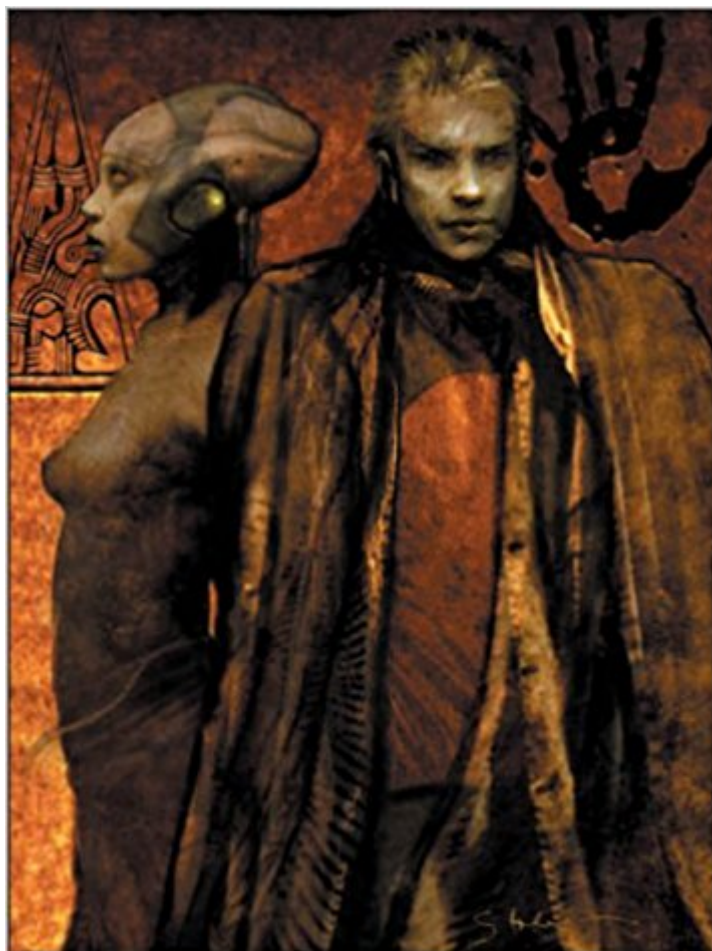


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Book Of Madness, Revised (Mage Roleplaying Game)



Synopsis

Here at last, a revised and updated look at the other major factions of the Mage conflict: the crazed Marauders, whose fragmented Avatars give them insane visions of magic gone awry; the terrifying Nephandi, who hope to end the cosmos in bleak, utter nothingness; and the cryptic spirit hosts that serve needs and powers that humans have never imagined. All expanded and ready to include in your chronicle.

Book Information

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Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (2 customer reviews)

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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 Nephandic beings, practices, and yes, even the Spheres of the Qlippoth. The Nephandic 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 thier 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.

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