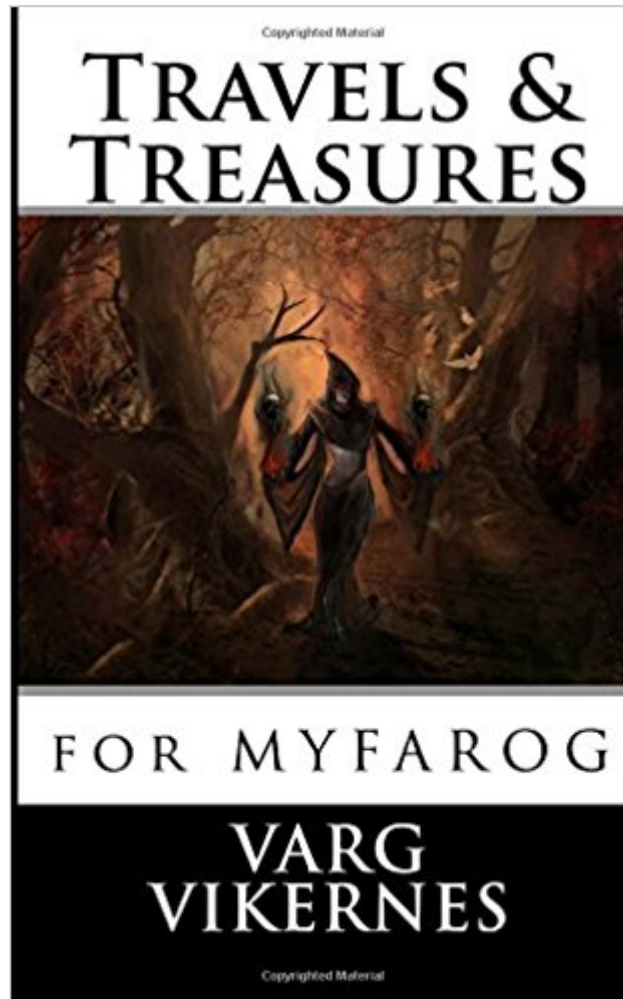


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# Travels & Treasures: For Mythic Fantasy Role-playing Game



## Synopsis

Every great adventure starts with a journey, and every journey with a single step. Travels & Treasures enables myth masters to easily and quickly enhance their adventures, to cast the adventurers into unforeseen situations and unexpected events. Every single journey will become an opportunity for adventure, every single encounter a believable and interesting situation. Travels & Treasures also facilitates the crafting of adventures, and the treasures potentially found in them. NB! This is the second edition of T&T, made for MYFAROG v. 2.6

## Book Information

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Average Customer Review: 3.4 out of 5 starsÂ Â See all reviewsÂ (8 customer reviews)

Best Sellers Rank: #226,165 in Books (See Top 100 in Books) #2 inÂ Books > Science Fiction & Fantasy > Gaming > Traveller #7 inÂ Books > Science Fiction & Fantasy > Gaming > Shadowrun #31 inÂ Books > Science Fiction & Fantasy > Gaming > GURPS

## Customer Reviews

This book is a good collection of random encounters, adventure hooks and treasure options for adventures in MYFAROG's world setting. The book itself is short, made of high quality materials and is inexpensive. As a collector and player of many PnP RPGs, I have found that MYFAROG is well thought out and its connection to its lore and setting is exceptionally done.

If you are new to MYFAROG or RPG's in general, this book will help you in your quest to run a game. Inside you'll find tables for creating an encounter and the treasures that may be found there. You'll use this with your Men & Monster's book to randomly determine what type of creature/being you encounter and if they are hostile or not. It's 48 pages and filled with everything you need to run your games. I HIGHLY recommend this book for your collection. Please disregard the idiotic reviews that are here and under most of the books Varg has written. Take it from me...I actually play the game. It's not racist filled with any kind of bigotry in any way, shape, or form. The only way that

could be found in a game is if YOU bring it there, because it's certainly not found here. Think for yourself and play this game. You'll enjoy it.

I love the adventure and imagination that went into this RPG! This isn't a "worthy effort" or just "decent," it's outstanding! I was really drawn in by the "Conan" feel to this game. Want to feel your Germanic-Norse roots? Have a play with this game. And if you aren't Germanic, you can pretend to be while playing this. ;))

A wonderful extension to a brilliant game made by a brilliant, nice man!!!!!!

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