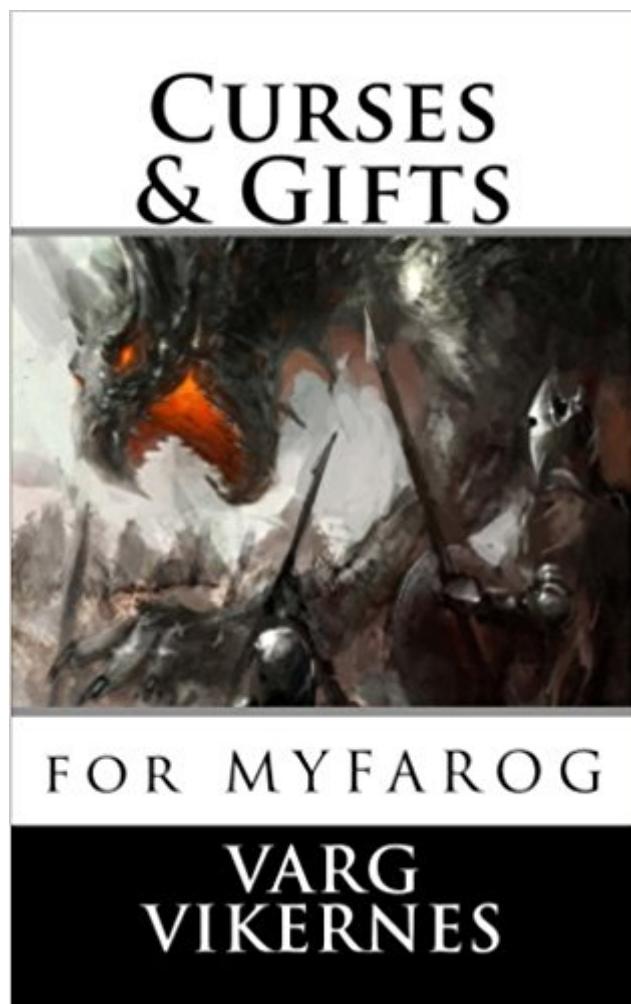


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Curses & Gifts: For Mythic Fantasy Role-playing Game



Synopsis

"Curses & Gifts" is a (50 pages) supplement for MYFAROG (v. 2.6), with a variety of new options for myth masters and players alike. Most of the contents is related to the religion of Thulâfâ, but there is also other new contents, including Flaws. NB! This is the second edition of C&G, made for MYFAROG v. 2.6.

Book Information

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Customer Reviews

Support Varg and his family. Decent enough read

Great supplement.

This booklet should have been combined with the Spells & Favors Booklet, combined they would have been less than 75 pages total. I would have given this 2.5 stars as a result.

If you're already owner of any MYFAROG Mythic Fantasy Role-playing Game basic rule book, I highly recommend this awesome supplement to you. It adds a great lot of spice and flavour to your gaming and to your spiritual experiences. If you wish...Falls Ihr bereits ein MYFAROG Grundregelwerk besitzt, rate ich Euch dringend zu einem Erwerb von "Curses & Gifts". Die wenn auch sehr kurz gehaltene Erweiterung eröffnet unglaublich viele neue Sphären.

I was very happy when this book was finally released! Inside you find new rules for your character's birthday and how this will impact their stats. This is a direct rollover from 1e, so now every rule from

1e has been transported to the second edition! You'll also find new curses and gifts that divine beings can and will give to those they see fit. In one of my games, I had a Dark Elf bestow a curse on a character who was showing a lot of hubris. This led to several adventures where the party tried to remove the curse from this character. It was a lot of fun. I guarantee you'll use this book a great deal and for such a great price, how could you go wrong? Finally, if you are reading this, I ask that you please think for yourself with regards to this game. There is a very vocal group of people who have never played the game and spew hatred regarding this game and Varg. As someone who has played the game for quite a while, I ask that you please think for yourself and judge the game based on its merits, not what someone has said about it or Varg.

Adds so much to the game: alignments, mythos, and worldbuilding.

Excellent addition to any campaign, again I am impressed with the well thought nature of this supplement.

Buy all the books!

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