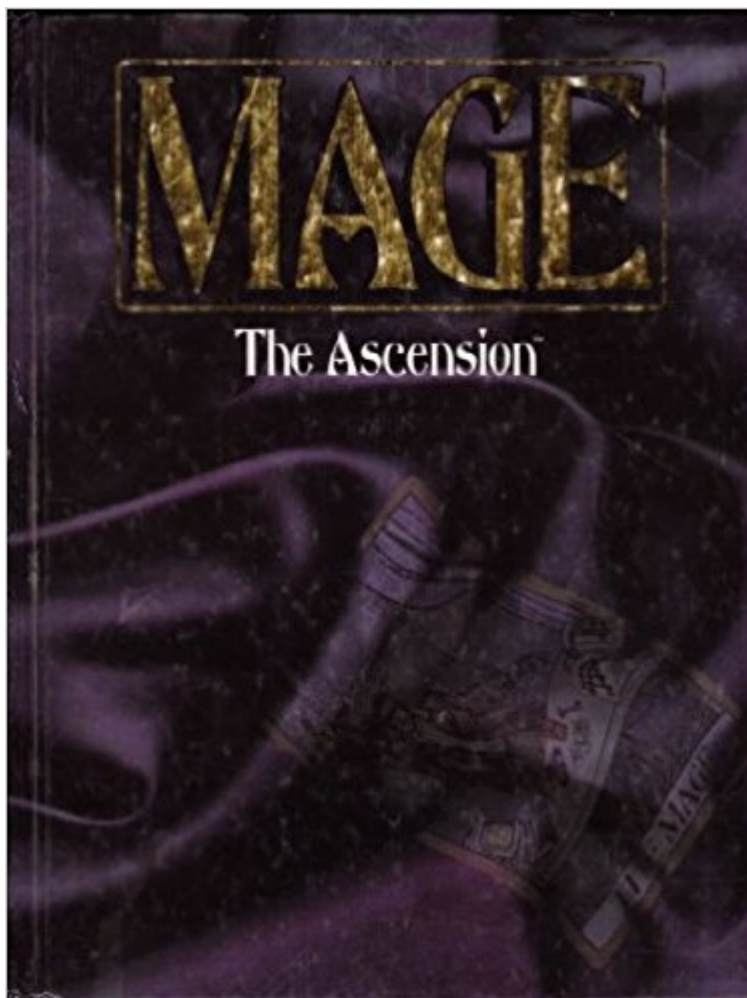


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Mage: The Ascension, 2nd Edition



Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Mage is the 3rd game in the Storyteller Series. '

Book Information

Hardcover: 290 pages

Publisher: White Wolf Publishing; 2 edition (January 1, 1996)

Language: English

ISBN-10: 1565044002

ISBN-13: 978-1565044005

Product Dimensions: 8.8 x 1.2 x 11.2 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 4.2 out of 5 stars 46 customer reviews

Best Sellers Rank: #170,049 in Books (See Top 100 in Books) #2 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #4 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Most RPGs are designed to allow characters to carry out their fantasies. Most RPGs are more about living in someone else's world. This RPG is beyond a simple book, it is a philosophical, quantum mechanical, and super-powerful leap into reality. I believe it to be one of the most important books written in the past 30 years. The fact that it is an RPG speaks more to the message of the book than the actual style of play; create your own world. Exciting and enlightening, I recommend it even to non-players.

Excellent book--great ebayer too. Very fast shipping.

Excellent product! I loved it!

Excellent condition.

As described, book was slightly warped vertically. I think sitting on a shelf packed in with other books will make it almost new. Packaging protection needs a little improvement, Thanks Kevin M

Love Storyteller System and the Classic World of Darkness, as well as Mage the Ascension being my favorite of all White Wolf Games.

A fitting end to the best game in the White Wolf universe.

Good!!

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