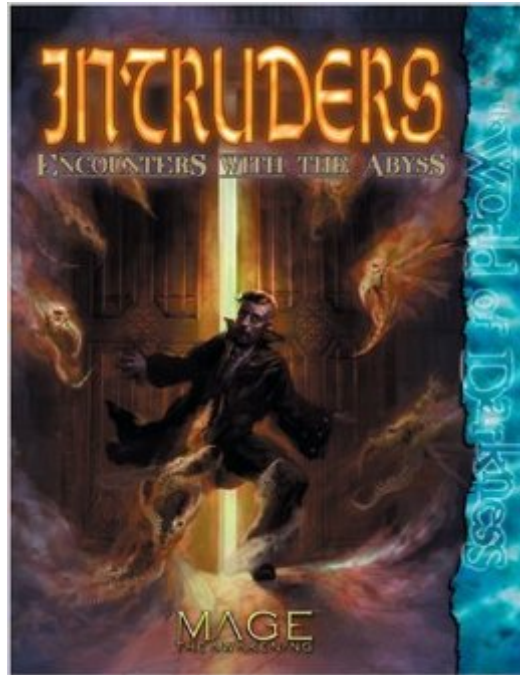


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Mage Intruders Encounters With The Abyss (Mage The Awakening)



Synopsis

From beyond, they come. They are spawned of That Which Is Not, and they hunger for That Which Is. There are a thousand-thousand blasphemies reflected into the gaze of the Abyss, and a thousand-thousand more beyond sight. One by one, slithering in secret, they crawl into the world. The day will come when the Awakened look up from their tomes and ruins and petty factionalism, and wonder where all the light in the world has gone. But it will be too late, then. --Govannon, Guardian of the Veil, archivist of Abyssal manifestations

This book includes:

- * More than 20 strange Abyssal entities and phenomena, including rules on how they enter the Fallen World, their goals and how to send them back into the void.
- * Ample story seeds and advice for using the creatures presented herein.
- * Speculation on the nature of the Abyss, including its effects on the physical world, Twilight, Shadow and the Astral planes.

Intruders: Encounters With the Abyss is a supplement for Mage: The Awakening.

Book Information

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Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (2 customer reviews)

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Customer Reviews

This is a solid collection of creatures from beyond. After the introduction (which sets up some basics of how and why these things happen), each creature gets a few pages to explain how it comes across and how to deal with it. While some could have used more solid mechanics to back up the ideas, it's a good read and can be used across systems.

While I love Mage, one of the drawbacks was the sense of a lack of horror to make it part of the WOD system and settings. There wasn't or isn't enough of the dark, edgy horror of the unknown. Intruders fixes that quite nicely. It offers up a wide variety of threats and encounters all related to the Abyss and bringing a way of horror properly to the game. Some of the encounters seem pretty straight forward and easy to deal with. Others, like the House, are far more complex and harder to deal with. For the Storyteller, there's nothing but page after page of good ideas for a Mage Chronicle.

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