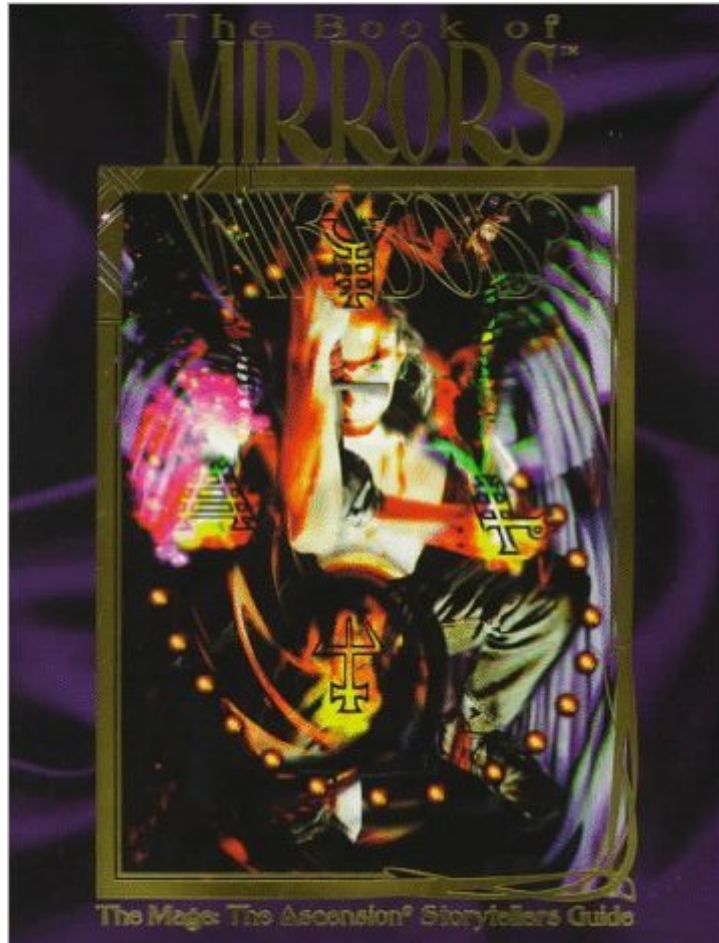


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Book Of Mirrors Mage Storyteller Gd *OP (Mage - The Ascension)



Synopsis

Intriguing as it may be, Mage offers the would-be Storyteller a host of challenges. Fortunately, help is now at hand. This essential yet informal tome includes Storytelling advice, a developer's F.A.Q., secrets of the Ascension War, and many other enlightening goodies, like... A step-by-step chronicle history; A comprehensive index to Mage books, rules and magicks; Systems and suggestions for animals, shapeshifting, alternate settings and more.

Book Information

Series: Mage - the Ascension

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Average Customer Review: 3.2 out of 5 stars [See all reviews](#) (5 customer reviews)

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Customer Reviews

This is a pretty unique Mage book in that it drops all of the double speak ('some say'/it is rumoured'). It speaks directly to the Storyteller giving you relatively plain language advice for running games and coming up with plots and chronicles. Chapter 1 supposedly covers how to run an entire chronicle, but this is not quite true. It gives lots of practical advice about dealing with difficult players and situations, managing the development and destinies of characters, story continuity and creating a good atmosphere. It's all good, but a bit of a grab bag and I can't say there was all that much that was revelatory. Chapter 2 gives a FAQ, answering curly questions about paradox, the magick system and consensual reality. Its actually quite a fascinating read but pretty skewed toward the paradigm/philosophy of Mage. More mundane questions, like streamlining the combat system or balancing characters with different Arete, are nowhere to be found. I initially thought Chapter 3 would be waste: 40 pages talking about the 3 'evil' factions. But in fact it was the best part of the book.

Dropping the uncertainty and speaking plainly about the tactics, approaches and motivations of the 'evil' factions was incredibly helpful. This chapter brimmed with more story ideas than probably any other Mage book. Nehpandi double agent in a Tradition? The NWO erasing a Mage's identity and then framing them, leaving them to face the police alone? A Marauder cabal who never actually realise they work together? Good stuff. The next chapter provided heaps of animal templates and ideas for using animals, sleepers and Spirits. It was pretty interesting, if a little out of place.

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