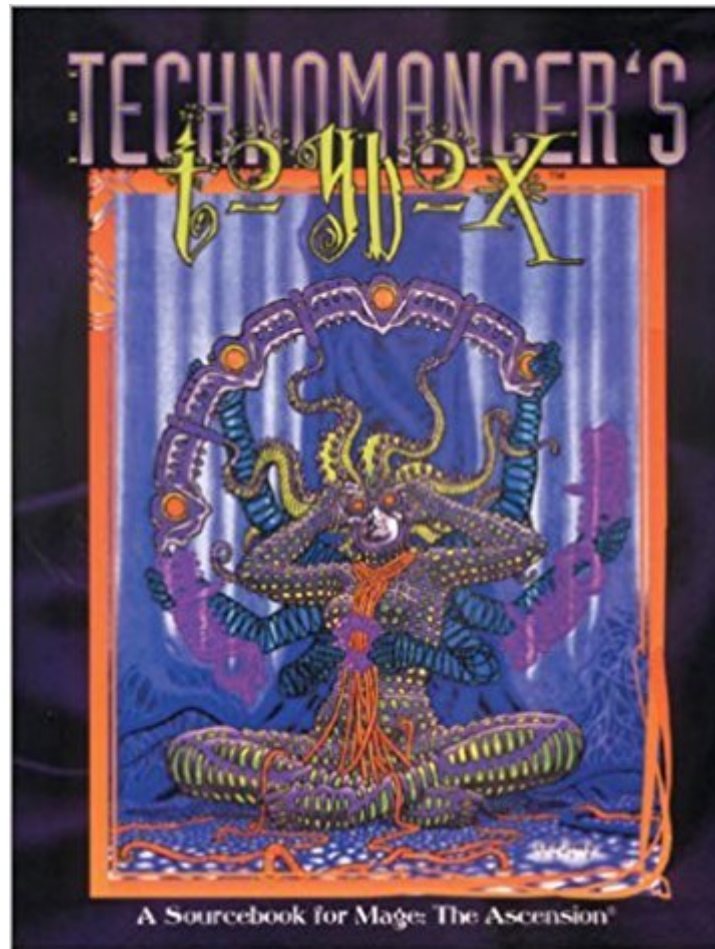




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Technomancers Toybox (Mage: The Ascension)



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Synopsis

Wake-Up Time, Kiddies!!!! - Why should the mysticks have all the fun? Across the boards of Dr. Volcano's Forbidden Website, we uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy and other random sources. A long-awaited sourcebook for high-tech magick. -A collection of neat stuff for Virtual Adepts, Songs of Either, Technocrats, and others. Storyteller hints for technomagickal gadgets. Weapons, armor, vehicles, web gear and more.

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Customer Reviews

Wake-Up Time, Kiddies!!!! - Why should the mysticks have all the fun? Across the boards of Dr. Volcano's Forbidden Website, we uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy and other random sources. A long-awaited sourcebook for high-tech magick. -A collection of neat stuff for Virtual Adepts, Songs of Either, Technocrats, and others. Storyteller hints for technomagickal gadgets. Weapons, armor, vehicles, web gear and more.

This book is a great addition for the storyteller in general. Players may even use it, but you, the master of the world is the one to really explore it. In a few words, this book, and specially the rare artifacts in it, gave me great plot ideas, and not only for a technocratic based chronicle, but all kinds of ways. The weird item section is a great source for dealing with marauders, nephandi and some

disconnected mages. Another good thing in the book is that, with it, you can control the "overpowered" kind of player, you know, the one that spends every xp he got on ways of busting Put a X-14 A Thunderhead on his face and see what happens... good to shut some mouths... In short, it's a great source book, note the best of them all, but a good one. But be wise to what you give to your players. And a recommendation: never ever let a player got the technocratic exo-skeleton. Believe me, you'll regret it.

This book gave me new faith in the ingenuity of the Mage: The Ascension rpg. It helped me put my chronical back on track. It added the Villains that every one looks for in a chronical and did a good job at it. If you love the technomancers then this is the book for you. If you just starting Mage this is a must buy

This book is perfect for the storyteller who wants to run a heavy technomancy chronicle. It contains great in-depth descriptions of sundry items of mass delirium and minor destruction. Hail the Void!

This book has one of the most comprehensive list of Devices that White Wolf has ever made! Not only that, but It is written in the view point of a Virtual Adept who rocks!

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