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About This Content

Of Drow Origin

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Treachery. Secrets. Murder. It is a good day to be a Drow.

Of Drow Origin is a tale of intrigue and shifting loyalty. This one-shot module has a very high replay value, caters to new players and veterans, and features unique game play scenarios which ultimately resolve through PVP interaction (combat and noncombat).

Certain to appeal to all types of gamers, beautifully illustrated, and chock full of unique content and extras that make this a grab-and-go solution for DMs that want to run a game for friends, a gaming group, or an online convention. As written this game is intended for NINE players but scales well down to as few as four.

Included are three new archetypes:

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- Cleric - Spider Domain
 - Druid - Circle of the Coven
 - Fighter - Blackguard

The story takes place in a wedding ceremony setting, and is written with an emphasis on roleplay. Character levels range from two to eleven making choosing allies an all-important task. Each of the nine main characters has a short background that provides just enough ambiguity to allow players to insert themselves into the heads of their character while still making decisions that make each play-through different. By focusing on the roleplay, this game has wide appeal to all levels of experience, while still keeping the power-gamers second guessing every choice.

Normal run time is four hours but can vary. Replayability is VERY HIGH!

Fantasy Grounds Conversion: Rob Twohy (rob2e)

Released on April 18, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E ruleset.

Title: Fantasy Grounds - Of Drow Origin (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 18 May, 2017

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English







A well-written choose your own adventure that will especially appeal to anyone who enjoys the Cyberpunk genre. Very Shadowrun feel to the story itself, sans the meta-races. However, I didn't develop the same attachment to my character or the supporting cast that I did in Choice of Robots or Tin Star as examples. It might have been that as a reporter, my character was more of a story observer than a story maker. I also felt like some of the plot itself was contrived and more fed to me as a reader than something that developed through choice-based play. I consider it a decent product for its price.. I enjoyed playing this for a bit, but as it turns out, it doesn't work properly with linux. Cut scenes are missing. Total bummer. I'm planning to install windows in the near future, hopefully it'll work then.. 1Heart brings the heebie-jeebies in its fantastic art style and use of color and sound. From the moment the game loads the first odd cut scene, you know you are in for something weird, twisted, and probably not going to make a lot of sense. That doesn't stop this title from packing everything you love about the genre into the game though. You have items that can be combined, puzzles, finding hidden objects, and feeling plenty lost 90% of the time. Veterans of the genre may enjoy the challenge that 1Heart offers, being a game that is very stingy with its hint system for better or worse. Those like me, who have some experience but only play on occasion may want to keep a handy guide on stand by as it is very easy to feel lost and confused as to what to do next. Despite this though, the puzzles are enjoyable, the game sticks to its theme unabashedly, and the voice acting guides the story, even if I found it slightly cheesy at times. In all 1Heart is a strange and twisted tale, it requires patience, luck, and most of all, lots of clicking. The game is well designed and looks fantastic. Just be aware of the nature of the beast. This isn't a game to hold your hand, simply put.

I made a video review to show off some of the features and gameplay of this game!

<https://youtu.be/Cqv2U9rDvCM>

I hope you enjoy!

Martyr. This DLC is ruined by the last song, 'We're That Perfect Storm.' It sounds nostalgic to the point I want to vomit, and this is coming from a guy who used to listen to the Eagles. Let's just say I've gained a thorough appreciation for the skip song button. Shame because I really enjoy the other tracks. It'd be nice if in the launcher you didn't have to check off the whole entire DLC, but rather individual songs.. game is dead. This game is broken, at least under the Taiwanese ruleset - it sometimes doesn't notice that a hand is winning.. Cute and narrative puzzle game with platformer based features and physics interactions. Not so hard but very comfortable to complete every day some levels. Recommended!

Pros:

- Smooth designed puzzles
- Nice visual style
- Story
- Platformer and physics interactions

Cons:

- Very low sound volume

p.s. too low price

Classic platformer with retro style graphics and an "interesting" protagonist. The game itself poses a nice challenge with good music to go along. There are a few annoying moments where you die to see where you need to go or projectile spawning off the screen and falling on you. Overall it's a decent experience, however there are other games that are simply more memorable/better.. Has a good and working menu, but gets old after 5 minutes.. Honestly, this was disappointing. *One location, consisting of four screens, and one other location where we only walk around, and that's the whole game.*

Since the main location is a grocery store, the graphics don't get a chance to shine, never rising to Little Kite's level.

Some puzzles in LK were very well-designed and cleverly integrated into the events, not just serving as roadblocks. Repentant has some of the most contrived puzzles ever.

There are issues with how those puzzles are implemented too. I tried to open the locked door, which did nothing. Turns out I had to do it later, when trying to open it causes a response. Just clicking on an object (an empty bottle) does nothing, and there is no indication that something else is required; instead, we're expected to use an item from the inventory on that object, then the object gets taken.

The location where we walk around has very choppy scrolling, LK had exactly the same issue, and it hasn't been fixed.

The writing is also way below the level of LK. LK's story was simple but serviceable. Repentant is preposterous. And the actors are obviously struggling with their lines, because people do not say things like "She was always smiling, with her naive and childlike optimism.". Took about 8 hours to beat, not as good as Loren Amazon Princess but not bad either.

The alchemy mini game was fun for a short while and then it became tiresome, wasn't hard at all though. Don't freak out about days, you have plenty of time for everything.

. Good game. Enjoy the missions and the difficulty settings. Hate the roading system!. Cool assets that help offset the ugh factor that a lot of Paradox-made houses and commercial buildings have

Also helps to support a modder who's made over 500 FREE assets

So, here's what you do, buy this and support her - and THEN download ALL her content - to support her some MOAR :D. Having owned the Airport Frankfurt scenery for FSX, I was at first a bit disappointed with this version for X plane. However now updating my review to a plus. The problem was that the new scenery was not loading. It seems that there is already a basic areosoft Frankfurt airport included in X plane 11. It appears under custom scenery. It's a bit confusing, but I got it working with help from support. If you buy this scenery pack, then once it's all downloaded and installed you need to disable the standard Frankfurt airport (which is listed under custom scenery - confusing). Basically just find the file called scenery_packs.ini and edit it to move the new scenery to the top and disable the other Frankfurt airport. Then everything works great, and the scenery is really great. I also bought their Egelsbach add on and am very happy with it. That one just woked, without any settings changed.

Here is the top of my file so it may help you. Moving the order of the lines as below and disabling the standard Frankfurt (confusingly named custom), then it works great. Pretty easy do when you know how. Aerosoft support were very helpful with this.

*I
1000 Version
SCENERY*

*SCENERY_PACK_DISABLED Custom Scenery\Aerosoft - EDDF Frankfurt\
SCENERY_PACK Custom Scenery\Aerosoft - EDFE Egelsbach\
SCENERY_PACK Custom Scenery\Aerosoft_EDDF_1_Parked_Cars\
SCENERY_PACK Custom Scenery\Aerosoft_EDDF_2_Roads\
SCENERY_PACK Custom Scenery\Aerosoft_EDDF_3_Scenery\.*

I liked this game well enough, but...

In my opinion, there are better games than this one, and they contain the same format. I haven't seen all the outcomes yet, but in my experience, this game deals more with the church, than the magic itself. Also, several plot transitions which occurred in my playthrough were illogical.

My overall experience is positive, though. It's interesting, the choices are tough to make, a few characters were interesting etc.

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