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Sorcerers Crusade Companion *OP (Mage)



Synopsis

The Renaissance: an age of new ideas and amazing wonders. Events, cultures and customs change as fast as the wind blows in this exciting era of invention and adventure. New ideas ride these winds, and only mages and the well-informed can hope to keep pace in this ever-changing world. This hefty book offers an intense look at the Dark Fantastic world of Mage: The Sorcerers Crusade. Everything from new combat and magick rules to religious conflicts to petty wars to astounding inventions can be found in these pages. All the things characters need to stay alive in the days of High Magick.

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Customer Reviews

The Renaissance: an age of new ideas and amazing wonders. Events, cultures and customs change as fast as the wind blows in this exciting era of invention and adventure. New ideas ride these winds, and only mages and the well-informed can hope to keep pace in this ever-changing world. This hefty book offers an intense look at the Dark Fantastic world of Mage: The Sorcerers Crusade. Everything from new combat and magick rules to religious conflicts to petty wars to astounding inventions can be found in these pages. All the things characters need to stay alive in the days of High Magick.

If you're looking for a guide to explain the intricate game mechanics of this often arcane RPG, better

look elsewhere. If, on the other hand, you're eager to start playing Mage: The Sorcerers Crusade but know diddly about the Renaissance (a not-inconceivable problem given the state of education nowadays), this book is what you need. In fact, I would suggest it for anyone needing info about this wonderful period of history. If only regular textbooks were this exciting & interesting! There is also a nice little essay on period fencing and dueling which I recommend highly to the incipient swashbuckler out there. You can do no wrong with this little gem in your Mage collection. Avanti!

For several of us players who love Mage: The Sorcerers Crusade but have had some trouble getting to "feel" life in Renaissance, this book is a must. It brings crucial information about life in Renaissance (what they ate, what they wore, how did they relate to each other), the most important reigns (Tuscany and Italy, Spain, England, etc.) and even the countries that the Age of Exploration has uncovered (or will uncover), such as Cathay (China), America and so on. It's more intended towards ST than players, though (except for the first 2 chapters, which are a must for both players and ST), and it goes as far as describing Renaissance personalities, and giving some cool ideas about Scourgelings. An excellent book!

the usual scenario involves a storyteller cracking his head to little pieces trying to find out what to do about scourge in the renaissance. Tryin to get some ambiantion cause the characters don't feel the renaissance and trying to run the chronicle. This book gives the in and outs about renaissance and works with scourge and scourgelings (paradox spirits) in a great way to add fun to your roleplaying, sure it's worth the money.

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