

(Ebook free) Mage Tarot Deck Revised *OP (Mage: The Ascension)

Mage Tarot Deck Revised *OP (Mage: The Ascension)

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Nicky Rea, Jackie Cassada : Mage Tarot Deck Revised *OP (Mage: The Ascension) before purchasing it in order to gage whether or not it would be worth my time, and all praised Mage Tarot Deck Revised *OP (Mage: The Ascension):

4 of 5 people found the following review helpful. Great Roleplaying Tool!By A CustomerI got this deck, just because I wanted to get to look at all the pictures on the cards. I know, silly me, but they are the same cards shown in all the Mage books. The cards actually come with a warning that they are not meant to be used for real readings, but list several ways to use them in games, like creating characters, or stacking the deck for foreshadowing in readings. They come with a very nice book that give lots of ideas on how to do readings and otherwise use the cards. Even better, each card is matched to a Tradition or the technocratic version of traditions so they can be very useful for generating ideas for NPCs (something that can be very difficult for me.) If you are looking for a neat tool or toy to enhance your games, the cards are great. If you want a deck for doing real readings, look somewhere else.10 of 13 people found the following review helpful. The Mage TarotBy MireBastThis item is not the Mage book. ISBN #1565044401 is The Mage Tarot deck.I couldn't wait to see a deck published after being teased with scattered images of tarot cards in the Mage books, and this is a full deck. All 78 cards!In addition to the spreads, and interpretations for each of the cards, the booklet lists associations with the traditions, concepts, and creatures of the "World of Darkness". There are also ideas for using the cards to aid in character creation, suggest plotlines and subplots, and more.This deck is meant as more of a storytelling tool than as a true tarot deck, but I like it both as a gamer, and as a tarot collector.10 of 19

people found the following review helpful. No longer special . . .By GaryGosh. I remember buying Mage when it first came out. I was floored: this game was beyond good, it was mind-expanding! A couple years went by, and I heard Mage 2nd Ed. was due. My first thought was 'Oh no, what're they gonna do to my game?' I was amazed and pleased when I read the second edition. I didn't think Mage could be improved, yet it was! I begin with this little story to illustrate why I'm so disappointed with Mage Revised. I'll admit that the Sphere abilities have been rewritten with clarity in mind, and I appreciate that the Traditions rules are a little more forgiving as far as magickal styles and starting Spheres. My greatest objection is that Mage has been dumbed down. No longer does a mage perform 'magic-with-a-k': your reality-warping zooterrorist or would-be messiah is reduced to the same level as a vampire or werewolf, power-wise. The text tells you again and again: "Mages aren't special." They say "Mages aren't functionally different than any other WoD denizen." They say "Magic-with-a-k leads to hubris." Listen. You're playing a character who warps reality by the application of his or her will alone. Hubris is the focal point of the game!! Buy Revised for the rules clarifications for Spheres, et al. Buy 2nd Edition for the feel.

Book by Rea, Nicky, Cassada, Jackie