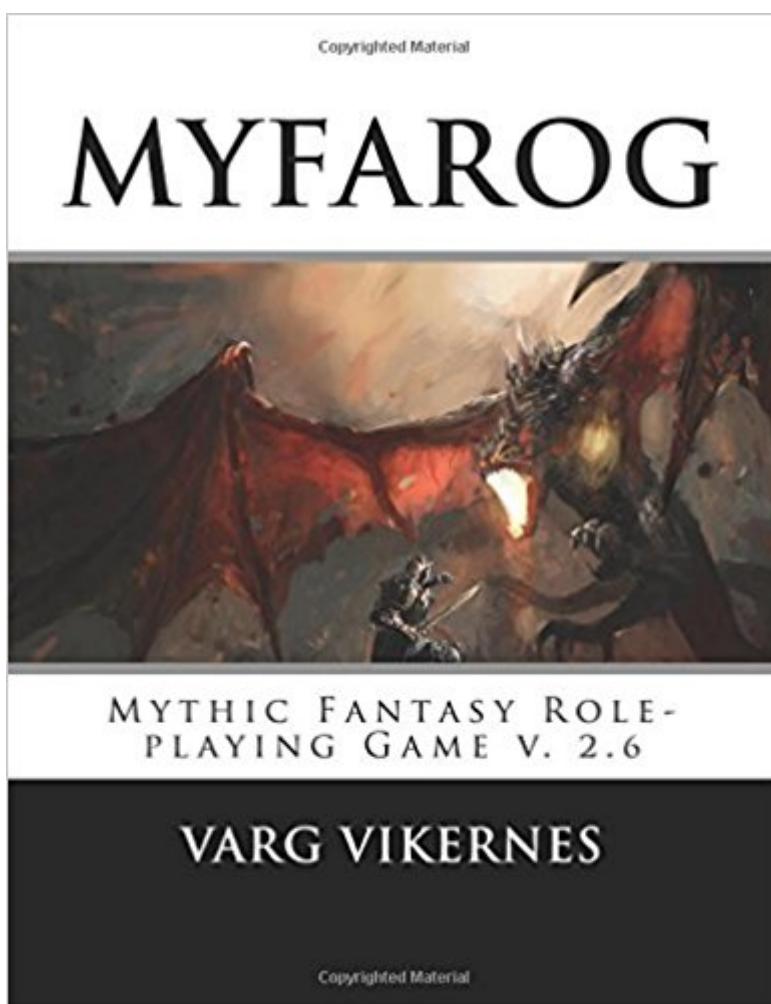


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MYFAROG - Mythic Fantasy Role-playing Game



Synopsis

MYFAROG (Mythic Fantasy Role-playing Game) (v. 2.6) is a fantasy role-playing game, with a setting based on European mythology, religion and fairy tales. The rules are very modular, meaning you can play the game rules light or rules heavy, as you please. The rules are designed to make sense, and to give the players the ability to immerse themselves in ThulÃfÃ^a; a highly credible fantasy world similar to the European Classical Antiquity (some places touching into the Viking Age or the Bronze Age), but yet different. In ThulÃfÃ^a, sorcery and the ancient deities are real, and the world is inhabited by not only humans, but also elves, nymphs, dwarves, ettins and trolls, as well as other creatures. This art-minimalistic 161 page core rule-book (with black-and-white interior) is an all-in-one rule-book, so it contains all the information you need to play the game (and to make your own adventures and campaigns) indefinitely. A digital high resolution map of ThulÃfÃ^a can be found here: www.myfarog.org. Because the setting is based on real world locations (Lofoten and Vesteralen in Northern Norway) you can also use online map services, to get highly detailed and realistic maps of the world of ThulÃfÃ^a, in any scale you want. NB! You need a set of polyhedral dice to play the game. PS. The file for MYFAROG was last updated in July 2017. Fixes: 3 formatting errors (an extra space) (on page 29, 34 and 37). A missing NOT added (on page 58) ("and will NOT need to spend any SP doing so"). Heavy Cavalry uses medium shield instead of small shield (page 130). If you buy this version, you will get the latest updated version.

Book Information

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Customer Reviews

Varg Vikernes has written several books, two of which are available from ; "Sorcery and Religion in

Ancient Scandinavia" and "Mythic Fantasy Role-playing Game".

MYFAROG is a wonderful addition to any roleplaying fans bookshelf. This is a single system book meaning it is comprised of everything you'll need to sit down and play, any additional aids are optional. Crack MyFAROG open and you'll find a well organized table of contents and be whisked away to Thule a land of danger, fantasy, and fierce foes. Character creation is simple and the rules give you enough flexibility to game with anyone from the age of 8 to 108. MYFAROG isn't overly long and lacks the art fluff that would in the end just make it much more expensive to get via print on demand. Thule is a world like our own but also very different, fans of fantasy will fall right at home. Lastly it must be mentioned the writer is of some notoriety and has many accusations flung at him, the same could be said of many writers (H. P Lovecraft, Oscar Wilde, Ayn Rand, Lewis Carroll). This is a review of MYFAROG not Mr. Vikernes. If you want a wonderful role playing game that introduce some new concepts and has elements of all the things that attract us to role playing games this book is perfect for you.

I Love how rich and detailed the world is laid out. The setting is great my son loves this stuff. Varg Vikernes has done a great job. Easy to get in to my son is 8 years old. We set the rules to light for him and have a blast together. If you love the Lore of the Viking world. Prices well thought I was getting version 2.3 cause that's what it says. found out 2.6 is the latest version. When I revived my books (bought basic fantasy rpg) MYFAROG was version 2.6 to my surprise.

People love to hate/love Varg Vikernes, the author of this role-playing game. It's unfortunate that everything he creates is always looked at through those filters, because whether you love or hate the man his game deserves better than that. It deserves to be looked at with an open and honest view, which I will try to present below. I play a lot of Tabletop RPGs. Some are excellent, and some are crap in my opinion, while most fall somewhere inbetween. MYFAROG falls on the higher side of this middle ground, in that I think as a game and setting it is really quite good! I was at first intimidated by the charts and tables of modifiers and optional rules, but after reading it through I quickly realised that this is one of the most modular RPGs I own. It has a solid core which is actually quite fast once you get playing, with plenty of extra crunch available if you want to take it to a higher level of meta and crunch. Basically, you can make this work as a rules light or a rules heavy game if you prefer with great ease and consistency. The lore is really evocative, and I particularly love the way the Ettins and EtunahaimaR fit into the world. There is a ton of information on the gods of

ThāfÆ'le, as well as its geography, people, holidays, and traditions. Some people are offended by parts of this, but guess what? It's a role-playing game... you don't have to play it as written if you don't like legend A or tradition B or the way peoples C treat peoples D. If you want to see the game in action before committing to buying it, just do a search on YouTube for MYFAROG Actual Play and you'll find several of my games as well as several others that you can watch first.

Product arrived very quickly and in excellent condition. The game is set up so any variety of players from new to experienced can sit down enjoy. If you are new you can simplify it to your liking but if you are a well seasoned rpg player there is an exceptional amount of depth to keep you entertained for hours.

A wonderful setting with solid bold stylistic choices. I come from a generation of gamers who played MERPS, Runequest, and AD&D 1st edition and this book nails that old feeling in my imagination of untread woods, dangerous paths and strong men who brave horrors for glory. The system used is easy to catch on to, it has elements that can make it as complex as you would like it to be. The customization will be familiar to any table top veteran. I would strongly recommend this to anyone who is still hunting for that old feeling. When dice tumble and shields splinter. When darkness falls and men must prevail against the fell things that lurk there.

My brothers and I love this game. It has everything needed to build a campaign in a single volume. There's enough background about Thule and random encounters to play a campaign almost entirely using Myth Master improvisation. There are many, many rules and exceptions. This game is not for people of less than above average intelligence, or those who prefer simple systems. This system is comprehensive and coherent but not at all simple, even when all optional rules are omitted. I rated it five stars because I prefer comprehensive to simple.

Great book and great game and should be judged on that basis alone.

Varg Vikernes is making RFG's cool again. Gaming dice sold separately.

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