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The Barbarians of Lemuria Mythic Edition is a comprehensive guide to the game, offering numerous improvements over its initial version. The deluxe hardcover edition, priced at \$42.85, boasts beautiful color illustrations and neatly laid-out text, making it a quality publication. The book is divided into chapters, starting with an introduction that explains the game's core mechanic and the sword and sorcery genre. The next chapter guides players through creating their hero, outlining four attributes and four combat abilities, as well as options for boons and flaws. This system allows characters to develop unique backgrounds and skills, making the game more engaging. The book also introduces careers, which are a key aspect of the rules, enabling players to choose skills that fit their character's past experiences. We have a list of all Boons and Flaws in alphabetical order with descriptions of their effects, which often involve bonus or penalty dice for specific rolls. Characters start with Lemurian and one other language, and can choose additional languages equal to their mind Attribute level. This chapter also covers the rules for weapons and armor. The Path to Glory explains the game mechanics, including the core mechanic, degrees of success and failure, and Hero Points. Combat rules are simple yet flexible, allowing players to adopt different postures and use special moves. Wars of Lemuria discusses warfare and tactics in Lemuria, including mass combat and ship-to-ship combat rules. This chapter is brief. The Gazetteer of Lemuria describes the history of Lemuria, the Twenty Gods, non-human races, and geography of the region. It also covers Careers and Boons/Flaws for these groups. Mysteries of Lemura delves into magic, starting with Alchemist rules. Characters can create alchemical concoctions using Craft Points, which are equal to their rank in the Alchemist Career. Priests do not cast spells but gain supernatural blessings from their patrons in the form of Fate Points. Magicians in Barbarians of Lemuria can harness Arcane Power equal to their Magician Career plus 10. Spellcasting requires varying degrees of Arcane Power, depending on the spell's Magnitude, ranging from Cantrips to Third Magnitude spells. Each spell has specific requirements, and casting a spell necessitates at least one requirement. Additional requirements can reduce Arcane Power needed for bigger spells. Second and Third Magnitude spells are restricted; Arcane Power spent on them recovers in months, but casting a Third Magnitude spell permanently reduces Arcane Power or an attribute by 1. This chapter advises gamemasters on structuring "sagas" and awarding Advancement Points. The book also includes tables for Rabble, Toughs, Villains, starting player characters, adventure sites, and hooks, as well as a random saga generation table. A new edition of Barbarians of Lemuria is currently crowdfunding, with the Mythic+ edition expected to be delivered next month. The game takes place in a post-apocalyptic world called Lemuria, where massive beasts roam and sprawling cities exist. Magicians can cast any spell within their power limits, and the book provides rules for adventurers' lavish lifestyles. Merchants, artisans, seafarers, and cunning thieves operate in the heart of the city's markets, plazas, bazaars, and docksides, sheltered by ancient walls. Grand palaces, temples, and towers house noble families, warriors, priests, and powerful wizards, safeguarding those within from external threats. The untamed periphery is dotted with crumbling ruins of temples, cities, tombs, and palaces, shrouded in mystery and awaiting discovery. Treasures may still lie hidden within these forgotten halls and corridors, waiting to be unearthed. This world is steeped in legend, saga, and myth. Hrangarth the Blade-Bearer's exploits and those of his descendants have forged many of these tales through their daring deeds. But Lemuria is a vast continent, beckoning with fresh adventures and untold legends! Barbarians of Lemuria is a rules-light roleplaying game, requiring only two six-sided dice, which fosters freedom of action and encourages player interpretation to create epic stories. It's simple yet engaging, making it easy for newcomers and veterans alike to jump in. The goal is to craft fast-paced, heroic tales filled with action, magic, and swordplay. To achieve this, the game relies on a straightforward set of rules to avoid getting bogged down in unnecessary details.

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