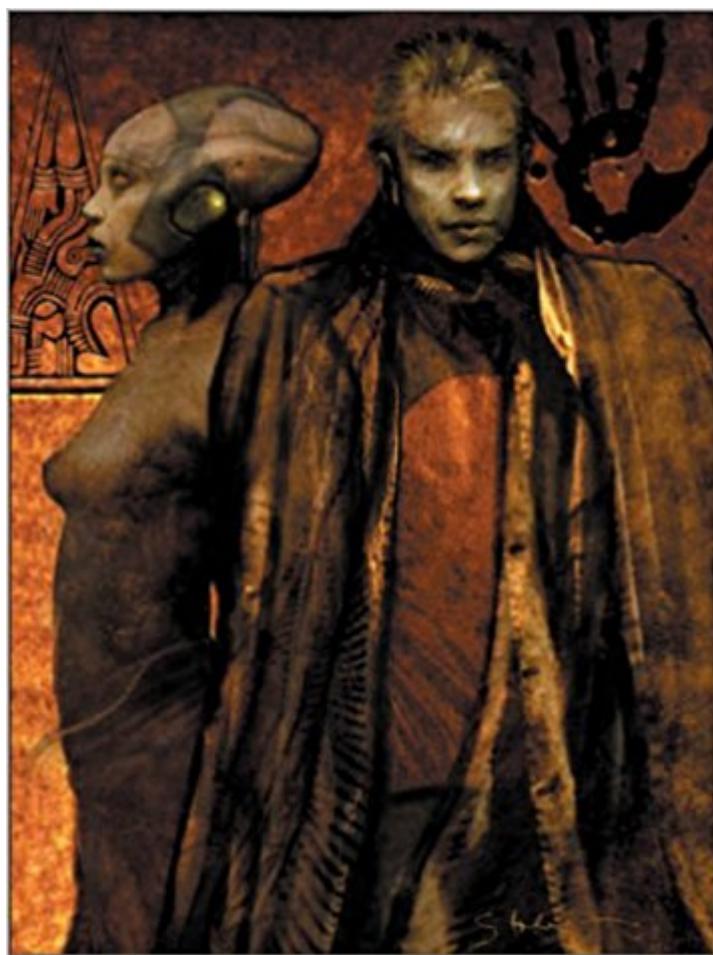


The book was found

Book Of Madness, Revised (Mage Roleplaying Game)



Book Information

Paperback: 144 pages

Publisher: White Wolf Publishing; Revised edition (September 17, 2001)

Language: English

ISBN-10: 1565044428

ISBN-13: 978-1565044425

Product Dimensions: 8.4 x 0.4 x 10.8 inches

Shipping Weight: 15.2 ounces

Average Customer Review: 4.0 out of 5 stars 2 customer reviews

Best Sellers Rank: #2,225,338 in Books (See Top 100 in Books) #52 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage #407 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #90401 in Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

I admit it - I'm a relative newcomer to the world of Mage: the Ascension, and to White Wolf in general (right now, I'm in the midst of my first game ever, for which I'm the ST *gulp*). But I have to admit - next to the Guide to the Technocracy, this is probably the most solid and useful Mage book I've seen. The book is divided into four sections - Nephandi, Marauders, Infernalists, and Umbrood. The Nephandi chapter is probably the best - it gives scads of information on all manner of Nephantic beings, practices, and yes, even the Spheres of the Qlippoth. The Nephantic chapter is solid and useful. And the art takes a turn for the disturbing . . . *shudder* The Marauder chapter is also fun, but not quite so fun as the chapter on Nephandi. There's a lot of chatter about just what Marauders are. In short, it tells you all the things you need to know in order to create a Marauder or even to play as one. The chapter on Infernalism is detailed and interesting, and probably the most utile one in the entire book (utile, yes, but not as interesting as the one on the Nephandi). There's information on Soul Trade, various demons, and anything you need to add the ultimate seeker of power into your chronicle. However, I wouldn't give the players the power of infernalism, considering how easy it is to become powerful quickly . . . Finally, the chapter on Umbrood. This is where the chapter falls down. It's done almost entirely in a series of letters, which can get old really fast. In truth, I didn't even read the whole thing. It just got old very, very quickly. All together, the Book of Madness is an essential read for anybody who wants to create a Mage chronicle involving the wilder side of the Mage universe.

It was necessary to bring this book into the new framework of the post Reckoning world of darkness, and this book pulls it off with substance as well as style. Like the original it covers the denizens beyond the pale and their dark and twisted agendas, but this version does things in a more sinister style and was worth the price for an upgrade. I recommend it, but if you aren't planning on dealing with these elements, the book may best be avoided for your campaign.

[Download to continue reading...](#)

Book of Madness, Revised (Mage Roleplaying Game) Dresden Files Roleplaying Game: Vol 1: Your Story (The Dresden Files Roleplaying Game) Dresden Files Roleplaying Game: Vol 2: Our World (The Dresden Files Roleplaying Game) Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) Cthulhu Abides: A Roleplaying Game of Investigation & Madness Conan the Roleplaying Game (d20 3.0 Fantasy Roleplaying) Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games Book of Mirrors Mage Storyteller Gd *OP (Mage - the Ascension) Mage Chronicles, Vol 1: The Book Of Chanties, Digital Web (Mage The Ascension) The Book of Madness: Whispers Without, Chaos Within (Mage) Reefer Madness Mandala and Quote Coloring Book For Adults: Mellow Madness with Mindless Marijuana Mandalas for Ultimate Relaxation and Stress Relief ... Cannabis, Hemp and Marijuana Themes) Wayfarer: A Tale of Beauty and Madness (Tales of Beauty and Madness Book 2) Nameless: A Tale of Beauty and Madness (Tales of Beauty and Madness Book 1) Mage Reign of Exarchs*OP (Mage the Awakening) Mage: Sorcerers Crusade (Mage the Sorcerers Crusade) Mage Astral Realms (Mage the Awakening) Mage: The Ascension (Mage Roleplaying) Mage Seers of the Throne *OP (Mage the Awakening) Mage Tarot Deck: For Mage the Ascension Mage Banishers *OP (Mage the Awakening)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)