



The Book of Worlds (Mage - the Ascension)

Harry Heckel, Phil Brucato, Chris Hind, Kathleen Ryan

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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, Autothonia, Victoria Station, and many others Creatures, vessels, Storyteller Hints and much more.

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