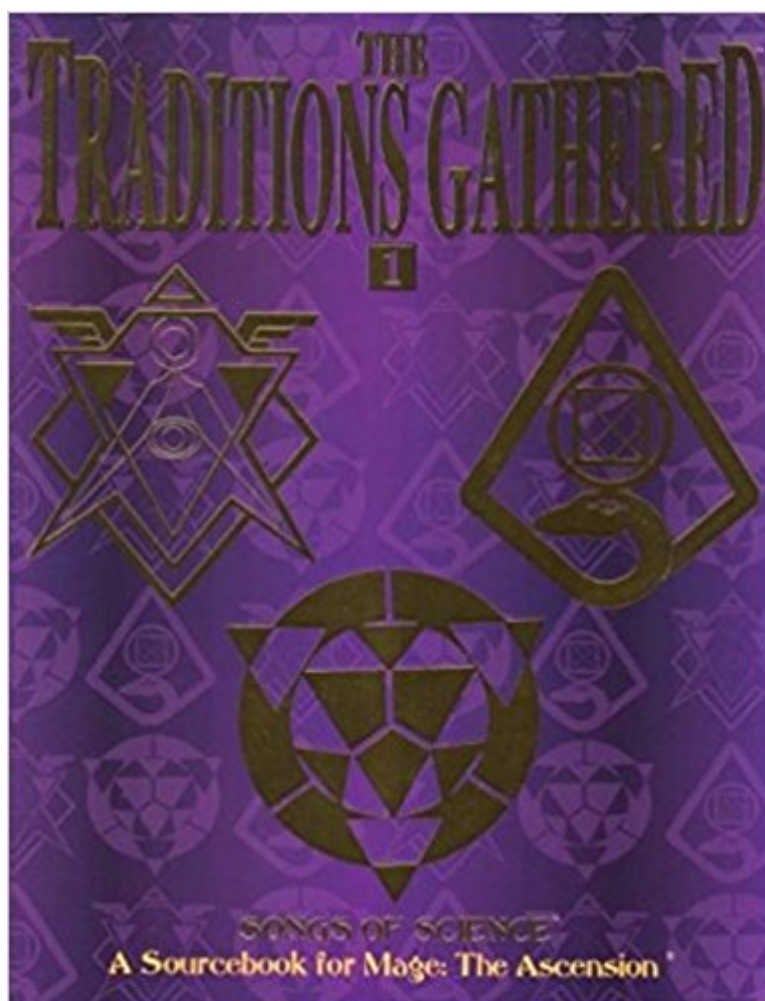


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# Traditions Gathered 1 Songs Of Sci \*OP (Mage: The Ascension)



## Synopsis

The Traditions Gathered is a collection of essential Tradition Books for Mage: The Ascension. These vital character sourcebooks define the very paths to magick and transcendence itself, and now the out-of-print Virtual Adepts, Sons of Ether and Order of Hermes return in Songs of Science. The Ascension War rages on.

## Book Information

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## Customer Reviews

The Traditions Gathered is a collection of essential Tradition Books for Mage: The Ascension. These vital character sourcebooks define the very paths to magick and transcendence itself, and now the out-of-print Virtual Adepts, Sons of Ether and Order of Hermes return in Songs of Science. The Ascension War rages on.

If you, for any reason, want to play either an Order of Hermes or a Virtual Adept this is the book to read. There are somany misconceptions about these two for new players, how to fit them in, what they can and can't do, the politics of variouse groups ext. that it's almost become a required for the games I play and ST. The Sons of Ether have a great section as well that explains a great deal about the group you wouldn't think about. And even if theres no interest for the traditions inculed, the book makes a good and intertaining read for those who don't want to play. I'd say it's a good buy all around.

When I bought this book, I had little interest in either the Order of Hermese, or the Verual Adepts, and I didn't even understand the Sons of Eather. Unfortunately for me, I had sevriill players who were playing hermetics, and a new one who seemed like an Adept tipe. Seeing that both books were in one valume, I decided to see if it would help at all. To my suprise it did more than help. I'm now facinated by all three traditions. The section on the Sons really helped me understand there philosiphy, and how they fit in to the world of darkness. The section on the Virtual Adepts gave great histories (though the info on there point of view was lacking somewhat)and really portrade them as more than rebell technocrats. The Hermese section was facinating, and gave me lots of information about how I could fit them in to the modern world. It also gave me alot of polotics to work with (I enjoy intrigue). All three were writen in an easey format, and contained all the Information you could posibly nead, while still leaving room for your own ideas.

If you, for any reason, want to play either an Order of Hermes or a Virtual Adept this is the book to read. There are somany misconceptions about these two for new players, how to fit them in, what they can and can't do, the politics of variouse groups ext. that it's almost become a required for the games I play and ST. The Sons of Ether have a great section as well that explains a great deal about the group you wouldn't think about. And even if theres no interest for the traditions inculed, the book makes a good and intertaining read for those who don't want to play. I'd say it's a good buy all around.

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