

Chapter 1 : Midgard Worldbook for 5th Edition and PFRPG | Kobold Press Store

Lore of the Gods was originally published in in the latter days of the d20/3.x System just before 4th edition was announced. In the years since, the Pathfinder Roleplaying Game has emerged to the forefront as a worthy successor by taking the d20 ruleset and bending it to their will.

Some ancient pantheons, like the Greek and Norse gods, have traditionally been more prominent in the Western imagination; in recent years, these narratives have been incorporated into popular stories like the Thor comic books and the Percy Jackson saga. From the solar deities of ancient Egypt and the Shinto faith, to goddesses of the sky and the realms of death, these mythological women are the heroes of their own fascinating stories: Not only did she have the crucial job of judging the dead, she also had an important and terrifying role to play in Norse eschatology. Does that sound like the cover of a heavy metal album, or what? Angered with Susanoo because he threw a flayed horse into her weaving hall *rude* , Amaterasu withdrew to a cave and brought an age of darkness upon the world. She was eventually coaxed into leaving the cave pictured above , but Susanoo was banished from heaven. Tefnut Ancient Egyptian Mythology Image via Wikimedia Commons Tefnut was the ancient Egyptian goddess of moisture, rain and dew—a very significant task in a desert country. Daughter of the sun god Ra, she was depicted as a lion-headed goddess, occasionally with the body of a serpent. She has been incarnated on earth multiple times; during her incarnations, she fell in love with mortal men, but drove others insane when they made unwelcome attempts to court her. Other accounts have her taking vengeance after one of her temples was destroyed by inflicting a disease on the inhabitants of the area. Meet Ixchel or Ix Chel , the ancient Mayan goddess of childbirth and war. Often depicted with jaguar claws or ears, she wears a serpent as her headdress and is also associated with the moon and the traditional Mayan sweatbath. She was so sacred to Maya women that they founded an island sanctuary, still called the Isla de Mujeres, dedicated to worship of Ixchel off the coast of contemporary Cancun. Blind daughter of the god of death, Lovatar gave birth to nine diseases including plague, sterility and cancer. Later on in the epic, Louhi attempts to steal the sun, moon and stars. An embodiment of the spirit of water, Mami Wata often appears in the guise of a mermaid, accompanied by a snake that serves as a symbol of divinity. In African legend, Mami Wata is both protective and seductive, with a volatile, dangerous temperament suited to her element of water. She is known to capture spirits and bestow riches, and to govern an innumerable host of water spirits known as mami watas and papi watas. Brought by enslaved Africans to the Americas, Mami Wata is also an important figure in contemporary Vodoun practice. Mazu Chinese and South Taiwanese Spirituality Image via Wikimedia Commons In Chinese cosmology, Mazu is the patron goddess of seafarers, protecting fishermen and sailors from the wrath of the sea. She was originally born a mortal woman, Lin Moniang, in the year , according to legend; she was born on an island, and wore a red dress as she guided fishing boats safely home, occasionally using supernatural powers. Hailed as a miracle worker during her life, she has been worshipped by Chinese and Taiwanese seafarers ever since as the goddess Mazu or Tin Hau. She has also been attributed the powers of granting fertility and protection against pirates, and is traditionally depicted wearing her signature red garments. Tiamat Babylonian Mythology Image via Mythology Wiki Tiamat, the Babylonian primeval goddess of saltwater, was also the tragic heroine of a brutal love story. According to the Enuma Elish, the Babylonian creation epic, Tiamat gave birth to the gods of Babylon and formed the world, along with her consort Apsu, the primeval Babylonian god of freshwater. But Apsu grew quickly annoyed with the noise the gods made with their horseplay, and sought to destroy them—only to be killed in turn. A vengeful Tiamat summoned an army of demons to fight the gods, but she was destroyed. However, even in death Tiamat was peerless: Marduk, newly crowned king of the Babylonian pantheon, split her corpse in two to create the dome of the sky and the waters of the earth.

Chapter 2 : Lore of the Gods: PFRPG Edition “ DragonWing Games

Lore of the Gods: PFRPG Edition introduces four new pantheons to your game. Choose from Egyptian, Greek, Mesopotamian, and Norse mythologies to broaden your game. Choose from Egyptian, Greek, Mesopotamian, and Norse mythologies to broaden your game.

Statistically, a few hundred is more than enough, especially in such a small population. Good point on trends versus actual sales. I always reported actual sales when I managed a hobby shop with a large gaming section and in store gaming. My anecdote challenges yours. It was the smaller store who might not sell as much or have sporadic sales that was much more likely to fudge the data in order to look like they were bigger than they were. Again, since sales reports to ICV2 are voluntary, we have no accurate way of verifying the data. That is why I said it is a better way of tracking trends. Adding a product will mean you have to stand out massively from the rest to secure market share, competition much less fierce on the 5e side. Lore of the Gods is a good example of this. Enough people encouraged me to do an update to Pathfinder and since the Kickstarter funded, it supports my supposition. In fact, there has been a loud cry for more. So now, we are developing a second volume detailing Eastern mythologies written by a man who has devoted his entire life in the Eastern way of life. And a third volume focusing on Celtic, African, and First Nation mythologies will follow after that. Now, most likely, we will dual system those books since we are looking at 6 months to a year before they are released. In a couple of years, that may totally change depending on the number of releases Wotc has planned in their schedule. We will release it in a Pathfinder version and in a separate 5e version. That will be a very good indicator of what future trends may be for us. The biggest elephant in the equation is whether or not retailers are willing to embrace 3rd party publishing support for 5e over Pathfinder. As it stands, the largest percentage are not willing to do either. If their customers demand that support and follow through with their dollars, then yes. Retailers are very hesitant to take the plunge, especially after the implosion of 3e. There are exceptions like Green Ronin, of course. But by and large, it is a very small piece of the pie regardless of which system they support. Remember kids, head shots only!

Chapter 3 : Pathfinder RPG: Lore of the Gods - Game Kastle Online

Lore of the Gods: PFRPG Edition brings new pantheons to the Pathfinder Roleplaying Game by introducing gods from the roots of our own mythologies and history. Egyptian, Greek, Norse and Mesopotamian pantheons all contribute to the lore, superstitions and cosmology that make fantasy roleplaying so popular.

In this sample, we give you Amon from the Egyptian pantheon. Creation, fertility, royal authority, sky, sun, supreme Thebes Domains: A blue-skinned human male wearing a short kilt, a feather pattern tunic, and a tall, double plumed crown Other Manifestations: Auran creatures, Horus, Osiris, Ra Foes: Aberrations, Set, Undead Sacred Items: Egg of any kind , the blowing of the east wind Sacred Animals: Goose, ram Sacred Plants: Nile River clay Divine Artifacts: Kheperesh The Blue Crown Mythology: According to the lore of his most devote worshippers; Amon was the first god, self-created from Nun, the primal waters, in an act of akin to the first thought. Finding himself awash in the chaotic moisture of raw creation, Amon created the Primal Mound and raised himself above the churning sea. So, with an issue of moisture from his own flesh, gave rise to the gods Shu and Tefnut, the vault and void of the heavens. These gods, in turn, began to populate the emerging lands with offspring of their own. This lore is contested by the adherents of other gods, most notably those of Ra, who proclaim their deity supreme over all others. Whether Ra is a new god in his own right, or a reinterpretation of Amon, none can say. Regardless, neither side would acquiesce nor submit to the authority of the other. To this end, the celestial and mortal division between Amon and Ra melded, allowing the two gods to become blurry reflections of one another. Main Tenets of the Faith: The tenets of Amon are placed into two camps, those that adhere to the most ancient of beliefs “ that Amon is the creator god ” and those that praise the Amon-Ra relationship. These adherents view the enrichment and maintenance of life as a sacred duty and often become its protectors against the depredations of the ignorant. The latter group espouses the might and authority of the Amon-Ra union over the whole of creation. While acknowledged as the supreme creator by most Egyptians, this is secondary to the role of Amon-Ra as the first of kings, ruler of heaven and earth. From him all majesty emanates, like the rays of his beloved sun. A slightly smaller temple complex resides in Luxor, south of Karnak, and is dedicated to his serpent form that is seen as being the very essence of renewal. The largest temple to the Amon-Ra relationship is found Heliopolis and Hermopolis, but temples can be found throughout the Nile valley. These cadres are usually druids that dwell in the farthest oases, tending and protecting them from harm. Responsibilities of the Clergy: Amon-Ra clergy largely ignore natural creation, instead focusing on the natural authority of god and pharaoh. They see the physical world not as something worthy of veneration in and of itself, but as a sistrum to herald the power of mighty pharaoh. Rights of the Clergy: Both the Amon and Amon-Ra sects are entitled to the first gleanings of the first grain harvest. This corn is sacred to the clergy, who use it to bake holy wheat and millet cakes used in their various ceremonies. Restrictions of the Clergy: The clergy of the Amon sect is forbidden the consumption of beans of any type, including peas, lentils, onions, leeks, and garlic. Being seen as the embodiment of the primal mound upon which Amon rose above Nun, they are deemed too holy to be eaten, though they are still cultivated by the clergy. The clergy of the Amon-Ra sect also must eschew the eating of beans and must abstain from the consumption of swine and fish, being seen as unclean for the servants of a mighty god. The productivity of the land and the rule of pharaoh are tied to the flooding the Nile, during which the most venerated idol of the god in Ipet-isut is placed on a barge and floated down the river with sacrifices being made to it at every settlement and temple, no matter the god to which it belongs. Lesser ceremonies, when the clergy pray for their spells, are performed with the rising of the sun and entail the sacrifice of a white goose or ram, grain cakes, and other vegetable bounties. The clergy of the Amon sect dress in short kilts, wearing a pectoral of a solar disk pronouncing their adoration. The clergy of the Amon-Ra sect wear full robes of bleached white belted with gold or yellow dyed flax. They too wear a solar disk pectoral. Adept, cleric Amon-Ra sect only , druid Amon sect only , expert, monk, paladin, and ranger. The clergy of the Amon and Amon-Ra sects must forswear to never kill for pleasure, but only for true need, such as for sacrifice or sustenance. They also suffer a “2 penalty to Diplomacy checks when dealing with practitioners of the Memphite or Hermopolite theology. This

ability can be activated as a free action.

Chapter 4 : Universal Distribution - LORE OF THE GODS PATHFINDER EDITION

Buy Lore of the Gods (PFRPG Edition) - Pathfinder from DragonWing Games - part of our ' Role Playing Games - Pathfinder collection.

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

Chapter 5 : Lore of the Gods: PFRPG Edition now on Kickstarter - Page 3

Lore of the Gods: PFRPG Edition introduces four new pantheons to your game. Choose from Egyptian, Greek, Mesopotamian, and Norse mythologies to broaden your game. Learn the histories behind each god profiled.

Many of these regions have been expanded which features new text and the timeline has been advanced so there are changes throughout showing the political and culturally changes that have occurred. There are also quite a few typos scattered throughout. Finally omissions and weirdness. There are some strange things that seem to have been lost in translation between the two books. For example, the windrunner elves are not mentioned at all in the section on Elves either in the world book or the Midgard Heroes Handbook, but are mentioned from time to time in paragraphs that seem to be from the old book. It almost seems like they decided to remove the Windrunner elves from Midgard, but since they copied text wholesale a few references were left in. Considering it was listed in the Planes section in the first Midgard book this just seems like an oversight. It also includes some rules and options for both 5th Edition and Pathfinder. In the case of 5e, some of the options from Deep Magic are split between these two books. Its a little strange but not really a problem. The options are all generally pretty cool though I suspect some would be very powerful so use your discretion when permitting them in your game! I love having special setting specific options though as it really helps immerse you in the world. Despite those few hiccups, the book is great. The whole format and style of the book is top notch as well. It looks great and professional and easily read. Midgard itself is awesome. Its a familiar fantasy world with a few twists that make it interesting. It has Dwarves and Elves and Humans in a Tolkien esque sort of way, but then a heavy dose of Eastern European mythology and history, plus dashes of lovecraft and other cool stuff. The included full color maps are beautiful and really help you find your bearings. All in all its a great product and a fantastic world, with just a few publishing and writing quirks that I hope will be addressed in updated material. If this is your first introduction to Midgard, its a great place to start! Add a review You must be logged in to post a review. You may also like€!

Chapter 6 : PF [DragonWing Games] Lore of the Gods: PFRPG Edition live on Kickstarter - FUNDED!!

Lore of the Gods: PFRPG Edition brings together some of the most favored pantheons and deities and allows you to insert them into your Pathfinder campaign. Choose from Egyptian, Greek, Mesopotamian, and Norse deities.

In the years since, the Pathfinder Roleplaying Game has emerged to the forefront as a worthy successor by taking the d20 ruleset and bending it to their will. Now that the years have passed, it is time to revisit this book and redo it for Pathfinder. The manuscript is complete and edited. All that remains is layout and printing and then it will be available for sale in your game stores. Lore of the Gods: PFRPG Edition brings together some of the most favored pantheons and deities and allows you to insert them into your Pathfinder campaign. Choose from Egyptian, Greek, Mesopotamian, and Norse deities. Visit your favorite mythological hero and monster. Choose from mythological artifacts and magic items along with new spells and domains. Cover art by Jeremy McHugh. This book provides material that a GM may use to enhance his campaign. Religions depicted for the purposes of gaming should not be misinterpreted as actual religious practices, even when there is historical precedence concerning the specific religion. Chapter One discusses avatars, avatar construction, ascending to divinity, and provides a brief recap of SRD salient abilities. Chapter Two examines the Egyptian gods and their influences. It describes each in terms of their specific enneads or trinities as they were worshiped in the various cultural centers, which arose in different parts of Ancient Egypt. Chapter Three examines the Greek gods. Not only are the prominent Olympian gods featured, but also some of the lesser known Primordial deities and Titans. Chapter Four delves into the Mesopotamian pantheon. Here you will recognize familiar names appearing throughout many fantasy role-playing games in their historical context of Ancient Mesopotamia. Chapter Five presents the Norse gods and includes the history behind Ragnarok, the prophesized end of the world. The fate of each deity as they relate to Ragnarok is also given, including how they are supposed to die in the great battle among the gods. Chapter Seven covers magical creations and divine artifacts. Here you will find the descriptions of the many different artifacts favored by the deities along with magic items that have relevance to specific pantheons. Chapter Eight presents new prestige classes that have foundations based upon their appropriate pantheon or mythology. Game Masters or players who wish to achieve a more culturally centered feel to their campaigns or characters will use these classes wisely. Chapter Nine outlines new skills and how they apply to the various mythologies or from a historical perspective. You will note that several avatars and prestige classes make use of these skills. Chapter Ten outlines new spells and domains as relevant to the four pantheons detailed in this book. Chapter Eleven lists the various creatures, monsters and lesser powers that often serve as antagonists for the various mythologies. Here you will find beings that are benevolent, neutral, or truly evil, capable of challenging even epic characters. Add-Ons At the end of this Kickstarter, backers will be able to purchase certain older Bastion Press titles at a discounted price, electronic PDF copies, extra copies of Lore of the Gods: If you wish to select an Add-On before the conclusion of this Kickstarter, you may increase your pledge level by the total cost of the Add-Ons and include a note stating which titles you desire. You will still be allowed to include other Add-Ons once this Kickstarter has ended. A Guide to Below - Into the Green: They are available on a first come, first served basis: This book was published by Dark Quest Games. The book was published by Green Ronin. This book was published by Human Head. DragonWing Games printed books - Need to pick up a spare copy or two? In terms of the risk, the product is already complete and only lacks going through the layout process and being sent to the printer. In short, the book will be released in both electronic and print formats. There is no risk in that regard. As always, unforeseen circumstances may happen, but at the most, it will only delay the project slightly and not prevent the publication. Questions about this project?

Chapter 7 : Lore of the Gods: PFRPG Edition Sneak Peek “ DragonWing Games

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Chapter 8 : Lore of the Gods (PFRPG Edition) - Pathfinder - Noble Knight Games

Lore of the Gods is a page pdf or print book that includes updates of the Greek Gods, Norse Gods, and the Egyptian Gods, formerly produced by Bastion Press as pdfs. While a large percentage of the book is spent on the updates (which include added information), the book also includes the.

Chapter 9 : PF: Lore of the Gods

Backers receive print copies of Lore of the Gods: PFRPG Edition and Torn Asunder: Critical Hits PFRPG Edition along with PDF copies of both books and your name listed in a special "Thank You" section of the credits.