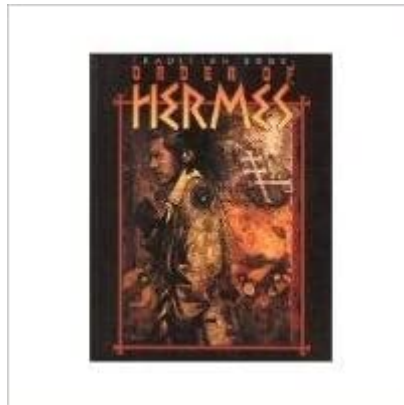


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Tradition Book: Hollow Ones (Mage The Ascension)



Synopsis

MG: Order of Hermes White Wolf Publishing Retail Price: \$19.95 U.S. ISBN: 1-58846-413-X UPC: 9781588464132 Page Count: 104 Authors: Phil Brucato & Stephen Michael DiPesa Developer: Bill Bridges
By Mine Will it Is Done Since the fall of Rome, the wizards of the Order of Hermes have imposed their potent will on the Tapestry of reality, discovering, shaping and ordering these secret forces of the cosmos. Much of the modern world's image of magic itself comes from the Order's lore, filtered through sensationalistic minds. But the truth is even more sensational, for Hermetics don't merely cast spells and summon demons. Their Art bends the universe itself to their will. As Above, So Below
With the rise of the Avatar Storm and the fall of its Horizon chantries, the Order faces the greatest challenge in its history - adapt to the modern world or relinquish all power to a monolithic science that denies the Art of Magic. Now more than ever, the Order needs the creativity and audacity of the Founders. Continues the revolution storyline in the wake of the Ascension War.
6/23/04 -- changed Std Cost to reflect WWP invoice -- SAR

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Customer Reviews

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I love the Hollow Ones. Such an interesting 'Tradition' of misfits and such. This book gives them enough of a framework to still be a 'group', while allowing them to be individual enough to fit their motif. Pop occult craziness all the way.

This is definitely one of the best tradition books, if not one of the best Mage: the Ascension source books, that I've ever read. While many of the rites and almost all of the templates are lacking, the background and depth this book gives the Hollow Ones more than makes up for it. My main gripe with the rites provided is that some of the spheres listed for them are woefully inaccurate. As for the templates, most of them (all but two, I believe) completely violate the basic character creation rules for Mage, in that they have spheres higher than their arete. The rest of the content, however, is amazing. It gives you an excellent feel for who the Hollow Ones are, providing so much more depth than the listing in the Mage core book gives. It takes them from being two dimensional goth kid stereotypes to being a full, three dimensional group with real motivations and desires. A definite must have.

As an ST, I've found the Hollow One Tradition the most difficult to explain to players. This book however eases that problem. I found this Tradition book to be very informative. The Rites included are very useful and mostly subtle. This book has given me a newfound appreciation for the Hollow One Tradition. More than a Tradition of Goth-Mages, the Hollow Ones are about survival. Their main means of survival is to remain as unnoticed as possible. I highly recommend this book as a necessity for a well rounded Mage game.

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