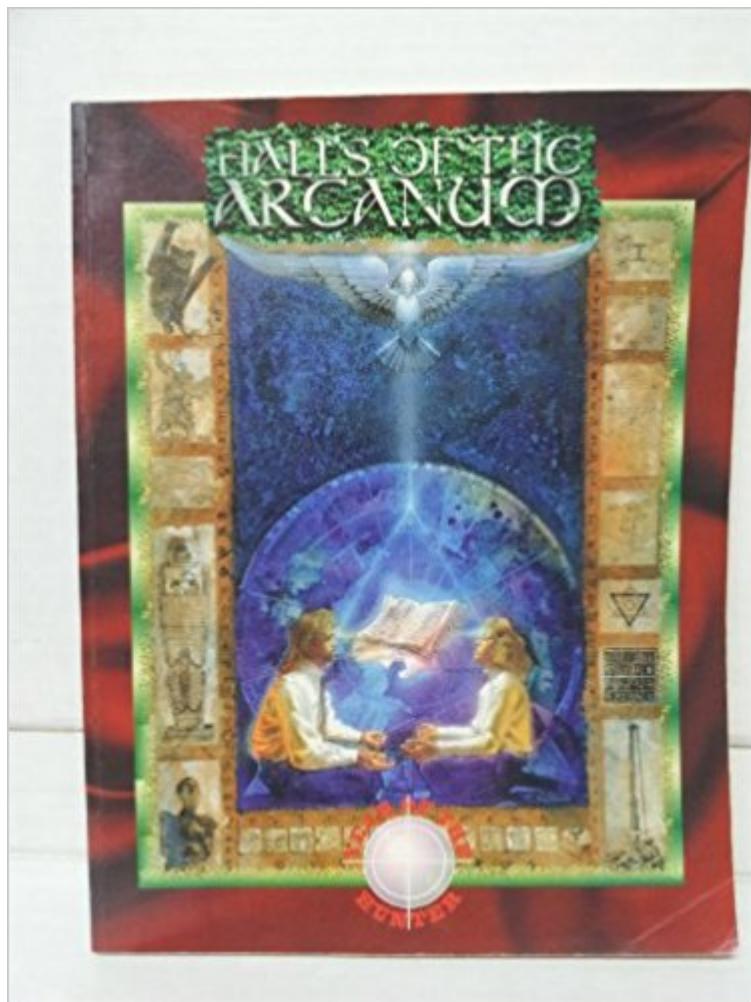


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Halls Of The Arcanum *OP (Mage)



Synopsis

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Thanks you Very fast shipping. A+++

The Arcanum is typically an organization that easily falls into the shadows in most WoD games for several reasons... First of all this is an organization consisting, at least mostly, of mortals - according to a lot of people the WoD consists of vampires, wraiths, mages, werewolves and a whole bunch of other weird creatures as well as a few hundred mortals for these people to fight over. At least it looks like it judging from the amount of information you can find on mortals in most WoD books. This book is an exception. In here you can find information on the Arcanum as well as information on what means the mortals have to fight back against the supernatural. I run a vampire game myself

and after I got this book (even though it's really an addition for MtA) one of my players immediately wanted to play a mortal... Mortals exist in the WoD and time and again they do actually have a clue about what's going on - that is what this book is about.

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