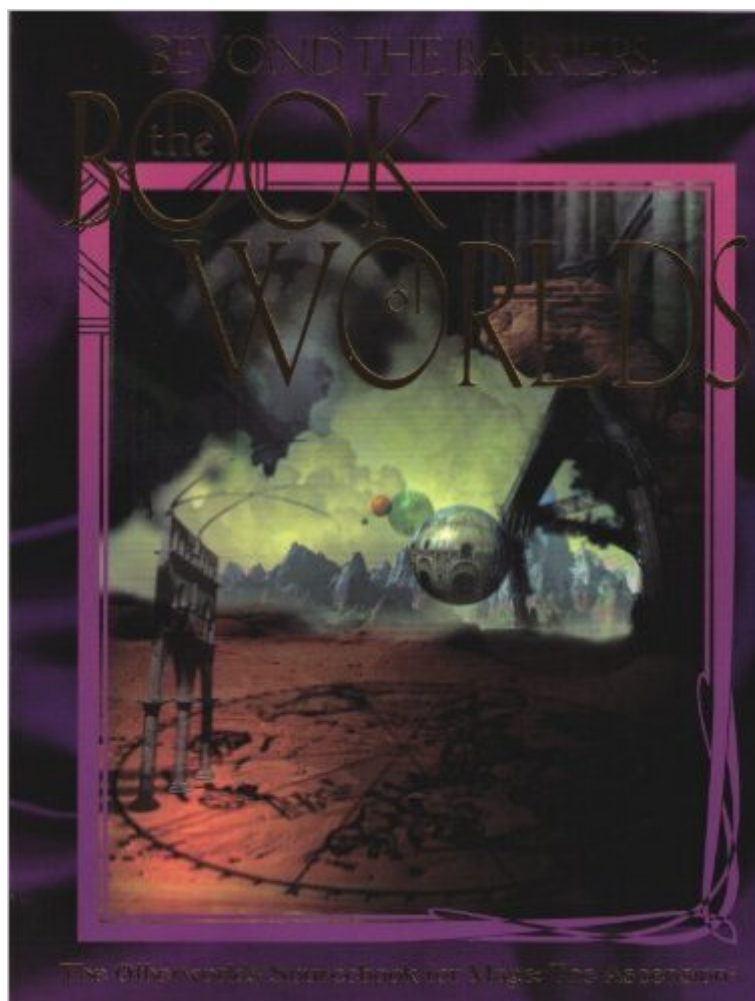


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# The Book Of Worlds (Mage - The Ascension)



## Synopsis

Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, Paradox Realms, Chantries, Umbral reflections and mysterious zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step. Wise travelers need a guide. Between these covers, a collection of mysticks offers such assistance, based upon their own observations and discoveries. Cosmology, traveler tips and Realm descriptions fill this book to overflowing. Heed their words; they may save your soul. THE BOOK OF WORLDS is a massive sourcebook for Umbral travelers, detailing rough cosmologies, sample Realms and mystick places. Crossover compatible with WEREWOLF and the other WORLD OF DARKNESS games Details about the puzzling Worlds Beyond, including the Three Umbrae, the Hollow World and myriad Realms - Balador, Autochthonia, Victoria Station, and many others Creatures, vessels, Storyteller Hints and much more.

## Book Information

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## Customer Reviews

A note to players: This book is not for you. There is nothing, at all, in this book that it would benefit you to get. Unless you're a Mage storyteller, don't so much as TOUCH this book. Got it? Unless there's no chance you'll ever be involved in an Umbral campaign. Got it? Beyond the Barriers: The Book of Worlds is an absolutely incredible Storyteller's resource for everything lying within the Umbra, for any of the WoD games, not just Mage. Unlike its partner Umbra: The Velvet Shadow for

Werewolf, it actually covers the entirety of the spirit realms, not just one layer. Mages usually involve themselves most in the Astral/High Umbra and the Horizon Realm, and both these are described, but that's just the tip of the iceberg. The Shadowlands and Tempest of Wraith are in here (the Low Umbra), as are the Middle Worlds realms that the Garou are familiar with (but only those that mages have some business in, and from a willworker point of view; for example, the Abyss, Aetherial Realm, and the Cyberrealm are all presented, but they're known to mages as the Chasm, the Aetherian Reaches, and Dystopia), and even the Dreaming of the Changelings is put in its place among the other spirit realms. But in this book, you also find the Hollow Earth, Technocracy outposts on the moon (Darkside Moonbase), in orbit on the opposite side of the sun from earth (Autocthon), and even a Dyson Sphere the Void Engineer's 'created' around one of the Centauri suns. Each planet in the solar system, the asteroid belt, and a bunch of moons are described, as are the Shard Realms they coexist with and the Shade Realms they reflect on earth's Horizon. A very comprehensive, coherent, and in-depth work; absolutely fascinating material, and very useful.

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