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## Bitter Road The \*OP (Mage)



## Synopsis

A mage faces many perils on the path of enlightenment. The Technocracy, Nephandi, creatures from outside our universe, and the missteps of hubris and Paradox all wait to crush an upstart mage. Even the personal choice of magic is endangered. In these perilous days, mere disciples are the last bastion of the Traditions. Ascension awaits the wise and valiant, but is there magic enough left in the world? The end of the Ascension War sees the exile of the Traditions Masters and the destruction of the ways of magic held dear for ages. Now, only disciples the experienced yet imperfect practitioners of magic remain to shepherd the Masses and apprentices. Examine their war as they lead remaining mages and cast the fate of the Traditions in The Year of Revelations. Become the future of Mage: The Ascension.

## Book Information

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## Customer Reviews

This suppliment is just that: a suppliment to a game setting and system, not a rules compendium. The book is well written, there is variety while avoiding some of the cheap printer's tricks White Wolf has used in the past to "spice up" their books. Solid, firmly based in the setting, and especially valuable for new players. Even for those unhappy with the current direction of the line, this tome has some well formed ideas for any player or Storyteller. While not a must have, it is worth having for the fan of the Mage line.

Well, mainly, not. The real reason to pay this price for this book is because you'd like to read some short vignettes by unknown authors within a setting contrived for an RPG, not general fiction. I realize some of you like your White Wolf books that way, and you're welcome to them. I just found it monumentally frustrating that the book contains a small pamphlet's worth of actual information I can use, and none of the information I was really buying the book for. I feel I was deceived.

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