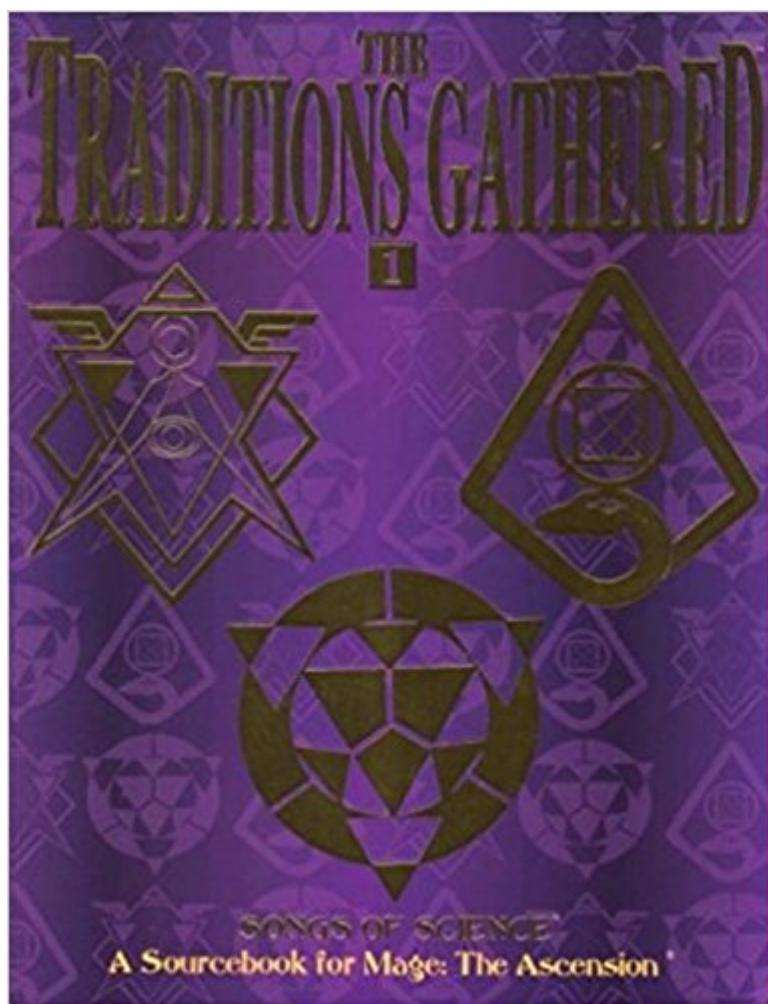


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# Traditions Gathered 1 Songs Of Sci \*OP (Mage: The Ascension)



## 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 inculded, the book makes a good and entertaining 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 Ether. Unfortunately for me, I had several players who were playing hermetics, and a new one who seemed like an Adept type. Seeing that both books were in one volume, I decided to see if it would help at all. To my surprise it did more than help. I'm now fascinated by all three traditions. The section on the Sons really helped me understand their philosophy, and how they fit in to the world of darkness. The section on the Virtual Adepts gave great histories (though the info on their point of view was lacking somewhat) and really portrayed them as more than rebellious technocrats. The Hermese section was fascinating, and gave me lots of information about how I could fit them in to the modern world. It also gave me a lot of politics to work with (I enjoy intrigue). All three were written in an easy format, and contained all the information you could possibly need, 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 so many misconceptions about these two for new players, how to fit them in, what they can and can't do, the politics of various groups etc. 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 there's no interest for the traditions included, the book makes a good and entertaining read for those who don't want to play. I'd say it's a good buy all around.

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