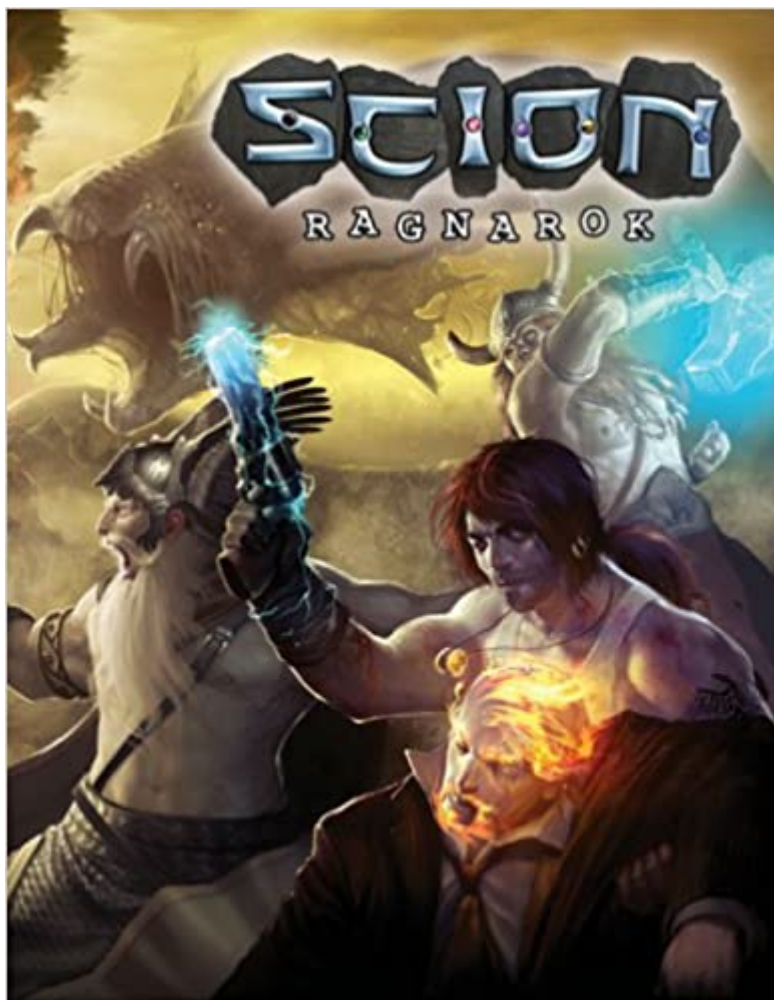


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Scion Ragnarok*OP



Synopsis

The End Is Nigh! Fimbulwinter has come. The wolf Fenrir runs free, and the serpent Jörmungandr has loosed Midgard from his coils. The twilight of the Gods has begun, and only the Scions of the Aesir can salvage some good from the conflagration to come. Will your character survive the final battle of order versus chaos, or will the forces of the Wyrd consign him to death with the bulk of the Norse gods? An Apocalyptic Campaign for Scion featuring: A complete overview of the Norse myth cycle Monsters and adversaries based on Norse myth for use in any Scion game Full stats for major and minor members of the Aesir A series of three adventures designed to take characters from hero to God as the events of Ragnarök play out.

Book Information

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Customer Reviews

The book is great and everything I needed, but it's always a fair warning to say that White Wolf games books have subpar binding, so you need to be extra careful with them.

There's tons of great information here; the whole first half of the book is a crash course in Norse mythology. Sure, you could get most of this from books that are available free online (elder and prose eddas, for a start), but this is all rationalized for gaming, and that's something that you could do, too, but it's not a trivial amount of work. It's that sort of bringing things that we all sort of know and agree about (vamps, werewolves, fae) into a gaming framework that's nearly always well done in WW, and it's no different here. Scion the system has some mechanics challenges, but that's not relevant to this review, and I don't penalize the module for those--doesn't seem fair. What I do find annoying is what I find annoying in nearly every WW product. Poor follow-through in the adventures.

The adventure is a fun and creative take on Ragnarok. (Well, fun to play--not fun for the world to experience!) The problem is, it's too sketchy on details. There's not a single map in here, either of real-world locations, or asgard, midgard, etc. Not one! Nor are there any tactical maps of smaller-scale locations. Now, I'm not at all into the D&D 4.0 miniatures style of play, but a nice map that helps the gm and players visualize their surroundings would almost never go to waste, IMHO. WW never provides them. I expected that. What I didn't expect was the extent to which the game refers you to the scion books for stats. Apart from the marquee gods, just about every single antagonist you'll face is stat-free. Almost every one says something to effect of: use the Blah Blah monster on P. XX of Scion Bookname, but modify it with A, B, & C changes. Boo! I bought this \$32 game so that I wouldn't have to do that kind of work. List the damned stats, you lazy bastages! Worse, monster's weapons are also modified versions of weapons from other scion books. So you might have to look up a foe in one book, modify him, and then do the same for his weapon! That's the sort of thing I want a book I bought to do FOR ME. I'd rather spend my time and energy modifying the scenario, not working out fiddly stat bits. Dean Shomshank did a great job putting together a Ragnarok book. Too bad the WW style is to skimp on details that make the GM's job easier. That brings the book down half a point to to 3.5 to 4 stars, for this reviewer.

At last a full sourcebook for the Norse gods in Scion. Anyone who plans on using the popular pantheon needs this book, even if you don't intend to run your players through Ragnarok. There's plenty of material for both player and game master, with people and places from Norse myth described in enough detail to add spice to any campaign.

A painful module to play in. The antagonist are way beyond the typical player characters ability to cope with, rather than being a heroic game it is a painful excise in getting your a## kicked over and over again. Things are just way too tough for you to hurt them, combats take hours to resolve. Dice work similar to Exalted or Vampire where a 1-6 = 0pts damage and 7-10 = 1 pt damage. eg you Shoot and Hit a giant (Soak 5) with a BIG handgun, say a Desert eagle which does 5 lethal damage, its a great shot that inflicts say 4 levels of success above and beyond what you need to just hit. Damage Inflicted = (Gun damage +1 +extra successes) rolled dice - the soak of the target. ie (5+1+4)rolled dice -5, 10 rolled dice average 4 hits, that's two less than what you need just to scratch said giant and that example assumed you rolled really well and hit with 4 extra successes. A Young Fenris has 9 soak and does 7 aggravated damage with a bite attack, machine gun bullets bounce off its skin while it can almost kill you in one chomp and that's a young one. Not fun to referee as

your constantly having to rewrite the module. Not fun to play as you constantly outclassed.

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