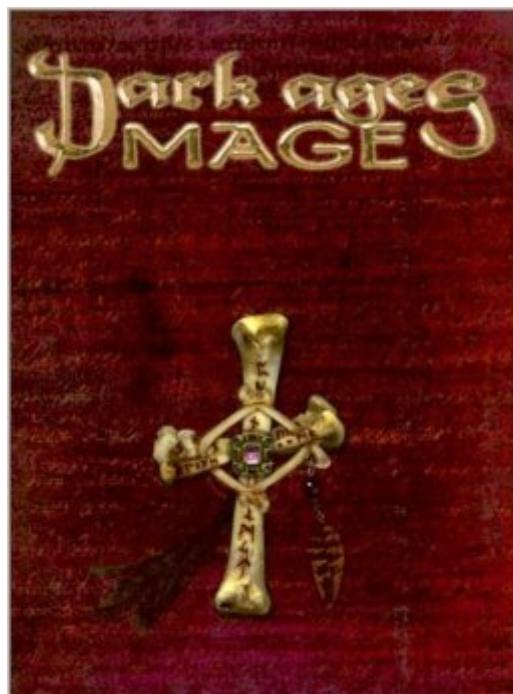


The book was found

Dark Ages Mage (Vampire: The Dark Ages)



Synopsis

An Age of Terrifying Mysteries It is a world lit by torch-fires and ruled by superstitions. It is a time before the birth of reason and before humanity's dominion over the world. This dark age is an epoch for castles, nobles, priests and wizards. Treading in the shadows of the world, consorting with demons and monsters, these magicians, holy men, philosophers and pagans wield unfathomable magic in a world veiled in mystery. An Age of Unparalleled Magic Before the Technocracy existed a Mythic Age when magic ruled and science was but a dream unborn. In these times mortal men and women cower amid great wars and supernatural mysteries. Only wizards walk unafraid in the revenant-haunted and wolf-infested night. Included in this supplement are all the game systems and rules necessary to build mages for the Dark Ages setting. Hardcover. This book assumes use of Dark Ages: Vampire. You do not need Mage: The Ascension to make use of this book.

Book Information

Series: Vampire: The Dark Ages

Hardcover: 224 pages

Publisher: White Wolf Publishing (September 30, 2002)

Language: English

ISBN-10: 1588464040

ISBN-13: 978-1588464040

Product Dimensions: 8.7 x 0.8 x 11.2 inches

Shipping Weight: 2.3 pounds

Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #1,253,711 in Books (See Top 100 in Books) #22 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #76 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #201 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

I must admit, I was waiting impatiently for this book more than even the new Dark Ages: Vampire that preceded it (and is necessary in order to make full use of Dark Ages: Mage). I love Mage: The Ascension, especially its new incarnation in the Revised Edition of that game. This game however is not Mage: The Ascension. The similarities are obvious and yes, it is the World of Darkness set back into the Dark Medieval, but the truth of the matter is that this is not the same game as its predecessors, Mage: The Ascension or Mage: The Sorcerer's Crusade. There is no War for Reality,

there is no competition. There is only magic. The opening chapter on medieval superstition gives a blanket feel of ambiguity to everything in the age and I think this is where the real strength of this game shines. This book is not intended for first-time roleplayers. This book is advanced in every respect of the word. As a Storyteller for Dark Ages, having the rules to create and use Mage NPC's in my chronicles is outstanding and the rules for their creation, advancement, societies, everything... is right here. However, I was disappointed by the fact that although this game (and although it requires the use of Dark Ages: Vampire to use it, it -is- a separate and distinct game unto itself if allowed) has rules to actually play Mages, I can't say it's that easy. But then again, it obviously isn't supposed to be simple, after all these are willworkers, people whose expectations change reality and force it to change. It's just not cut and dry. The character creation is easy. The rules for advancement, simple enough.

Dark Ages Mage, or DAMage, is not a game for everyone. And before I get started, I want to make sure everyone knows: you need to have the Dark Ages Vampire core book to play it. DAMage is not for me. Why? I'm a fan of the Mage: The Ascension game line, and my thoughts start from there. Your mileage may vary. The game defines magic separately for each group. It defines four "pillars" for each group, each with five ranks. These serve (supposedly) to measure what a Mage can and cannot do. Like any good game mechanic? A lot of people didn't like the ambiguity inherent in M:tA's description of spheres. If that's you, avoid DAMage like the plague-- DAMage mechanics for Magic are described totally from the in-character point-of-view of the individual paradigm. As a way to understand what each kind of magic can really do, or settle disputes about whether a given Mage has the right knowledge to attempt a casting, they're completely unplayable. They are, however, creative, even sometimes inspiring. If they were presented as magical theory, rather than a game mechanic, they'd be alright. They'll also be good for selling supplements. The pillars demand exhaustive lists of "rotes," concrete definitions of individual powers, to be playable, and STs and players will find themselves obliged to go buy the "tradition book" for all the groups they intend to portray. Another thing that bugged people about Mage: The Ascension, was that the sphere system seems "homogenous." That is, the progression in various abilities is pretty arbitrary, and if it's seen as universal among all kinds of will-workers, it intrudes on the in-character integrity of that paradigm.

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