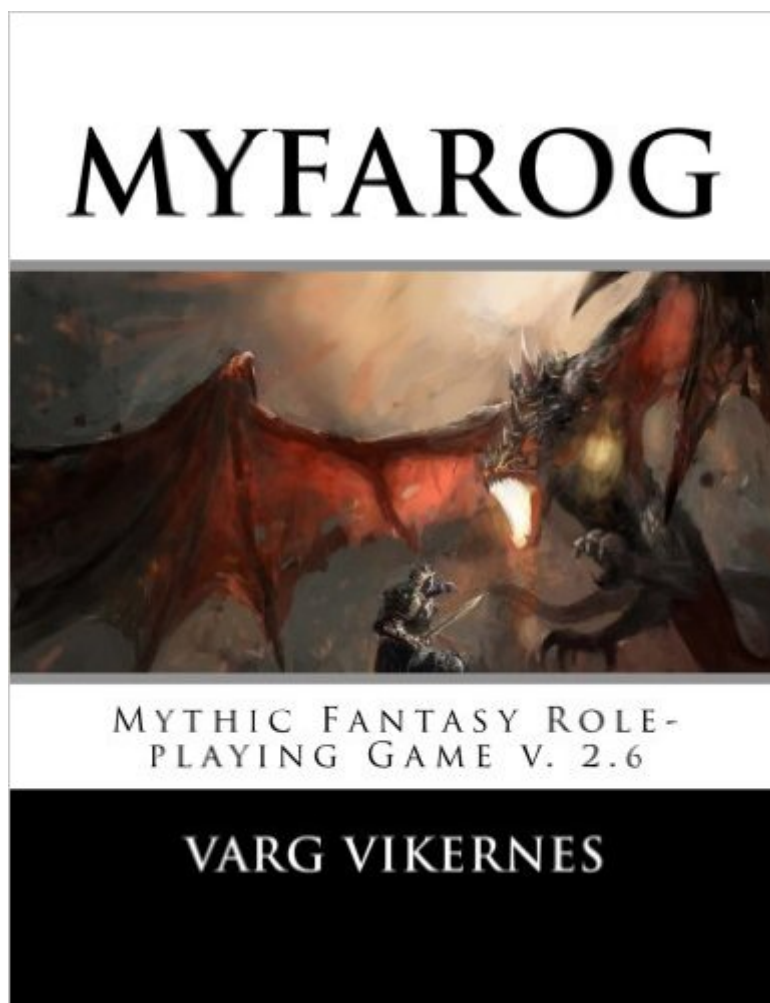


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# MYFAROG - Mythic Fantasy Role-playing Game



## Synopsis

MYFAROG (Mythic Fantasy Role-playing Game) (2E) 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 ThulÃª; 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 ThulÃª, 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 124 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 ThulÃª can be found here: [www.myfarog.org](http://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 ThulÃª, in any scale you want. This (version 2.5) is the sixth version of MYFAROG (2E). It has been printed five times before (version 2.0, 2.1, 2.2, 2.3 and 2.4), meaning the errata for this version is minimal (at this point non-existing). NB! You need a set of polyhedral dice to play the game.

## Book Information

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## Customer Reviews

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 feel 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 introduces some new concepts and has elements of all the things that attract us to role playing games this book is perfect for you.

This is an excellent system that can be played rules light but also has enough inside for those who want something crunchy. The layout is easy to read, and Varg has some really great insight into his world of Thule as well as the ancient European world from which it is derived. I highly recommend picking this up if you want something a little different than your average "3E" style game without going \*too\* far away from what makes those games fun. Jive?tl;dr: MYFAROG is fun, quite original, and quick to learn

Some of the reviews for this game are ridiculously unintelligent. They call it sexist because when generating a character, men are more likely to be strong... this follows the truths of reality, since men are, on average, stronger than women, and, on average, have a higher genetic potential for strength development. That is not the game being sexist, that is the game being realistic. The only way you can consider this game sexist or racist, is if you are blinded by the cultural Marxist narratives that our societies are being subjected to. Another example: in the game, different races have different aptitudes... so it's like every other RPG out there, why single out MYFAROG? If you want a realistic rules set, a fascinating setting, and to learn about European culture and values, then you should get this game. Unless of course you think that learning about European culture and values is racist. If you do... you might be the racist yourself. -Daniel

Do you like pen and paper RPGs which will will make your pen run out of ink? Do you like to throw dice until the edges are round? Do you want to cross rivers and streams better than the best olympic athlete only for the wind to pick up and you drown on the next roll? Yes, it's like that. Very fun, sometimes frustrating, but blame the dice. Like other reviewers pointed out, a good DM is going

to fill in the gaps. The mythology feels closer to Tolkien than DnD, and the DM should understand the mature themes being presented here. If you want something which has a decidedly different theme than other RPGs but still keeps the familiar structure, this is well worth the price.

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 in between. 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 Etunahaima fit into the world. There is a ton of information on the gods of ThÃfÃ»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.

Based on version 2.4, I've found that this game system is exceptionally well envisioned, adaptable, its books are well made and remarkably affordable. There are many aspects of the game that are unique and the lore of the game setting is well thought out. Note: There are a lot of rules, but the author also encourages players to only use the amount of detail they choose to.

Very fun to play, the engines are excellent, perfect game!

Very simple, very fun, and a very fleshed out world! The rules are written in such a way that it is easy to leave out a few things you don't want to bother with. Character creation is a lot faster than many other games, and the book makes rolling NPCs easy and fun as well!

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