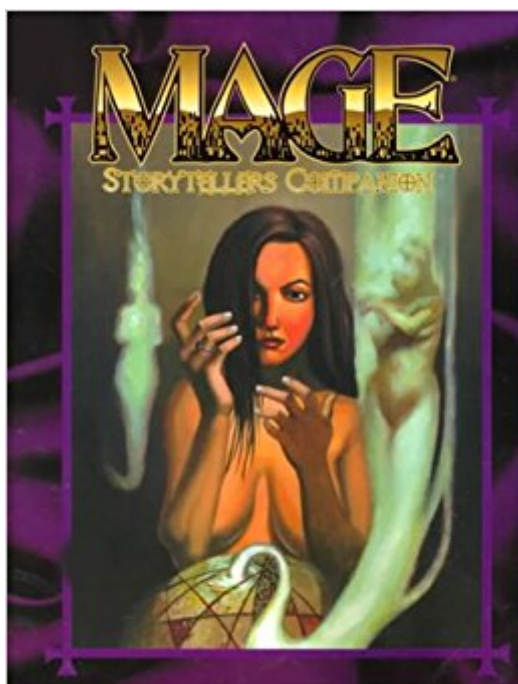


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Mage Storytellers Companion (Mage Storyteller's Guide)



Synopsis

This book is in very good condition and also includes a storytellers screen!

Book Information

Paperback: 72 pages

Publisher: White Wolf Publishing; Book and Access edition (March 2, 2000)

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Customer Reviews

This book is in very good condition and also includes a storytellers screen!

Either you love the Revised setting or you hated it and I'm really not interested in swaying anyones opinions one way or another. But I will say that I found quite a few useful resources for my games in this book, so its good enough for me. It starts off with a timeline of history from the Mage point of view, including the new plot devices in the Mage setting, such as the Avatar-Storm, the Technocracy's "victory" and the pogrom against the Crafts. It then goes on to explore the Crafts, giving some basic information on them and their fates. Most joined the Traditions, such as the Wu Lung allying with the Akashics, the Kopa Loei and Bata'a going with the Dreamspeakers and the Children of Knowledge being accepted into the Hermetics. Others, like the Hem-ka Sobk, had more mysterious fates. Full write ups for the surviving Crafts (the Ahl-i-Batin, Taftani, Sisters of Hippolyta and Knights Templar) are given. The book then closes out with two chapters, one on spirits and bygoners, the other on Talismans, Fetishes, Charms, Familiars and other Wonders. These are fairly detailed rules that were left out of the core rule book. In the end, I've found parts of the book useful. The material on the Crafts, especially the Ahl-i-Batin and Taftani, has been useful in my non-western games. The stuff on spirits and bygoners is also pretty nifty, as are the various

Wonders. But in the end, it really depends on how much (or little) you plan on using such material. There are other books out there (Book of Crafts, Lost Paths, Forged in Dragon's Fire, Infinite Tapestry, Bygone Bestiary, etc), or you could even use your imagination. So ultimately, just look over my review and think about whether or not it would be worth it before you buy this book.

This book contains a lot of the material that didn't make the cut into Mage Revised. Including rules for Wonder creation and description of the modern day disparate groups. You learn the rules for creating all manner of artifacts from simple prime batteries to more powerful talismans that carry a bit of your mages soul with them. Reasons for why the Wu Lung, the Templars, and the Solificati joined as subsections for other traditions are explained. Overall I consider this book a strong buy. especiall if you liked Mage Revised.

This book contains some lesser information, not of earth shattering importance, but still important. Mainly information on crafts. A key thing in this book is it goes over every type of wonder! I didn't even know of many of these things until I read this book and learned about them. It gives very good examples of how wonders are made, and even brings up the idea of giving them merits and flaws of their own. Besides the cover, this book is actually very good though some of the Wonder information deserved it's own book.

Even if you don't like the Revised edition of mage I would suggest it just for the rules on Wonder creation. This book gives come GREAT rules on creations. Plus! it comes with the handy dandy ST screen with lots of useful info on it. I would suggest this book to ANYBODY intrested in playing a mage or running a mage chronicle.

Sure, you can do without them, bu you could surely use the help and the screen is cool and useful.

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