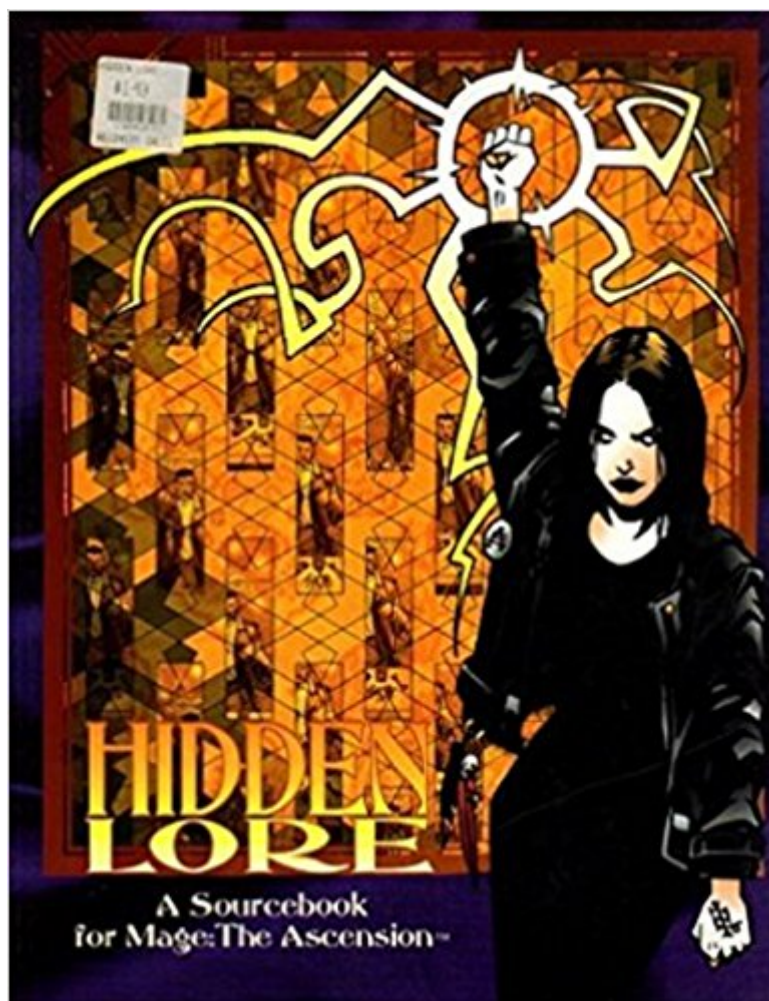


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Hidden Lore, 2nd Edition (Screen And Lore / Mage: The Ascension)



Synopsis

A Storyteller's work is never done. A few helpful charts, secrets and reference sheets, however, can make his (or her) life a whole lot easier. All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. Meanwhile, the enclosed booklet offers a variety of goodies for players and Storytellers alike. Hidden Lore: The Second Edition Book and Screen contains a host of helpful hints and useful magicks, including: Easy-access charts and tables, and full-page Sphere descriptions. A complete Chantry set in Seattle, Washington. A selection of spells for mysticks of all kinds, plus background details, famous mages, rules-options and more.

Book Information

Paperback: 72 pages

Publisher: White Wolf; 2nd edition (1996)

Language: English

ISBN-10: 1565044029

ISBN-13: 978-1565044029

Product Dimensions: 8.5 x 0.5 x 11.2 inches

Shipping Weight: 8 ounces

Average Customer Review: 1.7 out of 5 stars 2 customer reviews

Best Sellers Rank: #3,138,993 in Books (See Top 100 in Books) #94 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #664 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #182253 in [Books > Teens](#)

Customer Reviews

A Storyteller's work is never done. A few helpful charts, secrets and reference sheets, however, can make his (or her) life a whole lot easier. All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. Meanwhile, the enclosed booklet offers a variety of goodies for players and Storytellers alike. Hidden Lore: The Second Edition Book and Screen contains a host of helpful hints and useful magicks, including: Easy-access charts and tables, and full-page Sphere descriptions. A complete Chantry set in Seattle, Washington. A selection of spells for mysticks of all kinds, plus background details, famous mages, rules-options and more.

Its spare "information" (it even says that in the beginning: "its an overflow book") and I imagine that

the screen was the selling point and the book is secondary which would be fine if I had received the screen so lets just review the book. I liked that it was going to add information on important mages in the game (Jodie Blake, Sam Haine, Marianna, etc.) and figured there would be stats and useful information, maybe pictures. For the most part though its a few lines recycled from previous books (more like developer notes- if you are going to use the characters in your games, you'll just have to guess at what they can and can't do). The handouts weren't a bad idea (a page on each of the spheres that you can pull out and use for easy reference) but that's one of the few positive points to add about the product. It has sample rote but I never really got the obsession with them- you can make up effects "on the fly" which is more fun and creative. If you can detect how healthy or strong a person is, why bother memorizing a rote that only detects if they have a sickness- you already have that ability. other than that I can't comment about the screen because when I ordered the screen and lore, it was missing the screen. Overall, if you've read every other mage book there might be a couple ideas in here that you'll find useful but unless you're buying it strictly for the screen, you'll probably be disappointed.

Ugh. What a turkey. There's nothing worth having here: The rote are uninteresting and uninspiring, the information on Mage-ly Seattle is silly and unbalanced and that leaves the information on the "signature characters" used in the examples in the rule books. Surely there's a better way to spend your money.

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