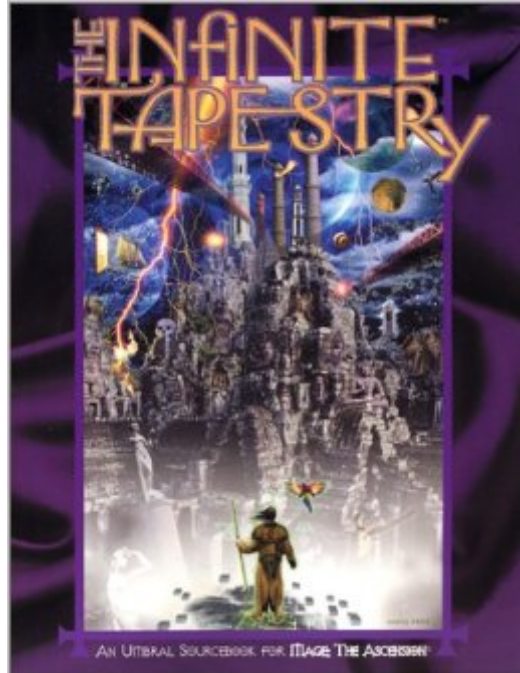


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# Infinite Tapestry: An Umbral Sourcebook (Mage The Ascension)



## Synopsis

Book by Dipesa, Stephen, Campbell, Brian, Inabinet, Sam

## Book Information

Paperback: 188 pages

Publisher: White Wolf Publishing (April 28, 2003)

Language: English

ISBN-10: 1588464091

ISBN-13: 978-1588464095

Product Dimensions: 8.4 x 0.5 x 11 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #2,280,916 in Books (See Top 100 in Books) #69 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Mage](#) #484 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

## Customer Reviews

This books has everything you ever wanted to know about Mages in the Umbra and then some. This book gives much needed information on what happened to the Masters that were trapped in the Umbra when the Avatar Storms tore the worlds apart and gives some hints one what os to come in the future. Especially useful are the various discriptions of the many Umbra Realms and planes, as well as those that dwell there. The rotes are a very useful tool to get past the Avatar Storm and also give ways to travel around the Umrals realms. The downside to this book however is the lack of MET conversions. But the infomation jammed into this book alone makes it well worth the loss anyway.

In previous supplements like "the book of worlds" the spiritual reflection of our ideas, myths and hopes reflected in the immense Umbra were terrifying or beautifull. Power awaited in every corner, and once a coven of player characters found some utopia it was frequently quite difficult to get them out of there "in character" - why should my Celestial Chorus Sister Amanda get out of Heaven??? There were also facilitators like the grand hall of endless gates or the inventium that were really far fetched and unbalanced. The developers of Mage the Ascension solved all that masterfully with the Avatar Storm. Now the simple act of sidestepping is extremelly dangerous! Umbral voyages are made with a purpose and objectives (no sightseeing). The disembodiment solved the problem of

long stays (anyone staying for too long in the Umbra, loses contact with the body and turns into a spirit - yes...you die). Now the Umbra is again a place of terror, awe and enchantment. Complex politics and interaction with patrons are required for characters wishing to ascend to the upper astral realms and navigate with safety. This book describes so many interesting places and characters that you will wish your players go to the Umbra in search of power and knowledge often. It also includes a short story (the master's voice), some interesting Umbral residents and their motivations, roles, merits & flaws and umbral wonders. Great book with excellent cover art by Lawrence Snelly and very good interior art.

Great book. A great deal of help in defining the otherworlds.

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