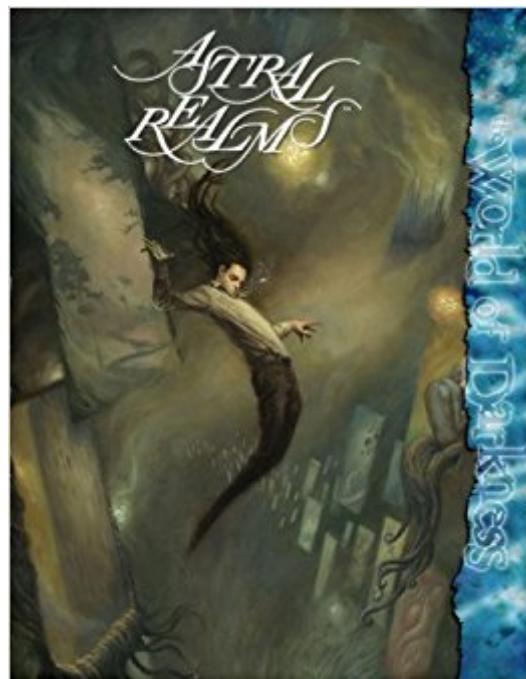


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Mage Astral Realms (Mage The Awakening)



Synopsis

"A Setting Book with information on navigating Oneiros, Temenos and the Anima Mundi. Dangerous denizens of the Astral, including the daimon spirit guides. Artifacts and things of dream to aid a mage's dreamquest"

Book Information

Series: Mage the Awakening

Hardcover: 192 pages

Publisher: White Wolf Publishing (November 7, 2007)

Language: English

ISBN-10: 1588464350

ISBN-13: 978-1588464354

Product Dimensions: 0.8 x 8.8 x 11.5 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.7 out of 5 stars 4 customer reviews

Best Sellers Rank: #1,530,544 in Books (See Top 100 in Books) #23 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #199 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

First, the book was written primarily for Mage: the Awakening, and that's its primary target. However, any World of Darkness game can use part of it. It fits especially well with Second Sight and Changeling. The crossover information is far better written than in Tome of Mysteries. (Where a rather knee-jerk "they don't interact" sort of feel was prevalent.) The common planes of creatures other than human and the ways each interacts with these levels of being are described more fully. The description of each area describes its function and how interaction with it affects the world. The dangers of each area are described in broad terms, and the point is made of how broad each area is. While this often is done in so vague a manner as to be useless, here it was written rather well. Multiple examples the various things described help give a good feel for the sorts of things encountered. The book gives ideas and methods for interaction. The worst part was when describing the interaction in one plane to affect others, they failed to describe any examples of the connections between realms. They thoroughly describe the importance of such connections, but fail to describe how the manifest or are made/destroyed. The new spells make the astral realms far more accessible than the base Mage did. I agree with the move, but some of the base book rote effects should be

reviewed in light of the new spells. (The shift was intentional, and briefly discussed. To paraphrase: There is little reason to preclude mages from something that can lead to a good story when the point of the game is to create a story.) I suggest that this is one of the most useful of the supplements that has been released. It describes an area worth encountering and learning from, and has many new dangers and snares to avoid. I found the book rich with ideas for stories. If I were to recommend books for an aspiring Mage storyteller, the order would be: World of Darkness, Mage the Awakening, Astral Realms, Tome of Mysteries, Intruders: Encounters From the Abyss Other books of value include: Book of Spirits, Legacies: The Ancient, Legacies: The Sublime, and the order books.

This book is one of the more popular supplements to expand the mage rpg line. It presents rules for allowing mage characters to enter the astral worlds of mage. It also helps storytellers to run stories based on the fantastical realms of the universal subconscious.

Love it.

In sum, this supplement offers up an excellent treatment of the Astral Realms for Mages, with new spells, new magic items for dealing with the Astral Planes and guidelines for what can be encountered and expected there.

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